

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
1 level = light,(5-15)HCP,5+(4) good cards
Responses : New suit = NF,cue-bid-inv.,2 NT-NAT,when second opp passes.When he bids-2 NT-limit raise 4 + fit.Jump shift – splinter; jump raise – weak (0-7)HCP
Same in balancing position
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
Direct position: 15-17hcp Natural – Stayman, Transfers
Same in balancing position
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak
Reopen: not weak
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Direct Cue Bid is Michaels
Jump Cue Bid asks for stopper
VS. NT (vs. Strong/Weak; Reopening;PH)
Direct position – dbl – 1 m or both Majors; 2 ♣ - clubs with higher (4+ - 4 +) ;
2 ♦ - diam. With higher; 2 ♥ -2 ♠ - natural
Same in balancing position

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2 nd /4 th	2 nd /4 th	
NT	2 nd /4 th	2 nd /4 th	
Subseq	2 nd /4 th	2 nd /4 th	
Other: AK= lead A wants Lavinthal, lead K wants count			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace/King	AK	AK	
King	AK, KD	AK, KQ	
Queen	QJ10	KQ10, QJ	
Jack	AJ10, KJ10, J10	AJ10, KJ10, J10	
10	A109, K109, Q109	A109, K109, Q109	
9/10	J9x, 109	J9x, 109	
Hi-X	Odd number	Odd number	
Lo-X	Even number	Even number	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Count - UDCA	Count - UDCA	Count,Lavinthal
Suit 2	Lavinthal	Lavinthal	
3	Wish – small = enc	Wish – small = enc	
1	Count - UDCA	Count - UDCA	
NT 2	Lavinthal	Lavinthal	
3	Wish – small = enc	Wish – small = enc	
Signals (including Trumps):			
Lavinthal; Smith appel vs. NT - small encouraging			
In the midgame – preference to attitude leads			
DOUBLES			

[illegible]

VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOUT DOUBLES (Style; Responses; Reopening)	
	Sputnic – Can be light, shaped	
Negative doubles up to 4HE		
	Negative doubles up to 4♥	
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1□ or 2□		SPECIAL FORCING PASS SEQUENCES
	SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS	High level doubles are take out,expresses desire for higher bids
Double over 1Cl- diam. , other – transfers,1NT-4Sp w 4 +m, 2 Di-5+ Sp,unbal. Hand,2 HE/Sp- Nat,3 any – Nat.		
	Lightner – asks for the first suit bid by dummy	
OVER OPPONENTS’ TAKEOUT DOUBLE		IMPORTANT NOTES
2NT = Limit Raise	Redouble over a Cue bid shows Ace, or Void	
2CL/DI/HE/SP = NF ; Redbl = 11+		
Double Raise = weak		PSYCHICS: Rare
Transfers , Colour jumps are leads + fit		

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣	+	0		STR, 16 ⁺ HCP	1♦ = (0-7) hcp; 1♥ 8-11 any 1♠/2♣/2♦/♥= 5 ⁺ cards 12 ⁺ hcp, GF;	1♣ - 1♦ - 1♥/♠ = F1 1♣- 2♦ - 2♥-Relay . 2 NT- hearts	
					1 NT = 12-13 or 16-17, 2 NT – 14-15 or 18+	1♣ - 1♦ - 1 NT = (17-19) hcp;	
					2♠ = any 4-4-4-1	1♣ - 1♦ - 2 NT = (20-22) hcp, 5M or 6m are possible, PUP STAY	
					1♣-O/C-DBL = (5-7) hcp any shape; -Suit = 5 ⁺ cards, 8 ⁺ hcp		
1♦	+	0		1♦ - (10-15) HCP, BAL, w/o 5M	1♥/♠ = 6 ⁺ hcp, 4 ⁺ cards; 1 NT = (7-10); 2♣=RF,4 + cards	1♦ - 1♥/♠ - 1♠/NT - 2♣ = auto for 2♦ ;	
				(10-15) HCP, semi-BAL	2♦ = RF, 4 ⁺ cards; 2♥= 4+♥ и 5+♠ inv / 2♠ = (0-7) hcp, 6 ⁺ cards const.	1♦ - 1M - 2NT = 6 ⁺ ♦, 3 ⁺ M; 1♦ - 1M - 3♦ = 6 ⁺ ♦ and 2-M;	

