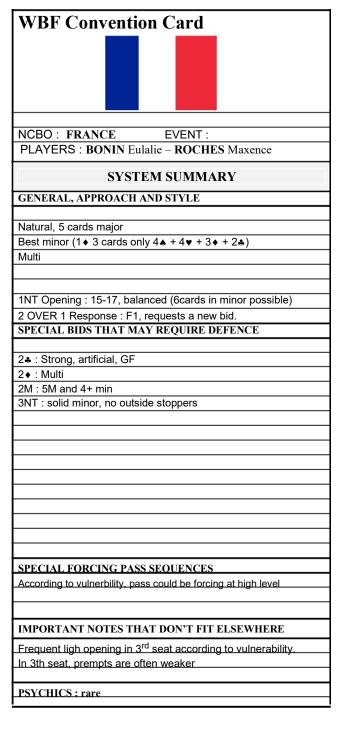
| DEFENSIVE AND COMPETITIVE BIDDING  |  |  |  |  |  |  |  |  |  |
|--|--|--|--|--|--|--|--|--|--|
|  |  |  |  |  |  |  |  |  |  |
| OVERCALLS (Style; Responses; 1/2 Level; Reopening) 7-17 Hcp , should be 5 cards  |  |  |  |  |  |  |  |  |  |
| 7-17 Flop , should be 5 cards  |  |  |  |  |  |  |  |  |  |
| Responses : New suit (level 1 and level 2 ) = F1   |  |  |  |  |  |  |  |  |  |
| Jumpshift = fit + good suit direct jump raises = preempts  |  |  |  |  |  |  |  |  |  |
| Jump cue-bid = fit, 4+cards and good hand  |  |  |  |  |  |  |  |  |  |
| , ,  |  |  |  |  |  |  |  |  |  |
| Reopening: 7-14  |  |  |  |  |  |  |  |  |  |
| 1NT OVERCALL (2nd/4th Live; Responses; Reopening)  |  |  |  |  |  |  |  |  |  |
| In 2nd or 4th: 16-18, balanced   |  |  |  |  |  |  |  |  |  |
| Responses : after 1 ♣/♦ : stayman and transfers  |  |  |  |  |  |  |  |  |  |
| after 1 ♥/♠ : transfers  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |
| Reopening: 9-13 Hcps, balanced. Responses: same as above   |  |  |  |  |  |  |  |  |  |
| JUMP OVERCALLS (Style; responses; Unusual NT)  |  |  |  |  |  |  |  |  |  |
| Level 2: weak except 1♣ 2♦ = 5 ♥ and 5 ♣   |  |  |  |  |  |  |  |  |  |
| Level 3 : weak except 1 ♥/♠ 3♣ = 5 <sup>+</sup> ♠ and 5 <sup>+</sup> ♠/♥ 2NT = 2 lowest unbid suit   |  |  |  |  |  |  |  |  |  |
| Reopen : all natural weak. 2NT : 17-19 balanced  |  |  |  |  |  |  |  |  |  |
| DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)  |  |  |  |  |  |  |  |  |  |
| 1♣ 2♣ = natural 1♣/♦ 2♦ = 5 ♥ and 5 ♣  |  |  |  |  |  |  |  |  |  |
| 1 ★ 2 ★ = 5 + ★ and 5 + ★ 1 ★ 2 ★ = 5 + ★ and 5 + ★  |  |  |  |  |  |  |  |  |  |
| Jump cue-bids asking for stopper (except 14-34:  |  |  |  |  |  |  |  |  |  |
| natural Reopening : same, except 1♣ - 2♣ = ♥ + ♠ VS.   |  |  |  |  |  |  |  |  |  |
| NT (vs. Strong / weak; Reopening; PH)  |  |  |  |  |  |  |  |  |  |
| vs. Strong: Double = 4♥/♠ + 5+♣/♦ 2♣ asking for majors   |  |  |  |  |  |  |  |  |  |
| 2♦=6♥/♠, 2♥/♠=5♥/♠+4+♣/♦,3♣ = natural 2NT = ♣ + ♦  |  |  |  |  |  |  |  |  |  |
| vs. weak : Double = 14+ 2♣ for majors 2♦, 2♥, 2♠, 3♣ = Transfers   |  |  |  |  |  |  |  |  |  |
| $2NT = 5^{+} + 5^{+} + 5^{+} + 3 = 5^{+} \text{ and } 5^{+} \text{ Game forcing}$  |  |  |  |  |  |  |  |  |  |
| Reopening: same (weaker)   |  |  |  |  |  |  |  |  |  |
| VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)   |  |  |  |  |  |  |  |  |  |
| Take out double, new suit = natural.   |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |
| Cue-Bid = 2 suiter : 3♣ - 4♣ = ♦ + ♥, 3♦ - 4♦ = ♥ + ♠  |  |  |  |  |  |  |  |  |  |
| $3 \checkmark 4 \checkmark = 4 + \frac{1}{4} / 4, \qquad 3 4 - 4 4 = \checkmark + \frac{1}{4} / 4$ $V(A) = A D T V(A) A C T P O V(A) C O P EN V(A) C T P O V(A) C O P EN V(A) C T P O V(A) $ |  |  |  |  |  |  |  |  |  |
| VS ARTIFICIAL STRONG OPENINGS  |  |  |  |  |  |  |  |  |  |
| 1♣ (strong) double = ♥ + ♠ (at least 4-4)  |  |  |  |  |  |  |  |  |  |
| 1NT = ♣ + ♦ (at least 5-4)   |  |  |  |  |  |  |  |  |  |
| 2NT = ♥ + ♠ (at least 5-5) jump = weak   |  |  |  |  |  |  |  |  |  |
| OVED ODDONENTS! TAKEOUT DOUBLE   |  |  |  |  |  |  |  |  |  |
| OVER OPPONENTS' TAKEOUT DOUBLE  1 over 1 forcing 2 over 1 not forcing  |  |  |  |  |  |  |  |  |  |
| Redouble = 10 + HCP  |  |  |  |  |  |  |  |  |  |
| Jumpshifts = suit + raise  |  |  |  |  |  |  |  |  |  |
| Camponito out laido  |  |  |  |  |  |  |  |  |  |

|                          |      | LEADS A                   | AND SI                | GNALS                    |                             |  |
|--------------------------|------|---------------------------|-----------------------|--------------------------|-----------------------------|--|
| OPENII                   | NG I | LEADS STYLE               |                       |                          |                             |  |
|                          |      | Lead                      |                       |                          | In Partner's suit           |  |
| Suit 3rd-5 <sup>th</sup> |      |                           | 3rd - 5 <sup>th</sup> |                          |                             |  |
| NT                       |      | 4th best                  |                       | 3rd - 5 <sup>th</sup>    |                             |  |
| Subseq same as above     |      |                           |                       |                          |                             |  |
| Other                    |      |                           |                       |                          |                             |  |
|                          |      |                           |                       |                          |                             |  |
| LEADS                    |      |                           |                       |                          |                             |  |
