OVERCALLS (Style; Responses; 1/2 Level; Reopening)	
6 – 16 natural- possible 4 card suit	
New Suit F1	
Jumpshift = fit and good suit after pass, else weak	
Direct jump raise = preempt	
Jump cue-bid = 4 card fit and good hand	
, , , , , , , , , , , , , , , , , , ,	
1NT OVERCALL (2nd/4th Live, Responses, Reopening)	
n 2nd strong, balanced or semi-balanced	
Responses: after minor opening- stayman, transfers	
After major - transfers	
n 4th : 9 – 13 Responses same as above	
JUMP OVERCALLS (Style, Responses, Unusual NT)	
Weak Q invitational to game, Vs 2suiters unusual vs unusua	al 4*
Leaping michaels ( 2 ♦ 2 ▼ 2 ♦ )-4 ♣ / • = 5+ bid m+ 5M	
Reopen natural 2nt = 1nt opening 17-19	
DIRECT AND JUMP CUE BIDS (Style, Responses, Reopen)	
1 m - 2 ♦ = majors 1M - 2M other M + ♣	
Jump cuebid asks for stopper	
Reopening cue= 2suiter	
VS. NT (vs. Strong / Weak, Reopening, PH)	
Multilandy 1*	
Vs weak NT X=hcps after which pd bids as if X bidder has	
Bid 1NT(system on), rest multilandy	
VS PREEMPTS (Doubles, Cue-bids, Jumps, NT bids)	
Takeout X natural cuebid = asks for stopper, may be	
Minors	
Leaping michaels	
√s wk 2 11* ,	
Over opps wk 2NT openina showina mms 3♣ =5-4MMs 3 ♦ = Rest natural	:5-5MMs
/s 3m 4m=MM, 4 om leaping michaels	
VS. ARTIFICIAL STRONG OPENINGS	
1♣ strong: 2*	
OVER OPPONENTS' TAKEOUT DOUBLE	
New suit F 1 1 over 1, 2 over 1 nf	
Redouble = 10+ HCP	-
Vedouble = 10+11CF	

## **LEADS AND SIGNALS** OPENING LEADS STYLE In Partner's Lead Suit 3rd - 5th 3rd - 5th NT 4th best 3rd – 5th Subseq attitude Other: LEADS Lead Vs. Suit Vs. NT Ace AKx AKx King KQx KQJx, KQ10x QJx QJ10x or KQx Queen Jack J10x or HonorJ10x J10x or Honor 10 10 9 x or Honor 109 10 9 x or 9 9x 9xx or Honor Hi-x even number Bad suit Lo-x odd number 4th best SIGNALS IN ORDER OF PRIORITY Partner's Declarer's Lead Discarding high=odd low enc Small enc Suit count Suit pref. count 3 Suit pref high=odd low = Small enc Suit pref NT count Small=even 3 Suit pref Signals (including Trumps): UDCA,,rev smith **DOUBLES** TAKEOUT DOUBLES (Style, Responses, Reopening) 3 suiter or 16+ HCP any distribution Responses natural – only cuebid F Reopening either 3 suiter or 14+HCP Suit at lowest level ambiguous SPECIAL; ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES 1minor 1♥ x = no 4 cards in ♠ Support X and XX 1♥ /♠ double 2♥ /♠ double is a preference for minors Openers X show either 3 cards in partners M or a strong hand

## International-Convention-Card



Office Galestine
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
NATURAL 5 CARD MAJOR 4card ♦
2♣ = gf except after 2 ♦ response
2 ∳ multi
2M weak 2suiter
1NT Opening: 15 – 17 balanced or semi-balanced
2 over 1 Responses: Game Forcing
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
Walsh over 1♣ opening
2♣/♦ 2way checkback
2♣ drury 2♦ mini drury (7-9 hcp)
3NT: solid minor no outside A or K 7cds AKQ
michaels
Good-bad 2 NT *7
When opp overcalls by 1NT: after our m opening we play that 2 ♣ by
Responder is stayman, rest xfer
After a major opening all bids over opps 1NT are xfers
After opps overcall of our opening up to 2♣ responder transfers majors
On the 2 level, 2NT= mms
SPECIAL FORCING PASS SEQUENCES
Dopi/ropi
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
Frequent light opening in 3 <sup>rd</sup> seat according to vulnerability.
In 3 <sup>rd</sup> seat, preempts are often weak
PSYCHICS: rarely

