

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
1/1 aggressive maybe 4card solid suit, 1/2 constructive
Reponses: Jump Raise = Preemptive
Cue-Bid = Forcing raise
INT OVERCALL (2nd/4th Live; Responses; Reopening)
(14)15-17 HCP, Responses: same as 1NT
4 th live : same as 1NT
4 th pos:10-16 HCP; 2cl range stayman, others same as 1NT opening responses.
JUMP OVERCALLS (Style; Responses; Unusual NT)
1-Suit : Natural;
Responses - New suit = forcing
General Style = Aggressive
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
General Style = Aggressive
VS. NT (vs. Strong/Weak; Reopening;PH)
Vs strong : dbl: 5+minor 4card major 2♣:Majors
2♦: one of major suit (6+) 2♥/2♠: 5cM + 4cm
2NT and OVER SUCTION
2NT: ♠ / ♥+♦ , 3♣: ♦/ ♥+♠ ..
3♣: ♥+♣ OR ♠+♦
Vs weak: dbl balance 12+ 2♣:Majors other 2level transfer
4 th pos:vers and weak nt. 2cl majors other naturals
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
DBL:T/O

LEADS AND SIGNALS					
OPENING LEADS STYLE					
	Lead	In Partner's Suit			
Suit	3-5	3-5			
NT	2-4	3-5			
Subseq					
Other:	2nd from 4 small				
LEADS					
Lead	Vs. Suit	Vs. NT			
Ace	AK(+), Ax, Ax(+)	Same			
King	AK(+), KQ(+), Kx	KQJ/T(+), AKJ(+)			
Queen	QJ(+), QJT(+)	RQ(+), QJT/9(+), QJ98(+)			
Jack	JT(+), KJT(+)	HJT(+), JT9(+),			
10	HT9(+), T9(+)	109x(+), HT9(+)			
9	H98(+), 98(+)	98(+)			
Hi-X					
Lo-X					
SIGNALS IN ORDER OF PRIORITY					
	Partner's Lead	Declarer's Lead	Discarding		
1	Low: ENCRG	Hi/Low: odd	Low encouraging		
Suit 2	Hi/Low: odd	S/P			
3	S/P				
1	Low: ENCRG	Hi/Low: odd	Low encouraging		
NT 2	Hi/Low: odd	S/P			
3	S/P				
DOUBLES					
TAKEOUT DOUBLES (Style; Responses; Reopening)					
9+HCP w/classical shape, Responses: over 1m cue: pro - mises both Ms if not FG, RES: Nat.					

[illegible]

	1M/PASS/2M/DBL: Neg. 1m/P/1M/1NT:16-18	SPECIAL FORCING PASS SEQUENCES
	SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS	
OVER OPPONENTS' TAKEOUT DOUBLE		IMPORTANT NOTES
XX: 9+ defensive hand, 2x: NF 5-9 Puan 1♥/♠ dbled→2NT/3NT TRUSCOTT		Double Jump in new suit = Splinter if minor over major
		Jump Cue Bid by Opener = Splinter raise
		PSYCHICS: Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4♦	11-20	2♣: GF(may have 4 card major) 4+♣ → 2♣ KESGIN inverted* 2♦: ♣ INV 2♥/♠: weak 6+cards 3♦:9-11 6 card(if 7card 7+) <input type="checkbox"/> 3M→ZURAF(A)*(GIRAFFE) (INV if a passed hand)* 1m-3M: GF 4+m 5+M 1m-3M <input type="checkbox"/> 4m→ RKCB m <input type="checkbox"/> 4nt→ RKCB M <input type="checkbox"/> 3nt,4M,5m→ TP	1m-2m→ GF w/wo 4cM → 2M→stopper or 4cM ○ 3m→4cM → 2nt relay, no 4cm 3x→shortness	
1♦		3	4♦	11-20	2♦: GF 4+♦(may have 4 card major) 3♣: ♦INV 2♥/♠: weak 6+cards. 3M same as 1♣		
1♥		5		11-20	1NT F1 2♠:weak 2NT:jacoby	1M-jacoby ● 3x→shortness ● 3nt→min 1-3 kc ● 4m→ min 0-2 kc 4x→void	
1♠		5		11-20	1NT F1, 2NT:jacoby		
INT				(14)15-17	2♣: NF stay ; 2♦/♥: Jacoby, 2♠: trf to 2nt then 3cl. Have cl 3d: have d	After overcall x INV negative Smollen	

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2♣ mammoth

22+bln, 24+iv*(impact value), <4 loser, some 3 as in m suit hands.

Responses are based on the number of AorK.

