

DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS				
OVERCALLS (Style; Responses; 1/2 Level; Reopening)		OPENING LEADS STYLE				
Jump bids=PRE (6-11) at any VULN		Lead	In Partner's Suit			
Overcalls=5+ cards, (4 cards rarely), 7-16 HCP		Suit	2nd/4th	same		
NT RESP=NF		NT	2nd/4th	same	Category: Artificial - RED	
DRURY		Subseq	2nd/4th	same	Country: POLAND	
JUMP RAISE=PRE		Other: low from doubleton non-honour			Event: ALL EVENTS	
New suit=F1 after 2x O/C		9 from 109(+), 10 from 109			Players:	
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY	
1NT-2nd POS,4th LIVE=16-18 HCP; STAYMAN, TRF		Lead	Vs. Suit	Vs. NT	GENERAL APPROACH AND STYLE	
1NT-Reopen=11 - 15 HCP, subsequent bidding is NAT		Ace	AK(+)	AK()	Three-way 1♣ opening: NAT, PREP or STR	
		King	KQ()	KQ()	1♦ response is ART	
		Queen	QJ()	QJ()	five-card majors, non-forcing 1NT response	
		Jack	J10(), HJ10()	J10(), HJ10()	2♣ OPENING=11-14,5♣,4M or 6♣	
JUMP OVERCALLS (Style; Responses; Unusual NT)		10	H109(), H10x, 10x, 109	H109(), H10x, 10x, 109		
1-Suit: PRE in any VULN, Unusual NT		9	109(+)	109(+)		
2-Suit: PRE in any VULN		Hi-x	xSx(+), HSx, 10Sxx(+)	xSx(+), HSx, 10Sxx(+)	1NT Openings: 15-17 HCP	
		Lo-x	xS, HxxS(+)	xS, HxxS(+), 10xxS(+)	2 OVER 1 Responses NAT, 1-round forcing	
Reopen: INTERMEDIATE		SIGNALS IN ORDER OF PRIORITY			SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)			Partners Lead	Declarer's Lead	Discarding	OPEN 2♦=5+M,5+OS(6-11) if allowed; 5+♠, 5+OS otherwise
MICHAELS CUE promises at least one unbid major		Suit:1st	Hi/lo=O	Hi/lo=O	S/P	OPEN 2NT=5+♣,5+♦(6-11)
JUMP CUE=1)ASKS STOP or 2)one-suiter GF		2nd	Hi=DISCRG	S/P	Hi/lo=O	1♦ RESP=3-way: NEG(0-6), minor(s)(7-11) or STR BAL(16+)
		3rd	S/P			1♣ -(Pass)-1♦-(Pass)-1M=at least 3 cards
		NT: 1st	Hi=DISCRG	S/P	S/P	1♣ -(Pass)-1♦-(Pass)-1NT=BAL(18-21)
VS. NT (vs. Strong / Weak; Reopening; PH)		2nd	Hi/lo=O	Hi/lo=O	Hi/lo=O	1♣ -(any)-1M-(any)-2♦=17+HCP, at least 3-card support in major
VS STRONG: 2♣=any 1-suiter, advancer's 2♦=P/C;		3rd	S/P			1s -(Pass)-1M-(Pass)-1NT-2♣=ASK
2♦=both majors;		Signals (including Trumps): Trumps:Hi/lo is S/P				1♣ -(Pass)-1M-(Pass)-2♣-(Pass)-2♦=ASK
2M=5+M,4+m;		SMITH SIGNAL vs NT: low is ENC				
DBL=5+m,4M						
VS WEAK: NAT, DBL=13+HCP		DOUBLES				
		TAKEOUT DOUBLES (Style; Responses; Reopening)				
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)		T/O DBL=3 cards in unbid major(s) and 2 cards in unbid minor(s)				
T/O DBL; LEB after (WK2x)-DBL-(P)-; MICHALES CUE		1♦ is NEG after the T/O double over 1♣				
Jumps are constructive		Reopening DBL=9+HCP				
2NT=16-18 HCP						SPECIAL FORCING PASS SEQUENCES
VS. ARTIFICIAL STRONG OPENINGS		SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES				
		RESP DBL shows values (usually two suits)				
		AFTER 2tt OPEN AND O/C: DBL IS NEG on the levels of 2 or 3				
		AFTER 2kk OPEN AND O/C: DBL IS NEG on the level of 2				IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
OVER OPPONENTS' TAKE OUT DOUBLE						
New suit at: 1-level is F1, 2-level is NF						
1M-(DBL)-1NT=CONSTRUCTIVE RAISE(7-10)						Psychics: rare
1M-(DBL)-2M=WK RAISE						
1M-(DBL)-2NT=LIMIT RAISE(8-11)						

OPENING BID DESCRIPTIONS

Opening	Artificial	Min.	Neg Dble thr	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣	Yes	0	3♠	BAL(12-14),	1♦=NEG (0-6) or minor(s) (7-11), or 16+BAL	1♣-1♦-1♥(1♠) - at least 3 cards,	
1♣				5+ cards (12+),	1♥,1♠=4+ cards, 7+HCP	1♣-1♦-1NT (18-21)	Note#20
1♣				ANY(18+)	2♣,2♦=5+ cards,GF; 3♣,3♦=6+cards(9-11)	2♣,2♦=5+ cards,GF; 3♣,3♦=6+cards(9-11)	Note#20
1♦	No	4	3♠	12 - 18	INVERTED MINOR RAISES	responder's non-jump 2NT rebid is GF	
1♥	No	5	3♠	12 - 18	1NT=NF; 2NT=INV or GF with SUPP; 3♥=PRE	responder's non-jump 2NT rebid is GF	DRURY-FIT
1♠	Yes	5	3♥	12 - 18	1NT=NF; 2NT=INV or GF with SUPP; 3♠=PRE	responder's non-jump 2NT rebid is GF	DRURY-FIT
1NT				15 - 17	STAYMAN; TRF; 2♠=♣ or BAL,INV		
1NT					3s=bid shortage, two-suiter (usually 5431)		Note#20
2♣	No	5	3♠	11-14,5+♣4M or 6+♣	2♦=ASK; 2♥, 2♠=NF		
2♦	Yes	0	2♠	5+M, 5+OS(6-11) if allowed	2♥,2♠=P/C; 2NT=ASK; 3♦=INV; 3♥=PRE	4♣ RESP="show your suit with a TRF"	
2♦					2♥,2♠=P/C; 2NT=ASK; 3♦=INV; 3♠=PRE	4♣ RESP="show your suit with a TRF"	Note#20
2♥	No	6		WK(6-11)	2♠=ASK for shortage; 2NT=5+♠		
2♠	No	6		WK(6-11)	2NT=ASK for shortage		
2NT	Yes			5+♣, 5+♦, 6-11 HCP	3♥ = ASK		
3♣	No	6		PRE, classic			
3♦	No	6		PRE, classic			
3♥	No	6		PRE, classic			
3♠	No	6		PRE, classic			
3NT	Yes			GAMBLING, no stopper	4D = ASK		
4♣	Yes	0		4♣=STR 4♥			
4♦	Yes	0		4♦=STR 4♠			
4♥	No	6		PRE			
4♠	No	6		PRE			
4NT							
5♣				PRE			
5♦				PRE			
5♥							
5♠							
5NT							

HIGH LEVEL BIDDING

1st + 2nd round cue-bids equally

ROMAN KEYCARD BLACKWOOD, 102 if clubs agreed

HOYT; JOSEPHINE

SPLINTER; AUTOSPLINTER