DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS

Level 1 = 8–17, 5$^+$ suit

Level 2 = 11–17, 5$^+$ suit

NT OVERCALL

15–17 (14–18) (semi)BAL, at least partial stopper, system on

Reopen: 12–15, does not promise stopper, system on

JUMP OVERCALLS

Unusual 2NT overcall the lowest two suits (55$^+$)

DIRECT & JUMP CUE BIDS

Direct: 55$^+$ (MM over 1m, oM and m over 1M)

3X over 2X: asks for stopper

Vs art 1♦: 2♦= nat, 2♥= 55$^+$ MM

VS. NT

DBL = penalty

2♣ = MM

2♦ = 6$^+$M

2M = 5M+ 4$^+$m

2NT = mm

VS. PREEMPTS

Lebensohl, leaping micheals

VS. ARTIFICIAL STRONG OPENINGS

DBL = MM

any NT = mm

OVER OPPONENTS' TAKEOUT DOUBLE

RDBL = INV$^+$ strength

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	1st/3rd/5th	1st/3rd/5th
Notrump	4th (2nd without honor)	1st/3rd/5th
Subsequent	1st/3rd/5th	1st/3rd/5th

Other: from AK or KQ both honours are possible,
10 and 9 are 1st or 3rd, MUD from xxx

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AK(+), Ax	AK(+), Ax
King	AK(+), KQ(+)	AK(+), KQ(+)
Queen	KQ(+), QJ(+), Qx	KQ(+), QJ(+), Qx
Jack	J10(+), Jx	J10(+), Jx
10	HJ10(+), 109(+), 10x	HJ10(+), 109(+), 10x
9	H109(+), 98(+), 9x	H109(+), 98(+), 9x
Hi-X	Xx, xXx	Xx, xXx, xXxx(+)
Lo-X	xxXx, HxX(x), xxxxX, HxxxX	HxxX(+), HHxX(+), HxX

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
1	Lo = ENC	Hi/Lo = Even	Odd=ENC, even=S/P
2 Suit	Hi/Lo = Even		
3	S/P		
1	Lo = ENC	Hi/Lo = Even	S/P
2 NT	Hi/Lo = Even		
3	S/P		

Signals: ATT on A or Q, count/unblock on K

DOUBLES

TAKEOUT DOUBLES

MISCELLANEOUS DOUBLES/REDOUBLES

Support double.

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

Precision. Strong 1♣, nebulous 1♦, 5-card majors.

1NT: 14–16/15–17

2/1: GF

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

1♣–1♥ = 8–11 without 5♠

1♦–2♥/♠ = 5♠4–5♥ below INV/INV$^+$

2♦ = 10-15, short ♦

SPECIAL FORCING PASS SEQUENCES

IMPORTANT NOTES

PSYCHICS:

