

DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS		
OVERCALLS(STYLE:RESPONSES:1/2LEVEL:REOPENING)	8-18 value, promise 4+ suit, usually 5+ suit (1x)-1M-(P/X)-? Xfer RESP 2M-1=Good sup inv, 2M=Bad sup (7-10)	OPENING LEADS STYLE		IN PARTNER'S SUIT
		SUIT	LEAD	4th, MUD Same as left
1NTOVERCALL(2ND/4THLIVE RESPONSES ;REOPENING)	2nd/4th live = 15-18 value, R/O = (12)/3-15 value RESP: The same as Opening 1NT	NT	4th, MUD Same as left	Same as left
		SUBSEQ	Low = E, HI =D	Same as left
Partner's suit: supported: Xxx (att), unsupported: xxx (count)		LEADS		
2nd/4th live = 15-18 value, R/O = (12)/3-15 value		LEAD	VS. SUIT	VS. NT
JUMP OVERCALLS(STYLE:RESPONSES:UNUSUAL NT)		A	Ace for attitude	
JUMP O/C : weak		K	King for count	
UNT: 2N = 11-15 value, 5-5+ two-lowest unbid suits		Q	QJ(+), KOT9(+), Qx AQ(+), QJ(+), KOT9(+)	
DIRECT AND JUMP CUE BIDS (STYLE:RESPONSES:REOPEN)		J	JT(+), KJT(+), QJ98(+), Jx JT(+), KJT(+), QJ98(+), Jx	
Direct Cue = Michaels 11-15 value; RESP 2N = ask		10	T9(+), HT9(+), Tx T9(+), HT9(+), Tx	
Jump Cue = w/ a running suit, ask for stopper		9	J98(+), Q98x(+), K98x(+), 9x J98(+), Q98x(+), K98x(+), J9x	
(2M)3M=as for stopper ;(2M)4m=m+oM		HI-x	Xx, xxx, xxxx(+) HHxx(+), Hxxx(+), Hxx	
RESP = m is P/C, R/O: The same		LO-x	Hxx, Hxxx(+)	
VS. NT (VS. STRONG/WEAK; REOPENING; PH)		SIGNALS IN ORDER OF PRIORITY		
VS Strong NT:		AK lead A =attitude ; AK lead K = count		
We are non-vul:X=1m or 2M; 2♣=♣+♥/♠; 2♦=♦+♥/♠; 2♥=♥+♠/♠; 2♠=♠		PARTNER'S LEAD		
We are vul: X=pen; 2♣=2M; 2♦=1M; 2♥=♥+m; 2♠=♠+m; 2N=2m		1	U/D ATT	O/E
VS Weak NT: X=pen; 2♣=2M; 2♦=1M; 2♥=♥+m; 2♠=♠+m; 2N=2m		2	U/D CT	S/P
R/O =SAME; PH = X=1m or 2M; 2♣=♣+♥/♠; 2♦=♦+♥/♠; 2♥=♥+♠/♠; 2♠=♠/♠=NAT		3	S/P	U/D CT
VS. PREEMPTS (Doubles, Cue-bids ,Jumps ,NT bids)		NT	1	U/D ATT
T/O DBL up to 4♥		2	U/D CT	O/E
(4♠)-X = PEN; (4♠)-4N = T/O		3	S/P	U/D CT
Leaping Michaels: (2M)-4m = m + oM, 5-5+, almost GF		SIGNALS(INCLUDING TRUMPS): UDCA+O/E		
VS. ARTIFICIAL STRONG OPENINGS		Trumps: Hi-Low = Intend to Ruff		
VS Strong 1♦: 1♦=Ms, 1♥/1♠ = NAT, 1NT=ms, 2NT=♥+♠/♦+♠		DOUBLES		
1M overcall maybe very light in NV		TAKEOUT DOUBLE(STYLE: RESPONSES: REOPENING)		
VS Strong 2♣: NAT		11+Value, could be light with classic shape		
OVER OPPONENT'S TAKEOUT DOUBLE		17+ value strong		
New suit= F at 1-level only; after 1N = Xfer RESP		R/O : 8+Value		
JUMP raise=PRE: Double jump in new suit=SPL		RESP: CUE = F1, promise rebid		
1♠-(X)-2NT=4cd♠ fit inv, 1♥-(X)-2♠=4cd♥ fit inv		SPECIAL,ARTIFICIAL & COMPETITIVE DOUBLES/REDOUBLES		
		NEG DBL up to 4♥		
		SUPP DBL/REDBL up to 2♠		
		RESP DBL up to 3♠		
		MAX DBL up to 3♥		
		LIGHTNER DBL against slam		
		SYSTEM SUMMARY		
		GENERAL APPROACH AND STYLE		
		5533, 2/1 (GF, unless rebid m)		
		1N= (14)15-17 value, Sometimes opening NT with a singleton		
		Normal style		
		Bergen raise:		
		1M-2N=Jacoby ; 1M-2M+3= Inv ; 2M+4= mixed-raise ; 3M= Pre		