OPENING	TICK IFA RT	MIN No.OF C	NEG X THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING	
1 🌲		2	4♥	Natural 11 – 22HCP	2♣ inv + 3♣ = pre-empt 2M=weak 6 +cards	1♣ -1♦ – 1NT with or without Maj when hand balanced	Inverted Truscott	
1+		4	4♥	Natural 11—22 see above		1♣ - 1♥ /♠ - 2♣ - 2♦ = relay forcing see also 6*	Jumps with fit	
					1 ★ 1Maj does not exclude long ◆ – after 1nt 2 ★ forces to 2 ◆			
1 🔻		5	4•	Natural 11 – 22 HCP	Rev bergen 5* 2NT(jacoby) GF 4card fit	1♥ /1♠ - 2x - 2♥ /2♠ - 3♥ /3♠: FORCING! 1♥ /1♠ -p-3(4)♥ /3(4)♠ = PRE	Jump = fit natural ,	
					1NT F1 3 ★ splinter, 3NT void, 4x= void 3*	After 1M-p-2NT-p new suit on 3 level is short, on 4 level shows 5-5, 3M is a good opening hand	Drury2♣(10-11), mini drury 2♦ d(7-9)	
1 🌢		5	4♥	Natural 11 – 22HCP	Rev bergen 5* 2NT(jacoby) GF 4card fit		See above	
					1NT F1 3NT=splinter, 4 ♣ etc void 3*	After 1M-p-2NT-p new suit on 3 level is short, on 4 level shows 5-5, 3M is a good opening hand	Jump in new suit is 5 cards + 4 cards in opening suit after pass	
4 117						SMOLEN		
1 NT		-		(14)15 – 17(18) balanced or	2♣ =stayman 3♣ = both min weak.		Rubensohl/,2nt with stopper	
				Semi-balanced	2♣ /2♥ /2♠ /2NT =transfer 3♦ = " " strong	After stayman and bid M , 3 level bid OM= slamtry with fit		
				Possible 5Maj or 6minor	4♦ /4♥ texas 3♥ =3154 or 3145 3♣ =1354 or 1345 4 ♣ =majors gf // 1SA 2♦ 2♥ 4♥ = lnv.	After 1NT-p-2♣-p-2♦ -p-3♣= minor suit stayman When opps intervene after we open 1NT 8* and 9*		
2 ♣	Х	0		Gf except after 2 ♦ Response	Steps ((controls) $(2 \blacklozenge = 0/1 \text{ or } 4+ \text{ CI})(2 \blacktriangledown = 2 \text{ CI}) \dots$ $3 \spadesuit / \blacklozenge / \blacktriangledown / \spadesuit = \text{RDxxxx} \spadesuit / \spadesuit / \spadesuit / \blacktriangledown$			
2 •	X	0		Weak in ♥ or ♠ or 22-23 balanced	2 ♥/♠ pass/correct, 2NT relay asking 4 ♠= xfer your major 4 ♦= bid your major			
2 🔻	Х	6		5 ♥ plus 4+ ♠ or 4+ m weak	2♠ p/c , 2NT relay 10*			
	-							
2 🍁		6		5 ♠ + 4+m or 4 ♥	2NT relay, 3♣ p/c 10*			
2 NT				20/21 balanced Can have 5M or 6m	Puppet 4 ♣majors with ambition, 4♦ majors no ambition, 4♥ 5 5 minors short ♥, 4 ♠ 5 5 minors short sp, 3♠-3nt-4♥= 5 ♠ +4 ♦ slammish, 3♠-3nt-4♠ 5 ♦ +4 ♠ slammish, 3♠-3nt-4♠ = ♣slammish			
3 ANY				PREEMPT				
3 NT				Solid Minor no void	4♣ = correct in minor 4♦ = asking singleton,	HIGH LEVEL BIDDING		
4.5				NAMYATO	CTPONC HEADT CHIT	RKCB 4130 After Blackwood, next step asks for Queen of trumps – 1st step = no 5NT even + useful void, 6x=odd+void		
4 •		╀		NAMYATS	STRONG HEART SUIT	josephine		
4 <b>♦</b>			<u> </u>	NAMYATS	STRONG SPADE SUIT	LIGHTNER DOUBLES		
4 NT	<u> </u>		ļ	BOTH MINORS		3NT is non serious if non jump and M fit is known		