

DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			
OVERCALLS (Style; Responses; 1/2level; Reopening)		OPENING LEADS STYLE			
General Style:Level 1:6+HCP 4+cards Level 2:10+HCP 5+cards Responses: CUE=GF, JumpCUE= 3rd level NAT with 4 card fit, 4th level SPL. NewSuit=F1, JumpNewSuit=G/T, JumpRaise=PRE - R/O : 8+HCP, CUE=F1, 1NT=10-14 BAL , 2NT=18-19 (BAL)		Lead	in Partner's Suit		
	Suit	3rd / 5th	3rd		
	NT	4th-2nd	3rd		
	Subseq	ATT	ATT		
	Other				
1NT OVERCALL(2nd/4th Live; Responses; Reopening)					
2nd: VS. m :15-17 HCP; VS. M :15-18 HCP					
Response: Same As Opening					
4th: 11-14 HCP					
Response: 2♣=ASK Range		LEADS			
2♦/♥/♠/2NT=TRANSFER, 3♣/♦/♥/♠=NAT INV		Lead	Vs.Suit	Vs. NT	
JUMP OVERCALLS (Style;Responses;Unusual NT)		Ace	AKx,Ax,AKJx,AKxx	AK,AKx,AKJx	
1-Suit: WJO		King	KQ,KQxx,KQTx,Kx,AK	AKJT,AKJxx,KQJxx,KQ109	
2-Suit: (1M)-2M = OM+Minor , (1♣/ 2♣.1♦-2♦=MM, (1M)-2NT = Minors (1minor)-2NT=LOWEST SUITS, (1m)-3om/3M= NAT,WK (1any)-3any=ASK Stopper		Queen	QJT,QJx,Qx	AQVx,KQx,KQTx,KQJx,QJTx	
Reopening:INTERMEDIATE, (1m) - Pass - (Pass) - 2NT=18-19 HCP		Jack	JTx,JT9x,Jx	AQVx,JT9x,Jx,	
DIRECT and JUMP CUE BIDS (Style;Responses;Reopening)		10	AJT9x,KJT9,T98x,Tx	AJT9x,KJT9,T98x,Tx	
1♣-2♣/1♦ - 2♦=MAJORS, 1♠1♦-4♣ H BAD/4♣BAD SP 4H GOOD H/ 4SP GOOD SP		9	KT9,AT9,QT9,109x	KT9,AT9,QT9.109x,109xx,1098	
Response:CUE=F1, 2NT=ASK LIMIT 1h/sp-2h/sp		Hi-x	COUNT	COUNT	
VS. NT(vs. Strong/Weak; Reopening; PH)		Lo-x	COUNT	COUNT	
VS STR:DBL=PENALTY or 4M+/5m+, 2♣=MM, 2♦=MULTI, BAD MAJOR HAND OR 18-19		SIGNALS IN ORDER OF PRIORITY			
2♥, 2♣= NATUREL 2NT UNBALANCED 65-66 HANDS 3♣/♦/ 3♥/♠=NAT WK, R/O: X=MM, ANYSUIT= NAT VS WK NT			Partner's Lead	Declarer's Lead	
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)		Suit:1st	High=Encrg	HI=EVEN	
VS.MULTI, DBL= T/O, 2NT=15-18HCP ; 3♥=mm STR, 3♣=♣+m, 2♥/2♣/ 3♣/♦=NAT,4♣=♣+♥, 4♦=♦+♥, 4♥/♠=to play		2nd	Count	HI=S/P	
VS.2♦(if NAT); 3♥=♣+♥;3♣=♣+♠,4♣=MM,STR;4♦=MM,WK		3rd	HI=S/P		