		1♥-2♠ = (1)6+♠(2)5♠+5m (3)6♠+4m, 16+		
		1♠-3♣ = 6+♥ inv		
		SPECIAL BIDS THAT MAY REQUIRE DEFENCE		
		3N = Gambling, at most one outside K		
		Michaels		
		Unusual 2N		
		(1m)-p-(1M)-1NT = 5om+5oM		
		Two-way-puppet-checkback		
		LEBENSOHL		
		1D-(p)-1M = maybe 3cd		
		SPECIAL FORCING PASS SEQUENCES		
		IMPORTANT NOTES THAT DON'T FIT ELSEWHERE		
		PSYCHICS: seldom, 3rd-seat or response of weak opening		

OPENING	MIN. NO. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣	*	4♥	11-21 HCP May lighter with shape	1♣-2♣= inv+ 1♣-2♦/2M= weak, 3-6/5-8 1♣-2N = 1-1-12 Bal inv 1♣-1♥=4cd♦ (walsch style)	1m-1X-3N = solid 7 minor suit or semi-solid 18+ 1♣-1♦: 1N = 12-14, could have 4cdM 1♣-1♣: 3♥ = 18-19 Bal with 4cd♠ 1m-1M: 1N-2♣= puppet to 2♦ 1m-1M: 1N-2♦= GF 1m-1M: 1N-2M= inv; 1m-1M: 1N-2N= inv	Same 2♣=3cd M flt, 11-12; 2♦=4cd M flt, 10-12 3M = mixed-raise
1♦	*	4♥	11-21 HCP May lighter with shape	1♦-2♦= inv+ 1♦-2M = weak, 3-6/5-8 1♦-3♣ = constructive, 6+♣, 6-9	1♦-1♣: 3♥ = 18-19 Bal with 4cd♠ Same as above	
1♥/♠	*	4♥	11-21 HCP May lighter with shape	1♥= 6+; 1N=0-12, Semi-F, 2/1 GF unless Rebid m 1M-2N= Jacoby; 2M+3= inv; 2M+4= mixed-raise, 3M=Pre 1♥-2♠ = (1)6+♣ (2)5♠+5m (3)6♠+4m, 16+ 1♥-3♣ = 6+♥ inv 3M+1 = GF with void; 3N/4X = spl, 4M=to play	1M-2M: 2M+1= puppet 2M+2 1♥-2♥: 2♠-2N: 3♣♦/♥=4cd♣♦/♠ inv, 1♥-2♦: 2N: 3♣♦/♥/♠=4cd♦/♥/♠ inv 1♥-2♠: 2N: 3♣♦/♥/♠=4cd♦/♥/♠ inv 1M-2M: 2M+1-2M+2: 3M+1=♥5♠4/♠5♥4 CoG 1M-2M: 3X=shortness (1♥-2♥: 2N=♠ short inv) Lebensohl: Fast denies stopper	
1N			(14)15-17 HCP, Maybe 5M, 6m, 5422, 5431 (singleton honor)	2♣= stayman; 2♦/♥=xfer; 2♠= ask minor; 2N=inv 3m= inv; 3♥=55M inv; 3♠= 55M FG; 3N=s/o 4♣= Gerber; 4♦/♥= xfer; 4♠/4N/5N=quant	1N-2♠: 2N/3♠/3♦ = no 4m/4+♦/4+♠	
2♣			(1)22+ (2)9+ quick winners (3)20-21 semi-BAL	2♦ = waiting, 0-3RP 2♥ = positive, 4+RP, 2♠/2N= positive ♥/♠(Kxxxx+) unBal, 3♣/3♥=pos♦/♠ (KQxxxx), 3M=KQJ9xxx+, 3N = AKQxxxx 2M/3M/4♥ = P/C, 2N = ask, 3♣ = inv both M, 3♦ = 1M ST 4♣ = ask for TFR, 4♦ = ask to deal, 4♠ = to play 2N = GF ask minor, 3♠/4m/5♣ = P/C, 3♦ = fit M, inv 2oM = to play, 3oM = oM 6cd+ inv	2♣-2♦: 2♥=art, 2♠=nat, 2N=20-21 2♣-2♥: 2♥ (=relay 2♠)-2♠; then bid 3m=5♥4m, 3♥=6cd+♥, 3♠=5♥4♠, 2N/3N= strong BH	
2♦			One weak M	4♣ = ask for TFR, 4♦ = ask to deal, 4♠ = to play		
2♥/♠			M+m, 5-4+, weak (promise 5-5 at vu)	2N = GF ask minor, 3♠/4m/5♣ = P/C, 3♦ = fit M, inv 2oM = to play, 3oM = oM 6cd+ inv		
2N			22-24 value, semi-BAL, may have singleton	3♣=ask 4M; 3♦/♥=TRF, 3♠=ask minor 4♣=Gerber, 4♦/♥=TRF, 4♠N = QUANT	HIGH LEVEL BIDDING RKCB 1430, GERBER, QUANT, EKB 0314, 5N GSF, SPL DEPO	
3♣/♦	6		PRE	4♥/♠=to play; 3X = F1 NAT, 4m=PRE 4N=RKCB		
3♥/♠	6		PRE	4♥/♠=to play; 4N=RKCB;		
3N	*		Gambling, at most 1 outside K	4♣=P/C, 4♦ = ask short, 4M = to play		
4♣/♦	7		PRE	New Suit F, Except 4♥/♠ = to play, 4N=RKCB		
4♥/♠	7		PRE	4♠=to play; 4N=RKCB		