2♣-

- 2♦ → total number of AorK is not 1 (0 or 2+ “no 2 as”).
- 2♥ 4+c canape
- 3♥→ 2+AorK w 4+c ♥
- 2nt→2+AorK
- Others 0 AorK
- 2♠ 4+c canape
- 2nt 22-23 bln
- Cont’d as if 2nt opened
- 3♣ 4+c canape
- 3♦ 4+c canape
- 3♥/♠,4♣/♦ shortness in 1higher suit 4441
- +1 asks control points
- 4m/5m rkcb
- 3nt 24-26
- 4nt 27-29
-
- 2♥/2♠/3♣/3♦ canape and indicates 1 AorK
- 2nt→1 AorK and no 5c suit.
- 3♥/3♠/3nt 2aces; same colour /class/mxd respily.
- 4x→1st round ctrl in other suits
- 2♦ responder indicates the total number of AorK as “0” by bidding “suit” and as 2+ by bidding “nt”/1 raising openers m canape/ at his 2nd bid.
- 2♣-p-2♦-p 2♥-?
- 2♠/3♣/♦ nat. w/o AorK
- 2nt: 2+ AorK no 4 c ♥, no 2 As
- 3♥: 2+ AorK w 4+ c ♥
- 3nt hxxx ♥ 0 AorK
- 4♥ 0 AorK
- 4x spl 0 AorK
- 5♥ rkcb 2+ AorK
- 2♣-p-2♥-p 3♥-p-?
- 4x ax

- 4♥ kc in trump suit
- 5x ax and trump q
- 2♣-p-3♣-p 3♥-p-?
- Below 4♥: nat. And no 3 c ♥
- 4♥ 2335
- Above 4♥ nat. And 3 c ♥

- Left 3 spaces spared for 5c ♥ supp. Eg.
 - 4nt 2524
 - 5♣ 1534
 - 5♥ 3514
- Left 3 spaces spared for 5c ♥ supp. Eg.
 - 4nt 2524
 - 5♣ 1534
 - 5♥ 3514

If 2♣ opening is O/C' ed

2♣-(x)-?

- Pass→2
- Rdbl→0
- 2x→1 and canape

2♣-(2♦-3♥)-?

- Pass→2+/penalty
- Dbl→0
- 2x→1 and canape
- Cue→natural canape
- Cue +1,2,3→2a answers

2♣-(3♠+)-?

- Pass→0/penalty
- Dbl→1
- 3+x→2+ and canape
- Cue bid→ 2a answers

2♣-(p)-2♦ /etc.-2/3/4x

- Pass→t/o
- Dbl→ quick winners if responder bids 2♦ is bid/penalty if bid other than 2♦
- Bid under game level→ canape
- Bid game→sngl suited
- 4nt→2 suited

2♦ SEAHORSE

18-19 bln or weak m

➤ 2♦

→ 2 ♥/♠ → pc

→ 2nt → 15+

→ 3♣ → 5+♥ 3+♠

→ 3♦→3+♥4+♠

→ 3♥→3♥3♠

→ 3♠→4♥3♠

→ 3nt→4♥4♠

→ 4♣→5-5 M good

→ 4♦→5-5 M poor

All others 7+ hcp

2♦ 4th seat

4th seat

2♦-

→ 2♥/♠→3+ tp

→ 2nt→mm tp

→ 3♣→puppet

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- 3♦→no5cM but4c, answer opposite M if 4
- 3nt→no 4cM
- 3♥/♠→5cM
- 3♦/♥/3♠→XFERs

2♦-2nt

2♦-2nt

→ 3♠/♦: w ♥/♠ 6-9

→ 3♥/♠: w ♥/♠ 0-5

→ 3nt: W ♥/♠ containing 2 of AKQ

- 4♣ xfer to me
- 4♦ bid and play

→ 4x: 18-19 4 c

→ 5x: 18-19 5 c

2♦-3♠/♦

2♦-3♠/♦

→ If W: bid according to rule of total tricks

→ If strong:

- Nonsense M: asks number of M 2♦-3♠

3♥- asks number of ♠s 3?4?

- 4♣ for ♥ supp, 4♦ for ♠ supp w adequate minimum number of cards. Responder re-transfers the m suit to appropriate level.

2♦-3x-p- 3nt

2♦-3x

3nt: no M supp. 18-19

Responders

- 4♣→♦
 - 4♦→♣
 - 4♥→♠ solid
- 4♠→♦ solid

6+ c M containing at least 3 of ARDV109, usually 10-15 hcp

2♥/♠-

- 2♣/nt asks shortness
- 2nt shortness in ♠
- 3x shortness
- 3M bln min.
- 3nt bln max
- Jump suit 4c hxxx
- 2nt(for 2♥) 5+♠
- 3♣/♦ 5+ f1
- NS stopper
- Jump in NS: nat. w 4cM supp)
- 3M→not INV

2M-(X)-?

- 2NT/3NT TRUSCOTT
- XX PENALTY ORIENTED 8+

2M-(BID)-X→ FIRST FIRE (HXX.ETC) 8+