2♥/2♣/ 3♣=NAT,18- HCP, 2NT=15-18 HCP		NT: 1st	SAME		
VS.2♥/♠(if NAT);CUE=mm STR ; 4♣=♣+oM ; 4♦=♦+oM,2NT=15-18HCP		2nd		HI=Encrg or S/P	
3♣/♦/oM=NAT(18-HCP)		3rd			
VS.3♣/3♦/3NT: 4♣=MM,STR ; 4♦=MM, TO PLAY		Signals (including Trumps):			
VS.3♥/3♠: 4♣=♣+oM (STR) ; 4♦=♦+ oM, STR; CUE=mm STR		REVERSE TRUMP COUNT SHOWS RUFFING VALUES			
VS. ARTIFICIAL STRONG OPENINGS					
VS.2♣, 2NT=mm, DBL=MM, Others:NAT		DOUBLES			
VS.1♣, 1♦/♥/♠=NAT,DBL=MM, 1NT=mm		TAKEOUT DOUBLES(Style;Responses;Reopening)			
OVER OPPONENT'S TAKE OUT DOUBLE		Style: MIGHT BE LIGHT			
RDBL : 9+ HCP , ALL SYSTEM IS TRANSFER		Response: CUE:F1,			
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE		R/O: 8+HCP with S/S			
		SPECIAL,ARTIFICIAL AND COMP DOUBLES/REDOUBLES			
		RDBL			
		SPECIAL FORCING PASS SEQUENCES			
		2♣ PASS PASS DBL 5+			
		DRURY 2♣ 3CART SUPPORT 2NT 4 CART SINGLETON			
		COMP:			
		Psychics:			
		Rare			

Opening	ART	Min. Card	Neg DBL	Description	Responses	Subsequent Auction	Competitive and Passed Hand Bidding
1♣ 1♦		3 3	4♥	11-21 HCP	1♣-2♦♥-2♣ : 9-11HCP NATURAL 1♦-2♥-2♣-3♣9-11HCP NATURAL SAME AFTER DBL 1♣-2♣;1♦-2♦ : 10+ HCP with SUPP INVITE PLUS 1♣-3♣;1♦-3♦ : 0-8 HCP 4+SUPP 1NT:7-10 HCP 2NT:11-12 HCP INV. 3NT:13-15 HCP (3334 or 3343)	1♣/♦-1♥/♣-2♥/♦:11-14 HCP BAL 1♣/♦-1♥/♣-3♥/♦:12-15 HCP UNBAL After 1m-1M-2NT 1♣/♦-1♥/♣-1NT-2♣ transfer to diamond 2♦ GF 1♣/♦-1♣-1NT-2♥=6♣+4♥ Limit 1♣-1♦-1NT: BAL may have 4 cards M 1♣-1♦*1♥/♣-1NT-2♦=FG Relay, 2♣ TRANSFER TO DIAMOND 1♣/♦-1♥/♣-2NT: UNBAL GF HANDS CLUB STRONG HAND OR M FIT GF 19*21 HCP 4CARD SUPP WITH SINGLETON 2WAY XYZ	1♣/♦-(DBL)-2♣/2♦=(3-8HCP SUPP) 1♣/♦-(DBL)-2NT=BLOCK OR GF SUPP 1♦-(DBL)-3♦=DIAMOND Supp SINGLETON 1♣-(DBL)-3♣=CLUP Supp SINGLETON 1♣/♦-(1x)-2X=SUPP INVITE PLUS 1♣/♦-(PAS)-2♣/2♦=10 PLUS SUPPORT 1♣/♦-(1x)-2NT=NATUREL INVITE 1♣/♦-(1x)-2♣/♦=(3-8HCP SUPP) 1♦-(1x)-3♦=0 7 HCP 1♣-(1x)-3♣=0 7 HCP 1♣/♦-(X)-XX=12+ any