| Lead                     |      | Vs. Suit                  |                       | Vs. NT                   |                             |  |
| Ace                      | Α    | Кx                        |                       | AKx                      |                             |  |
| King                     |      | Q x or A K bare           |                       | KQJx, KQ                 | KQJx, KQ10x, AK +Q/J/0x     |  |
| Queen                    |      | J x                       |                       | Q J 10 x c               | r K Q x                     |  |
| Jack                     | J ´  | 10 x or K J 10 x          |                       | J 10 x or                | 10 x or H J 10 x            |  |
| 10                       | 10   | 9 x or H 10 9 x           |                       | 10 9 x or l              | 10 9 x or H 10 9 x or 109XX |  |
| 9                        |      | or 9 x                    |                       | 9 x x or 9 x or 10 9 X X |                             |  |
| Hi-x                     |      | XX, XXXX, XX, XXX         |                       |                          | Xxx, xXxx, xXxxx, HXx       |  |
| Lo-x                     | X,   | XXX, XXXXX, XXXXX         | άX                    | 4th best, HxX, xxxXx     |                             |  |
| SIGNAL                   | LS I | N ORDER PRIORI            | ГΥ                    |                          |                             |  |
|                          |      | Partner's lead            | Decla                 | rer's lead               | Discarding                  |  |
|                          |      | count count               |                       | High = E or even         |                             |  |
| Suit                     | 2    | 2 suit preference suit pr |                       | ference                  | Count                       |  |
|                          | 3    | 3                         |                       | suit preference          |                             |  |
|                          | 1    | 1 Count count             |                       | High = E or ev           |                             |  |
| NT                       | 2    | suit preference           | suit pref             | erence                   | Count                       |  |
|                          | 3    |                           |                       |                          | suit preference             |  |
|                          |      |                           | Ability to            |                          |                             |  |
|                          |      | empt or when low co       | ontract d             | ouble : odd              | number of trump             |  |
| - Suit p                 | réfé | erence                    |                       |                          |                             |  |
|                          |      |                           | UBLES                 |                          |                             |  |
|                          |      | DOUBLES (Style;           |                       |                          |                             |  |
|                          |      | ouble: sound, 3-si        |                       |                          |                             |  |
|                          |      | Responses : natural       |                       |                          | orcing.                     |  |
|                          |      | : double either 3-        |                       |                          |                             |  |
|                          |      | suit at lowest level a    |                       |                          |                             |  |
| SPECIA                   | L, A | RTIFICIAL AND CO          | <b>JMPETI</b>         | IIVE DOÜE                | SLES/REDOUBLES              |  |
|                          |      |                           |                       |                          |                             |  |
|                          |      |                           |                       |                          |                             |  |
| Opener                   | s d  | ouble shows either:       |                       |                          |                             |  |
|                          |      | 3 cards in partner's      | major ,               | 14+                      |                             |  |
|                          |      |                           |                       |                          |                             |  |

- a strong hand



