DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style; Responses; 1/2 Level; Reopening)
1st level 8-17

2nd level 10-18

1NT OVERCALL (2nd/4th Seat; Responses; Reopening)
2nd 15-18 / 4th 10-14 ⇒ "system on"

(1x)-p-(1y)-1NT = nat. 15-18

JUMP OVERCALLS (Style; Responses; Unusual NT)
weak jump

Michaels: 5+-5+

2NT=lowest 2 unbid suits; cue = highest suit + ?

Reopen: in 4th pos. intermediate jump to 2nd level (12-16)

DIRECT AND JUMP CUE BIDS (Style; Responses; Reopening)
Michaels: 5+-5+

2NT=lowest 2 unbid suits; cue = highest suit + ?

(1M)-3M = asks for stopper, invites 3NT

Vs. 1NT (vs. Strong / Weak; Reopening; Passed Hand)
vs. strong NT competitive, vs. weak NT constructive

2♣=both M; 2♦=1M (➔4♦ = bid your suit); 2M = 5cards M + 4+m;

2NT = 5-5m or FG 2-suiter; 3m = intermediate vs weak NT

Vs. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)
negX

4♣, 4♦ and cue-bid = two-suiters (Leaping Michaels)

2NT = 15-18

vs. Multi: 2M/3any=nat, 2NT=15+-18, x=13-15 or 19+

Vs. ARTIFICIAL STRONG OPENINGS
X= 2-Färber mit ♣, 1NT= 2-Färber ohne ♣

Rest nat.

OVER OPPONENT'S TAKEOUT DOUBLE
redouble=9++ HCP up, new suit 1st level forcing, 2nd level nf (6-11)

weak jumps

Truscott

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	3rd/5th	3rd/5th
NT	3rd/5th	3rd/5th
Subseq	attitude	

K = asks for count, may be from AK

A = asks for enc

Q = asks for enc; possibly from KQ(x)

LEADS

Lead	Vs. Suit	Vs. NT
Ace	Ax(+), AKx(+), AK	Ax, AKx(+), AK
King	AK, KQx(+), AKJx(+),	AK, AKJx(+), KQJx(+)
Queen	QJ(+),Qx, KQx(+)	KQ10x(+),QJ9x(+)
Jack	KJ10(+), J10(+),Jx	KJ10(+), J10(+), Jx
10	10x, Q109x(+), 109(+)	109(+), H109x(+),10x
9	9x, KJ9x	9x, KJ9x
Hi-x	Sx, xxSx, HxSx,	Sx, xxSx, HxSx,
Lo-x	HxS, HxxxS(+),xxS	HxS, HxxxS(+),xxS

SIGNALS IN ORDER OF PRIORITY

		Partner's Lead	Declarer's Lead	Discarding
Suit	1	low-high	low = even	Lavinthal
	2	low = even		low = even
	3			
NT	1	low-high	SMITH signal*	Lavinthal
	2	low = even	low = even	low = even
	3			

SIGNALS: low-high = enc or even (original count)

* SMITH signal vs NT: low = positive for lead or no switch required

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DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)
MAJORS, Distribution, 11 HCP up, any distr. (17+)

Resp: Lebensohl, cuebid (at least inv.+), leaping michaels

REOPENING: 8 HCP up

SPECIAL; ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES
Negative X up to 3♠

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

5 cards majors

1NT = 15-17 (5M possible)

2 over 1 = 11+

1♣-1♦ Walsh

1♣-1M may have longer ♦ (Walsh)

1m-1y, 1SA: OPN may have 4+ cards M

SPECIAL BIDS THAT MAY REQUIRE DEFENCE
2♦ = major 2-suiter (4+♥-4+♠, 5-10) or NT 22-23

2♥♠ = weak2 (5-10)

3 NT gambling = solid 7+ cards minor, little outside strength

Inverted minors: 1m-2m=10-12;1m-2NT=0-5 or 12+;1m-3m = 6-9-

Bergen raises: 1M➔ 3♣ =6-9;3♦=inv++; 3M=0-5

Non jump 2NT in competition = usually Lebensohl

1x-1y- 1NT-=2-way check back

SLAM BIDDING
4NT RKCB: 14/30/52/52+Q

4m optional RKCB: no interest/14/30/52/52+Q

mixed cue bids; splinter; exclusion RKCB

Over X vs our relays: pass = 1st step, XX = 2nd step

After disturbed RKCB: **mod.** ROPI, DOPI, DEPO

SPECIAL FORCING PASS SEQUENCES

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE:
Bridge is our hobby, let's try to be nice to each other!