1♥ 1♣		5	4♥	11-21 HCP	1M-2M= a) 4-6 HCP 4 card supp b) 8-9 HCP 3 Card sup 1M-3♣=9*11 CLUB INVITE 1M-3♦=9-11 DIA INVITE 1M-2NT= INVITE 3 PLUS Card BALANCED OR UNBALANCED 1♥-2♣ 9-11 SPADE INVITE 1M-4X= Splinter 12 -14 HCP, 1M-3NT= 12-14 HCP 3 Card supp Bal. 1♣-3♥ 9*11 HEARTS INVITE	1♥/♣-3♣/4♣/♦/♥=SPL 1♥/♣- 1NT-P-2NT GF UNBALANCED HANDS	drury 2c 3 cart 9-11 2d naturel 2nt singleton 7-9 4 cart fit
1NT				15-17 HCP	2♣=0+; 2♦/♥/♣/NT=TRF 2♣ INVITE BALANCED HANDS OR CLUB 3♣=PUPPET GF: 3♦=5+5mmFG, 4NT=QUANT 3♥/♣=5+4mm + SINGLETON ♥/♣ FG 4♣/ 4♦=Trf ♥/♣= NAT NAMYATS	After 1NT-2♣, 1NT-2♦-2♥-3♣/4♣/♦=SPL, 4♥=BAL S/T 1NT-2♥-2♣-4♣/♦/♥=SPL, 4♣=BAL S/T 1NT-2♣/2NT reject invitation	
2♣	ART		4♣	22+HCP ANY 17+HCP UNBAL	2♦=4+HCP, 2♥=0-3 HCP, NO ACE OR KING 2♣=5+ cards in ♥; 2NT=5+ cards in ♥		2♣-(any)-PASS = PASS DBL = 5 + HCP
2♦	ART			18-19 HCP BAL or WK 6 cards any M	2♥/♣=P/C, 2NT=F, 4♥/♣=P/C 3♣/♦=NAT F1; 3♥/♣=(P/C) 4♣=ASK TRF of M; 4♦=ASK M	2d-2h-2sp-3h (inv from heart) If 2d opening includes weak heart, 2d-2sp-3cl / 2d-2sp-3cl-3sp (inv from spade)	2♦-(DBL)-RDBL=ASK suit 2♦-(AnySuit)-DBL=PEN
2♥2♣				3-10 HCP 5♥+m 3-10 HCP 5♣+m	2NT= (Relay-1RF); 3♣=P/C; 3♦=FG with ♦; 3♥/♣=PRE; 3♥(for 2♣)=FG with ♥; 3♣(for 2♥)=FG with ♣; 4♣/5♣=P/C	2♥/♣-2NT?----3♣=♥/♣+♣ Bad hand; 3♦=♥/♣+♦ (3-7 HCP) 2♥/♣-2NT?----3♥=♥/♣+♣ Good hand; 3♣=♥/♣+♦ (8-10 HCP)	2♥/♣-(DBL)-RDL=BAL STR, 2NT=CONS, MinSUIT=P/C 3♦=NAT
2NT				20-22 HCP BAL	3♣ STAY / 3♣ MINOR STAYMAN 4♣=CL 4♦=DIA ; 4♣=DIAMONDS SLAM TRY 4♥ CLUBS SLAM TRY	2NT-3♦-3♥=GOOD H BAD H 4CARD / 2NT-3♦-3♣=no fit + 5 cards ♣s	WHEN DOUBLED, RDBL=ASK for the suit
3♣ 3♦		6		PRE			5 + HCP
3♥ 3♣		6		PRE	4♣/♦/4♣=ASK CTRL, 3♣=F1 4♣/♦/5♥=ASK CTRL	2nd Step= Second Round Control 3rd Step=First Round Control	
3NT		7		SOL m	4♣/5♣=P/C, 4♥/♣=To Play, 4♦=ASK S/S	3NT-4♦-4♥/♣=S/S 3NT-4♦-5m=om S/S, 4NT=no S/S	
4♣ 4♦ 4♥ 4♣ 4NT		GOOD GOOD 7 7		PRE PRE PRE PRE	4♥ Opening + 1Ace or 1King other suit 4♣ Opening + 1Ace or 1King other suit Gambling Gambling Asking ACE RKCB	HIGH LEVEL BIDDING RKCB - 1403, VOIDWOOD, DOPI, ROPI, CONTROL ASK, DEPO, REPO SPL	