

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
9+ points 5 Card suit
Responses natural 6-9 for support in partner's suit
10+ to change suit, except Clubs can be short
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-17 points (2 nd or 4 th) all systems on
Transfers, Puppet Stayman
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak: 1-suit 5 or 6 card suit
2-suit Ghestem -2NT =lowest suits, 3C=highest suits,
Cue bid = extremes
Reopen:
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
VS. NT (vs. Strong/Weak; Reopening;PH)
After 1NT weak opening Double is good opening hand
After 1NT strong play DONT: 2C is C +other suit, 2D is D+Maj
2H is H +S and 2s is natural
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)
After 3C or 3D opening by opp, Double is takeout,3NT to play
Partner will bid suit after Double, with 9/10 pts will jump

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	Small from honour	highest	
NT	4 th highest or top of sequence	highest	
Subsequent			
Other: if supported high from xxx in partner's suit			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	From AKx	A from AKQx or AKJx	
King	K from AK or KQJx	K from KQJx	
Queen	Q from QJ10	Q from QJ10x	
Jack	J from J10 J109	J from J10	
10	10 9 or 10 9 xx	10 9 xx	
9	9 8		
Hi-X			
Lo-X			
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	count and attitude	count	Odd / even
Suit 2			
3			
1			
NT 2			
3			
Signals (including Trumps):			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Up to and including 3S			
Re-opening double unless holding overcaller's suit			

[illegible]

VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣		SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS	SPECIAL FORCING PASS SEQUENCES
		Double is Points or Opening hand or other major	Unassuming cue bid, any bid of opp suit, forcing for 1 round
		Redouble with 9+ points no fit with partner's suit	Negative doubles show other major or other unbid suits
OVER OPPONENTS' TAKEOUT DOUBLE			IMPORTANT NOTES
1 opening by Partner and Double by Opp,a redouble response is showing no fit and 9+			4NT Keycard responses 5C 0 or 3, 5D 1 or 4, 5H=2 and 5S = 2 +Q of trumps.
After 4NT and suit bid by Opp, Double by responder means 1keycard PODI			5NT asking for K's bid number of K Reverse Bids
			PSYCHICS:

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4H	No 4 card Major 11-19pts			
1♦		4	4H				
1♥		5	3S	5 card Major 11-19 pts	2H 6-9 pts, 3H 10pts, 4H shaped hand and support 2C could be short 2NT 16 pts and support	Show 1 st round controls	
1♠		5	4H	5 card Major 11-19 pts	2S 6-9 pts, 3S 10pts, 4S shaped hand and support 2C could be short 2NT 16 pts and support	Show 1 st round controls	
INT				Balanced 15-17 pts	Puppet stayman or transfers		
2♣	√			23pts or 3 losers	2D relay		
2♦	√			Multi 5 ways (Strong in minors, weak in majors or 20 points = rebid of 2NT)	Bid of 2H is less than 14pts, bid of 2NT is 14+	After 2H response, pass, bid 2S,3C or 3D After 2NT response bid 3H/3S if <8pt or 3C/3D if >8 pts	
2♥		6		>16 pts or 4 losers	Bid 3H if can support and looking for Slam Bid 4H – shut out	Show 1 st round controls	
2♠		6		>16 pts or 4 losers	Bid 3S if can support and looking for Slam Bid 4S – shut out	Show 1 st round controls	
2NT				21-22 pts	Puppet Stayman/ transfers to the Majors/bid 3NT		
3♣		7		Preempt 5-9 pts			
3♦		7		Preempt 5-9 pts			
3♥		7		Preempt 5-9 pts			
3♠		7					
3NT							

4♣				Preempt 5-9 pts			
4♦		8		Preempt 5-9 pts			
4♥		8		Preempt 5-9 pts			
4♠		8		Preempt 5-9 pts			
4NT							
5♣							
5♦							
5♥							
5♠							