| ក្ន                            | L.E. |                      | b                |  |   |   |                                    |  |
|--------------------------------|------|----------------------|------------------|--|---|---|------------------------------------|--|
| OPENING<br>ITCMIF<br>ART HG AL |      | M.N.ING.<br>OF CARDS | NEG.DBL.<br>THRU | DESCRIPTION  | RESPONSES   | SUBSEQUENT AUCTION  | PASSED HAND BIDDING                |  |
|                                | `    | Σ.Ρ.                 | _                |  |   |   |                                    |  |
| PASS                           |      |                      |                  | 10 H and less  |   |   | Weak jump after overcall           |  |
| 1.*                            |      | 3                    | 4♥               | Natural 11 - 22 H                                    | New suit with jump is strong  | 1x – 1 y – 1 NT : 2♣ = relay  | If passed or after DOUBLE :        |  |
|                                |      |                      |                  |  | 1NT: less than 11   | 1x - 1M - 3NT = 4 cards in M balanced   | Jump = 5+ in suit and 4+ trumps    |  |
|                                |      |                      |                  |  |   | 1m – 2m: 5 <sup>+</sup> ♠/ 4 <sup>+</sup> ♥ 5-9                                       |                                    |  |
| 1♦                             |      | 3                    | 4♥               | Natural 11 – 22 H                                    | 1♦ – 2 <b>♣</b> : GF  | 1X – 2x – 2NT = 12-14 or 18-19  |                                    |  |
|                                |      |                      |                  | 3 cards if 4 ♠ / 4 ♥ / 3 ♦ / 2 ♣                     |   | 1♣ - 1M – 2♣ - 2♦ = forcing artificial  | 1♣/♦ 1NT 2♣ = ♥ + ♠                |  |
|                                |      |                      |                  |  |   | 1 ♦ - 1 ♠ - 2 ♦ - 2 ♥ forcing artificial /// 4 <sup>th</sup> suit forcing             |                                    |  |
| 1♥                             |      | 5                    | 4♥               | Natural 10 – 21 H                                    | 2NT = 15+, 4+ trumps balanced   | 1 ♥/♠ - 2x – 2NT = 15-17 natural or 18-19 bal with fit in x                           | 1NT = 6-11, 2♣ is Drury (with fit) |  |
|                                |      |                      |                  |  | 3NT 4+ trumps balanced, 13-14 HCP   | 1 ♥/♠ - 2x - 2 ♥/♠ - 3 ♥/♠ = non forcing  | 2NT = 4+ trumps and a singleton    |  |
|                                |      |                      |                  |  | Raise at level 3 are natural strong, splinters                                    | 1 ♥/♠ - 3 ♥/♠ - 3NT : asking for controls, 1 ♥-1 ♠-3NT 4522                           |                                    |  |
|                                |      |                      |                  |  |   | 1♥ - 1NT – 2♠ : GF  |                                    |  |
| 1♠                             |      | 5                    | 4♥               | Natural 10 – 21 H                                    | 1X – 2x : GF  | 1♥/♠ - 2♥/♠ - 2NT: game try, forcing  | After overcall over one major :    |  |
|                                |      |                      |                  |  | 1NT : less than 11  | 4 <sup>th</sup> suit forcing  | Jump in a new suit shows 5+ cards  |  |
|                                |      |                      |                  |  |   | 1 <b>▲</b> - 1NT – 2NT : GF   |                                    |  |
| 1NT                            |      |                      | 4♥               | 15 -17 balanced                                      | 2♣ = Stayman 4 steps  | 1NT - 2♣ - 2♦ - 3♥/♠= 5♠/♥+ 4♥/♠  | and 4+ cards in opening bid        |  |
|                                |      |                      |                  | 5 cards in major possible                            | 2♦, 2♥, 2♠, 3♣ = Transfer   | 1NT - 2♣ - 2♥/♠ - 3♥/♠ : not forcing  |                                    |  |
|                                |      |                      |                  | 6 cards in minor possible                            | 3♦, 3♥, 3♠ = Strong   | 1NT - 2♣ - 2SA - 3♣/♦, 4♣/♦ = Transfer for 3/4♥/♠                                     | Transfer from 2NT after overcall   |  |
|                                |      |                      |                  | 5422 possible  | 4 <b>.</b> = 5+ <b>.</b> and 5+ <b>.</b> 4 <b>.</b> = 5+ <b>.</b> and 5+ <b>.</b> | 1NT 2♠/3♣ - 3♣/♦ - 3♥/♠/NT short in ♥/♠/ ♦ or ♣                                       | Double = at least 2NT bid          |  |
| 2*                             | Х    | 0                    | 6♥               | Forcing one round                                    | 2♦ = relay (obligatory)   | 2♣ - 2♦ - 2NT 22/23 balanced same as over 2NT   | Negative double after overcall     |  |
