

DEFENSE AND COMPETITION

SUIT OVERCALL TO ONE OPENING

from 2nd to 1x opening: with 8p+ ve 4+cards

from 4th to 1 opening then 1M overcall

Q bid 100% fit and new suit 1 round forcing

1NT=8-11, 2NT always fit, 3NT=16+

from 4th to 1 opening then 2x overcall

Q bid 100% fit and new suit 1 round forcing

1NT OVERCALL TO ONE OPENING

2nd (14+/17) all answers are same as 1NT

BALANCING NT (10-14p)

transfer system still works, 2cl is for limit asking, its answers are 2d, 2h, 2sp for minimum hands 10-13hcp. 2NT is the maximum hand with 14hcp and if the answer 2NT maximum hand comes then partner bids 3cl for stayman purpose or still transfer.

JUMP OVERCALL TO ONE OPENING

all jump overcalls from 2nd are weak

1cl opening then from 4th (2d/2h/2sp) 12p+ long (3d/3h/3sp) 12p+

Q-BID TO ONE OPENING

2nd ghestem and 2NT is unusual

4th ghestem direct 2NT natural 20-22 pts

NT OVERCALLS FROM 4TH

1NT=10-14 / direct 2NT=20-22/direct 3NT=23

X then 1NT=15-17 / X then 2NT=18-19

OVERCALL TO 1NT OPENING

2nd multi-landy / X= 5m+4M

4th landy / X= 4+3 min cards MM 11+

OVERCALL TO WEAK OPENING

X= take-out and all NT declarations natural 2M/3M then 4cl=cl+other M, 4d=d+other M

DOUBLE TO ARTIFICIAL OPENING

X is generally honours and length in that suit

X to 3NT opening is penalty

X to multi and flannery openings is any hand with 12 pts+

LEADS AND SIGNALIZATION

lead	count	to partner's suit
to trump	3 - 5	3 - 5 & if we gave fit, showing our honours
to NT	2 - 4	3 - 5 & if we gave fit, showing our honours

LEADS

lead	to Trump	to NT
A	AKx, Ax, AKxxx	AKxx from 4cards
K	KQx, AK, Kx	KQ109x, AKJ109
Q	QJx, QJ10x, Qx	QJ10x, KQxxx
J	J10x, KJ10x, Jx	J10x, KJ10x, Jx
10	Q109xx, 109xxx	Q109xxx, 109xx
9	9x	9x
X>Y	from doubleton	from doubleton
X<Y	3 cards+	showing honours

SIGNALS

to trump	discards
1st trick	like or odd/even
2nd trick	dislike
to NT	preference
1st trick	like or odd/even
2nd trick	dislike
	smith eco

DOUBLES

after rivals overcall with 7 hcp+(take-out) we play all: strong hand or support, penalty responsive, for the lead

ARTIFICIAL DOUBLES

after penalty X to our 1NT partner's XX is transfer, if X is 5m+4M then our X is 8 hcp+ lets play, in both ways 2cl is always stayman



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SYSTEM

2/1 system and partner's rebid is game forcing after 1NT 2nd multi landy X = 5m+ 4M or 18 pts+ 4th landy X is balancing (4+3 cards M and 11pts) if X comes to 1M opening or for 1M overcall, then all the transfer system is always valid splinters 10-11 pts and with 4 card fit voidwood (1-4, 0-3, 2 with no Q, 2 with Q) all invitational biddings continue if X comes. 2♦ opening is for both majors and weak can be 4+4 2♥, 2♠ are weak major openings 1NT forcing answer is always maximum 11 hcp to 1M opening 3cl & 3d are invitations 8-11 hcp 2NT is generally for fit everywhere and if it is 3 cards then is 10-11 hcp, if it is 4 cards can be 7-11 pts, drury is both from 3 & 4 with 2cl and 2NT 3NT gambling openings, 3rd and 4th color forcing texas, smolen, lebensohl, 4 way transfer two way checkback, 5NT is answered with suit 2♠ opening: 2♥ 0-3 pts and 2♦ waiting bid ghestem with all hands, only DEPO-REPO (XX) = is 10op+ and may have fit 3 or 4 cards fit Q quest is answered with the kings inverted minor and mixed raise for 1m openings

FORCING PASS

(1suit) X (XX) = one round forcing after our total points are 23 pts.