PSYCHICS: rarely

Opening	tick if artificial	min length	neg. double up to	Description	Answers	Subsequent Bidding	Over Intervention
1♣		3	3♠	11-22	1♦ = nat., 1SA = 6-10; 3M=splinter	1♣-1♦/♥/♠-1NT 4M possible →2-way CB	1m-(X)-4m = pre
				(Walsh answers; inverted m)	2♣/2NT/3♣ 10-12 / 0-5 or 12⁺ / 6-9 ♣ fit ⇒	3♣ (after 2NT) = nf relay	
					2♦ 4-7, 5♠+5♥ ⇒	2NT = asks	
					2M 4-7, nat 6 cards ⇒	2NT = asks: 2min/2max	
1♦		3	3♠	11-22	2♦/2NT/3♦ = 10-12 / 0-5 or 12⁺ / 6-9 ♦ fit ⇒	3♦ (after 2NT) = nf relay	
				(inverted m)	3♣ = nat 6 cards inv. (others see 1♣)		
1♥		5	3♠	11-22	1NT 6-10		over X: 3x=Bergen
					2♥ 6-10, 3cards fit ⇒	long (good) suit trial bids	
					2♠ 4-7, nat 6 cards ⇒	2NT = asks: 2min/2max	
					2NT 15+, 3⁺ fit ⇒		
					3♣/3♦/3♥ 6-9/inv.++ /0-5 4⁺ fit		
					3♠/4m Splinter, 10-14		
1♠		5	3♠	11 - 22	(see 1♥) 1♠-4♥ = nat to play	After 2m: 3♥ = 5-5 SI; 4♥ = 5-5 no SI	(see 1♥)
1NT			3♠	15-17	2♣ = Stayman (could be weak) ⇒	1NT-2♣, 2M-2or3oM = SI with M-fit	over X: XX = strong
				5M possible	2♦/2♥ = TRF ⇒	TRF break 2NT = 3card max. TRF break 3♥/♠ = min. with 4 card	2any = 5cards
					2♠=a) bal. INV, b) weak ♣or♦ c) SI ♣or♦		
					2NT = 5⁺-5⁺ m, weak or strong ⇒	3m = preference →3M = short FG	over int.: 2NT = Lebensohl
					3♣ = nat. inv.		
					3♦ = nat. inv. / 3♥/♠ = 14/41 M gf		
					4♣ = xfer ♥, 4♦= xfer♠, 4♥/♠= nat. to play		
2♣	X	0	---	1. FG m/M 2. SF M	2♦ = no 3 controls or no good 5⁺cards suit ⇒	2M = SF/GF →next step = negative	over int.: X = 5⁺ HCP
				3. NT 24⁺	2M/3m=nat, 3⁺controls; 2NT=5⁺-5⁺m, 3⁺controls	3M = GF	cue = 3suiter 5⁺P
2♦	X	0	---	1. 4⁺♥ and 4⁺♠, 5-10 vul: 5♥+ and 5♠+	2NT = Relay ⇒ 3♣ = nat, s/o; 3♦ = longer M?	2NT (nonvul)→3m=longer M; 3♥=5-5 min; 3♠=5-5 max. short♣; 3NT=5-5 max. short♦; 4♣/♦=56xx/65xx	Over X: pass = 5⁺♦, short M
				2. NT 22-23	3♥/♠ = mixed raise/vul: inv.; 4♣/♦ = RKCB (♥/♠)	2NT (vul)→3m=min short ♣/♦; etc.	XX = ask for longer M
2♥♠		(5)6	---	weak2 in ♥/♠, 5-10	2NT asks ⇒	min-bad, min-good, max-bad, max-good	
					3oM nat. forcing; 3m = nat. forcing		
					4♣/4♦ = opt. RKCB♥/♠		
2NT			---	20-21 BAL	3♣ = Puppet or SI m; 3♦/♥ = TRF, 3♠ = m-Stay	TRF break: 3NT=3cards fit; suit=4cards fit	
					4♣ = xfer ♥, 4♦= xfer♠, 4♥/♠= nat. to play		
3♣/♦		(6)7	---	PRE	3M = nat. forcing; 4om = opt. RKCB		
3♥/♠		(6)7	---	PRE	4♣ = opt. RKCB ; 4♦ = shortness?		
3NT	X	7	---	Gambling; max. outside-king	4♣ = p/c; 4♦ = ask	4♦→4♥/♠/NT = ♥/♠/other m-control; 5m = 7222	
4♣♦	X	-	---	pre			