Happens if 3rd seat or NV vs. VUL

OPEN	ART	MIN CRDS	NEG. DBL	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	√	0	4♥	a) 16+ unBAL b) 17–18, 21+ BAL, 1st, 2nd, 3rd NV c) 18–19, 22+ BAL, 3rd VUL, 4th	1♦=0–7, 1♥=¡5♠ 8–11, 1♠=5+♠ 8+, 1NT=5+♥ 12+, 2m=5+m 12+, 2♥=14+ BAL, 2♠=(4441) 12+, 1NT=12–13 BAL, 3♣♦♥♠=nat 7 weak	2♣–2NT=asks (3X=short X) 1♦: 1M=F1 1♦–1NT/2NT: system on	PH: 1M=5+M 8–10, 1NT=8–10 BAL, 2m=5+m 8–10
1♦	√	2	4♥	10–15, 2+♦, denies a 5-card major unless has 6+♦	1M=4+M 6+, 1NT=7–11, 2m=5+m INV F1, 2♥/♠=5♠4+♥ below INV/INV, 2NT=INV, 3♣=mm weak, 3NT=to play, 3♦+=PRE	1X–1Y–1Z: 2♣=puppet to 2♦(INV or long ♦), 2♦=art GF, 2M=NF	
1♥		5 (4 3rd)	4♦	10–15, 5+♥, can be 4♥ and/or light in 3rd	2NT=11–12 or 17+, 3+♥	2NT: 3m=4+m, 3♥=MIN, 3♠/4m=splinter, 3NT=MAX BAL, 4♥=MAX 6+♥ 1♥–1♠–1NT: 2♣=puppet to 2♦(INV or long ♦), 2♦=art GF, 2M=NF	
1♠		5 (4 3rd)	4♥	10–15, 5+♠, can be 4♠ and/or light in 3rd	2NT: 11-12 or 17+, 3+♠	2NT: 3m/♥=4+m/♥, 3♠=MIN, 3NT= MAX BAL, 4m/♥=splinter, 4♠=MAX 6+♠	
1NT			4♥	a) 14–16 BAL 1st, 2nd, 3rd NV b) 15–17 BAL 3rd VUL, 4th	Stayman, transfers, 2♠=♣ or range ask, 2NT=♦ or mm weak, 3♣=Puppet Stayman, 3♦=mm GF, 3M=short M GF, 4♣=Gerber, 4♦♥=Texas, 4NT=QUANT	1NT–2♣–2♦: 2♥=weak MM	
2♣		6	4♥	10–15, 6+♣	2♦=ask, 2M=NF, 2NT=puppet to 3♣ (to play or 55 GF), 3♣♦♥=INV+ in ♦♥♠, 3♠=6♠4♥ GF	2♦: 2♥=4M, 2♠=12–15 no 4M, 2NT=14–15 no 4M with stoppers, 3♣=10–11 no 4M, 3♦♥♠=GF	
2♦	√	0		10–15, short ♦: 4405, 4414, 3415, 4315	2♥=NF (correct w 3♥), 2♠/3♣=NF, 2NT=ask, 3♦=♦INV, 3M=INV	2NT: 3♣=MIN, 3♦=44 MM, 3♥=4315, 3♠=3415, 2NT–3♣–3♦: 3M=3M, 3NT=44MM	
2♥		6 (5)		a) (0)3–9, 5+♥ NV, 6+♥ VUL b) 10–13, 6+♥ in 4th	2♠/3m=F1, 2NT=ask	2NT: 3♣=MIN bad suit, 3♦=MIN good suit (at least KQ or 7+♥), 3♥=MAX bad suit, 3♠=MAX good suit (at least KQ or 7+♥)	
2♠		6 (5)		a) (0)3–9, 5+♠ NV, 6+♠ VUL b) 10–13, 6+♠ in 4th	2NT=ask, 3m/♥=F1	2NT: 3♣=MIN bad suit, 3♦=MIN good suit (at least KQ or 7+♠), 3♥=MAX bad suit, 3♠=MAX good suit (at least KQ or 7+♠)	
2NT			4♥	a) 19–20 BAL 1st, 2nd, 3rd NV b) 20–21 BAL 3rd VUL, 4th	3♣=Stayman, 3♦♥=transfers, 3♠=54+mm or 6+m at least mild S/T, 4♣=Gerber, 4♦♥=6+M, S/T, 4♠/NT=QUANT		
3X		6		preemptive, (0)3–9			
3NT	√	7		Gambling, 7+m with AKQ, no other A or K	PASS=stoppers in all other suits, 4♣= P/C, 4♦=asks, 5♣=P/C, (5♦= to play)	4♦: 4M=0/1 M, 4NT= 22(72), 5m= 0/1 other m	
4X		6		preemptive, (0)3–9			
4NT	√			Blackwood			
5m		7		preemptive			
5M	√			11 tricks, missing AK trumps			

HIGH LEVEL BIDDING	ADDITIONAL NOTES
1st and 2nd round cues together, Italian style. Roman Keycard Blackwood 1430, Kickback, Last train, Serious 3NT.	