|                                |      |                      |                  | 22-23 or 24+ balanced                                |   | 2♣ - 2♦ - 2♥: 24+ balance or GF in ♥ (=>2♠ : relais)                                  | new suit = Hxxxx and 7+            |  |
|                                |      |                      |                  | GF in one suit                                       |   | 2♣ - 2♦ - 2♥ - 2♠ - 2NT : Balance / 3x : GF ♥ + strong in x                           | Cue-bid = strong T/O               |  |
|                                |      |                      |                  |  |   | 2♣ - 2♦ - 2♠/3♣/3♦ : GF in ♠/♣/♦  |                                    |  |
| 2♦                             | х    | 0                    | 4♦               | Multi : 6♥ or 6♠                                     | 2♦ - 2♥ / 2♠ / 3♥ / 3♠ = Pass or correct  |   | same as over 2.                    |  |
|                                |      |                      |                  | 4-9 non-vulnerable                                   | 2 ♦ -2SA : Strong relay (15+)   |   |                                    |  |
|                                |      |                      |                  | 7-10 vulnerable                                      | 2♦ – 4♣ : Partner says his major in texas   |   |                                    |  |
|                                |      |                      |                  |  | 2♦ – 4♦ : Partner says his major  |   |                                    |  |
| 2♥                             |      | 5                    |                  | 5♥ and 4+ min  | new suit forcing 1 , 2NT is relay and then :                                      | $2 \checkmark -2 -3 \checkmark / \diamond$ : mini with $ \checkmark $ or $ \diamond $ |                                    |  |
| ·                              |      |                      |                  | Less than 9 non-vulnerable / less than 10 vulnerable | 2♥ – 3♣ : Pass or Correct<br>2♥-3♦ : For the slam                                 | 2♥ - 2NT - 3♥/♠: maxi with ♣ or ♦   |                                    |  |
| 2♠                             |      | 5                    |                  | Same   |   |   |                                    |  |
| 2NT                            |      |                      | 4♥               | 20/21 balanced                                       | Stayman as over 1NT   |   |                                    |  |
|                                |      |                      |                  | 5 cards in major possible                            | 5♠ forcing for 6♣/♦ or 6NT  |   |                                    |  |
|                                |      |                      |                  | 6 cards in minor possible                            | Transfer and rectification with fit   |   |                                    |  |
|                                |      | İ                    |                  | 5422 possible  |   |   |                                    |  |
| 3♣                             |      | 7                    |                  | Preempt natural                                      | New suit is forcing   |   |                                    |  |
| 3♦                             |      | 7                    |                  | Same   | 3   | HIGH LEVEL BIDDING  |                                    |  |
| 3♥                             |      | 7                    |                  | Same   | Jump = Asking bids  | Control first and second round  |                                    |  |
| 3♠                             |      | 7                    |                  | Same   |   | Roman Key Cards Blackwood 41-30, 5NT = 2 or 4 keys and a void                         |                                    |  |
| 3NT                            | Х    |                      |                  | Solid minor  | 4♦ : asking for singleton   | ·   |                                    |  |
| 4*                             |      | 8                    |                  | Preempt natural                                      |   | Lightner doubles  |                                    |  |
| 4♦                             |      | 8                    |                  | Same   |   | After Blackwood, next suit asking for Queen of trump -> return in trump suit = no     |                                    |  |
| 4♥                             |      | 8                    |                  | Same   | Asking bids   |   |                                    |  |
| 4♠                             |      | 8                    |                  | Same   |   |   |                                    |  |