BID	HAND DEFINITIONS	ANSWERS	LATER BIDDINGS	EXTRAS
1♠/♦	3+ cards can be weak in 3rd	inverted (X system off) , mixed raise (X system on)	1m (X) 2NT=Is the worst hand 0-4 pts	
1♥/♣	5+cards (11-20 p) 1M(suit)2M=(6-10 p) X 1M(suit)3M=blocking(0- 4p) X 1M(suit)4M=gambling X 1M(suit)2NT=invitation X 1M(suit)4X=splinter(10-11p) X from 3rd and 4th drury X 1M 3NT or 1M (X) 3NT are to play 4M any regular hand balanced or unbalanced 3 or 4 cards	1NT is forcing (X system off) and with up most 11 p 1M 3M is preemptive,1M (X) 3M is preemptive 1M 2cl is artificial,may have very short in clubs GF 1M 2NT is always invitation and 1M (X) 2NT is also all the time,everywhere invitation opener's rebid 3cl is slammish and 3d is zone hand 1M 3cl/3d/3h are 8-11 invitations (X system on) 1M 3NT or 1M (X) 3NT 12-15 p regular fit hands splinters are 10-11 p (X system on) 3rd and 4th drury answers: only with 2cl and 2NT	a)drury (X system off) b)1M (X)1NT=transfer 2x=transfer 1M overall the same 1h/1sp 1NT 2NT is unbalanced 3NT is balanced 1h 1sp 2NT is unbalanced 3NT is balanced	a)1m 3m 0-4 1m(X) 3m 9-11 unbalanced 1cl 2d 1d 3cl 9-11 invitations b)1cl 1d 5-7 1cl 1NT 8-10 c)1cl(X) 2d 9-11 1d (X) 3cl 9-11 balanced
1NT	balanced hand (14+/17p)	2cl stayman (may have no 4 card majors) 4d/4h texas transfer,4 way transfer,lebensohl,smolen 2sp to 3cl,2NT to 3d transfer(with fit bid the lower step)	1NT 2d/2h(transfer) 2NT=4c fit maximum 3M =4c fit minimum	1NT 4cl =MM slam (majors are 5+5)
2+	X a)(22p+) any hand b)with 3 losers 18p+ & all full honours of the suit	2d=waiting bid, 2sp= 2 top honours 8p+, 2h=0-3 p 2NT=8p+hearts (5+cards and transfer to 3h) dealer can rebid 2NT then all the rules of puppet apply	in puppet we use our 4 card M for the the other M , 2c (X) =clubs 2cl (3cl) =both majors	after suit overcall to 2cl X is always strong 4+ and Pass is always weak,XX is like X
2+	X weak majors	2NT is asking the distribution 3cl=4+4,3d=5h+4sp,3h=5sp+4h,3sp=5+5,3NT=6+4 or 5	a)for 5+4 M b)for 5+5 M 1m 1sp 1m 1sp 2NT 3cl stayman 2NT 3h=5+5 3d=none of them 3h= 4 cards h 3sp=3 cards sp 3NT=3 cards sp + 4 cards h	
2NT	(20-21p)may have 5c major balanced, puppet, other for 3d/3h M transfers bid; 1)3h/3sp 2 cards 2)3NT 3 cards & retransfer	a)3sp transfer to 3NT b)2NT 3NT = 5sp+4h c)3cl=4c/5c M asking d)4cl 5+5 major dealer chooses e)4sp 5+5 minor hand f)4d/4h texas transfer(h or sp) g)3sp to 3NT then 4h=5cl+4d and 4sp=5d+4cl h)after 3d/3h if no fit, then we may bid the other suit	here the same adapts to 1m 1h bidding too c)for 6 cards M 1m 1M 2NT 3M = no pass	
2♥/♠ 3♠/3♦ 3♠/3♥	5+ cards (3-9p) weak 6+ cards (3-9p) weak 6+ cards (3-9p) weak	new major suit answer is 1 round forcing		
3NT	X minor of all set ,weak hand	a)4cl= pass-correct b)4d= single asking c)4NT keycard	can be very rare psychic bids	
4♠/4♥ 5♠/5♦	X 7 or more cards 11-14 to play weak minor opening	4♠/4♥ namyats up to 11 pts weak M opening		