					2NT – block with clubs or BAL GF; 3 NT = to play, 3 ♣ - block in ♦ ; 3 ♦ - block in ♥ or GF with 5 ♥ and 5 m	1♦-DBL-RDBL=hearts,all transfers	
1♥		5		1♥ - (10-15) HCP, 5 ⁺ ♥	1♠ = 4 ⁺ cards, 6 ⁺ hcp; 1 NT=semi F,0-13 HCP; 2♥=(7-10) hcp;	1♥-1NT-2♣/♦=3+cards	
					2♣ = GF, 4 ⁺ cards; 2♦ = GF, 5 ⁺ cards;	1♥-2♥-2♠ - Game try with short or long spades	
					2♠-inv 4+ sp with 3 fit /3♣/♦ = nat INV; 2 NT = INV+ with 3+ ♥	1♥-2♥-2Nt/3♣/♦ - Game try with shortness H.M.L	
					3♥ = 4 ⁺ ♥ WEAK; 4♣,♦ = SPL; 3 NT/4♥/♠ = to play; 5♣/♦ KCB with void		
1♠		5		1♠ - (10-15) HCP, 5 ⁺ ♠	Same as above	1♠-1NT-2♣/♦=3+cards; 1♠-1NT-2♣-3♥=6+♥INV	
						1♠-2♠-2NT - Game try with balanced hand	
						1♠-2♠-3♣/♦/♥ - Game try with shortness H,M,L	
1 NT				1NT – 14-16 ; (15-17) HCP, BAL or semi bal	2♣ = STAY; 2♦/♥=TRF to ♥/♠ 2 ♠ - TRF clubs or Slam try with minors or bal INV. 2 NT – Puppet Stayman		
				5M or 6m are possible	3♣ = 6+ ♦ / 3♦=5+♣/5+ ♦ GF, 3♥/♠ = 5-4 minors with 3 cards in the suit		
					3 NT to play		
2♣		5		6 ⁺ ♣, (10-15) HCP	2♦ = (R); 2♥/♠=5 ⁺ cards F1; 2 NT= weak with fit or GF with fit		
					3♣ = TRF for diam. Inv +, 3 ♦- inv+ with majors,3 ♥ - GF with hearts and diam. , 3♠- GF with ♠ - ♦ (5-5)		
2♦	+			2♦ - Both Majors, (4-10) HCP	2♥;2♠ NF, 2 NT – Relay 3♦ - block with 3-3 MM , or nat GF with ♦	2 NT – 3 CL = 54 Min, 3 DI = 5-5 Min. 3 HE = Max. 5+♥- 4♠ 3 SP = Max. 5+♠4 ♥ 3NT = 5+5+ Max	
2♥,♠		5		2♥,♠ nat weak	2 NT = (R)- 3 CL – 5 M (3 di) – (R) 3 DI – Max,6 M; 3 M – Min,6 cards		
2 NT				Minors weak			
					3 NT = to play		
						HIGH LEVEL BIDDING	
3 ♣, ♦, ♥, ♠		6		3♣/♦/♥/♠ - WK PRE; VUL= -2	New suit = NAT, F; 4♥/♠,5♣/♦=to play		
3 NT	+	7		Gambling = SOL m	4,5,6♣ = P/C	Blackwood; KCB – 14,03,2,2+Q; CUE-BIDS, SPL	
4 ♣, ♦, ♥, ♠	+	7		4 ♣/♦/♥/♠ - WK PRE; VUL= -2			