

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
1 level 4+ ; 2 level overcalls usually sound
Fit jumps in competition and by passed hand
2NT good four card raise.
(2M)-4x = two suited; (3M)-4m = m and OM; Forcing
(1M)-(2/3M)-4m= m and OM; Forcing
(3♠)-4♠=mm strong. (3♥)-4♥ good 1 suited hand
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18 (in second and live in fourth). Responses as 1NT
Reopening 11-14 responses as 1NT
In live auction (1x)-P-(1y)-1NT, 2x = Stayman unless 1x<2).
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak, 6+ card suit
2NT – two lowest suits (19-20 protective)
Reopen: Intermediate jumps
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
1♣ 2♣ and 1♦ 2♦ =Majors;
1M-2M = OM +m;
(1x)-3x asks for a stop for NT
VS. NT (vs. Strong/Weak; Reopening; PH)
Weak or Strong : x=16+ 2♣= Ms; 2♦=6+ either M, 2♥=5♥, 4+m;
2♠=5♠, 4+m: 2N=mm
By passed hand X=Ms or ms . 2♣=♣+M 2♦=♦+M
Take out doubles after penalty double of 1NT.
(1NT)-x-(2y): first double is takeout; others are penalties.
If (1NT)-x (2y) is artificial, first double is values; next is t/o, and others are penalties
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Double – normal takeout or strong
Cue = two suited; 4m over pre-empt = two suited.
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
(1♣) – x=♥; 1♦=♠; 1♥=two same colour; 1♠=two same rank;
1NT=2 odd; weak jumps. Pass then bidding = stronger.
OVER OPPONENTS' TAKEOUT DOUBLE
XX=9+ looking for PEN . xfr after 1♣-(x)-
Fit jumps; 1m-(x)-2M= 6cM weak
2NT= 4-card raise to 3M.

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	4th/2 nd ; strong 10s	4th/2nd*
NT	4th/2nd; strong 10s	4th/2nd*
Subseq	4th/2 nd	4th/2 nd

*Highest of 3 if supported partner's suit. (if Jxx or less)

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AKx	AKx
King	AK; KQxx; KQ10xx	KQ10x
Queen	QJx	KQxx QJxx
Jack	J10x	J10x
10	AJ10, KJ10, A109, K109 Q109, 10x	AJ10, KJ10, A109, K109 Q109, 10x
9	109x; 9x	109x, 9x
Hi-X	(x)x, x(x)xx	(x)x, x(x)xx; 10(x)x
Lo-X	Hxx(x)x (10=H)	Hxx(x)x (10=H)

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
1	HELO	HELO	LE
Suit 2	A: LEHD	A: LEHD	HELO
3	Suit pref.	Suit pref.	Suit pref.
1	HELO	HELO	LE
NT 2	A: LEHD	A: LEHD	HELO
3	Suit pref.	Suit pref.	Suit pref.

Signals (including Trumps): may be suit preference.

On declarer's first suit: peter by leader = switch; by responder = enc.

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

Take out to 4♥.

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

Game try doubles.

Support doubles and redoubles over 1M and transfer responses.

1x-(1y)-double = transfer; 1x-(dble)-rdble = transfer.

[illegible]

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	3♠	Natural or bal. Balanced may include 5 poor ♣, ♦ or ♥.	1♦ transfer to ♥, may have longer minor. 1♥ transfer to ♠, may have longer minor.	Complete = 3M; Jump to 2M = 4M and 12-14. 1NT = 11-14, <3M, 2NT 18-19, 3♦ = 18-19 with 4M	Over 1♣-(2M) 2NT and higher, and over double/1 level intervention, transfer responses.
					1♠ transfer to diamonds 4+ (5+♦ if <12), no 4cM. 1NT 5-10, 4♦ or 4♣	2♦=4(3)♦. 1♣-1♠-2♥ strong artificial, 2NT 18-19 bal	Fit jumps in competition.
					2♣ 4+♣ inv+	2♦ = bal 12-14 or 18-19; 3♣/2♥ min; 3M min/void 2♠/2NT/3♦ non-min; 3NT 18-19 5332.	
					2♦=5-9 5H+4S		
					2M=3-7 6+ cd suit	2NT enquiry	
					2N=13-15 or 19+ bal	2NT enquiry	
					3♣ = Pre-emptive.		
					3♦ = 5/5+ in majors GF, no void	3♥ 6AB; 3♠ for shortage; 4M to play	
					3M = GF splinter in M with 3OM-54mm shape		
					4♣ - ace asking		
					4♦/♥ transfers; no slam interest		
					4♠ = transfer to ♣; 4NT = transfer to ♦	Next suit asks for responder suit quality.	
1♦		4	3♠	5+ unless 4441 or 1=444	2♣ GF (except 1♦-2♣-2any-3♣) 2♦ - GF; 2M – weak; 3♣ = 4♦, 8-11 unbal.; 3♦ weak 3M = natural and pre-emptive	1♦-2♣-2♦ may only be 4♦. 2♥/3♦ min; others artificial and shape showing.	
1M		5	3♠		1NT – wide range (6-11(12)) NF. 2♣ GF (bal or ♣); 2 other = GF 5+ 1♥-2♠ and 1♠-3♥ - 3 card limit raise in M 2NT = GF 4M support 3♣ = 5-9 and 4M 3♦ = 10-11 and 4M; 3M = pre-emptive	3♣/4M minima; other shape and range showing.	2NT = 4M GF over suits; 2NT over double = limit raise at least.
1NT		N/A		14+ to 17 May have a singleton Single ♥/♠ will be A/K/Q	2♣ = 8+ enquiry 2♦ = hearts 2♥ to 2NT transfers 3♣ = both minors; 3♦ = both majors	2♠/NT – complete with fit.	1NT-(2x): system on if 2♣=♣/single suit. If (2x) = MM, 2♥=♣; 2♠=♦, 2NT=both m If (2x) natural, 2NT to 3♥ transfers. 3S=F with 5S and stop except over (2S).
2♣			3♠	GF except 3M rebid over 2♦	2♦ - relay 2M/3♠ = +ve; 2NT = +ve in ♦; 3M = 6 good M.	2♣-2♦-2♥ = 23-24 bal or strong with H.	
2♦		6		Weak	2♥/2♠ inv nf 2NT enquiry	HIGH LEVEL BIDDING KCB responses: 5♣=1/4; 5♦=0/3; 5♥=2-Q; 5♠=2+Q. Next suit over 5♣/♦=queen ask. 5NT over response = specific K ask (bid K or missing K). 6AB responses: 1 step=1/4; 2 steps=0/3; 3 steps=2, no Q; 4 steps = 2+lower Q; 5 steps = 2+higher Q; 6 steps = 2+both Qs; next suit over 1/2 steps = Q asking. 5NT when suit agreed: Exclusion Blackwood: 1 step=1/4; 2 steps=0/3; 3 steps=2-Q; 4 steps=2+Q. Next suit over 1/2 steps responses=queen ask.	
		6		Intermediate in 4 th .			
2M		6		Weak	2NT = enquiry: other suit = feature and max.		
2NT		N/A		20-22	3♣ - puppet; 3R = transfer; 3♠ - minor Stayman 4♣ = ♥; 4♦ = ♠; 4♥ = ♣; 4♠ = ♦ - slam tries		
3x		6		Pre-emptive	4♣ over 3♦/3♥/3♠ and 4♦ over 3♣ asking. 3♣-3♦ asks		
4x		6		Pre-emptive			
4NT		N/A		Ace asking	5♣=0; 5♦/♥/♠=that ace; 5NT=A♣; 6x-lower of two.		

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