| DEFENSIVE AND COMPETITIVE BIDDING |
| :--- |
| OVERCALLS (Style: Responses: 1 / 2 Level; Reopening) |
| 1-level simple overcall = 7 to 18 HCP |
| Cuebid = invitational raise or better |
| Jump Raise = Preemptive |
| New Suit at 1-level \& 3-level is forcing |
|  |
|  |
| 1NT OVERCALL (2nd/4th Live; Responses; Reopening) |
| Direct: 15-18 HCP |
| Balancing: 12-16 HCP |
| Response: bid as 1NT opening |
|  |
|  |
| JUMP OVERCALLS (Style; Responses; Unusual NT) |
| Jump to 2NT: 2 lowest unbid suits |
| Jump overcall in suit: Preemptive |
| Reopen: good hand with 6+ suit; 2NT = 19-21 |
| DIRECT \& JUMP CUE BIDS (Style; Response; Reopen) |
| Direct Cuebid = Michaels |
| Jump Cuebid in Major = bid 3NT with the stopper |
|  |
| VS. NT (vs. Strong/Weak; Reopening;PH) |
| 2\& = Majors |
| Double = Penalty |
| 2NT = Minors |
|  |
|  |
|  |
| VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids) |
| Take-out double with Lebensohl response |
| Leaping Michaels |
|  |
| Over Strong 1\&: Double = Majors, 1NT = Minors |
|  |
|  |
| OVER OPPONENTS' TAKEOUT DOUBLE |
| New suit forcing 1 round |
| Redouble = 10+, denying 4+ card support |
| 2NT = limited raise or better |



| $\begin{aligned} & \text { U } \\ & \frac{1}{2} \\ & \frac{1}{0} \end{aligned}$ |  |  |  | DESCRIPTION | RESPONSES | SUBSEQUENT ACTION | COMPETITIVE \& PASSED HAND BIDDING |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  |  |  |  |  |  |  |  |
| 1* |  | 3 | $4 \vee$ | 11-21 HCP | $\begin{aligned} & \text { Single Raise = forcing to 3-of-minor } \\ & \text { Double Raise = weak } \end{aligned}$ | 4th suit game forcing; reverse by opener forcing; reverse by responder game forcing; 3 rd suit forcing 1 round; 2-way new minor forcing; wolff signoff | Cuebid = Invitational or better raise; jump cuebid = splinter; jump shift $=$ Pre-emptive |
| 1* |  | 3 | 4V | 11-21 HCP | As above | As above | As above |
| $1 \vee$ |  | 5 | 4 | 11-21 HCP | 1NT = semi-forcing; <br> 2NT = Jacoby (4+-card support game forcing); Splinter | Help-Suit game try | As above; Reverse Drury |
| 14 |  | 5 | $4 \vee$ | 11-21 HCP | As above | As above | As above |
| INT |  |  | 3-level only | 15-17 HCP | $\begin{aligned} & \text { Stayman; Jacoby Transfer; Texas Transfer; } \\ & 2 \boldsymbol{\wedge}=\text { Transfer to } \boldsymbol{*} \\ & 3 \boldsymbol{*}=\text { Transfer to } \\ & 3 \star=\text { Minors game forcing } \\ & 3 \boldsymbol{*}=3-1-(45) \text { game forcing } \\ & 3 \boldsymbol{*}=1-3-(45) \text { game forcing } \\ & \hline \end{aligned}$ | Smolen | Lebensohl; double at 2level = penalty; double at 3-level $=$ negative |
| 2* |  |  |  | Artificial Strong, 22+ HCP or 8.5+ tricks | $\begin{aligned} & 2 \\ & 2 \boldsymbol{=} \text { waiting (game forcing) } \\ & 2 \mathrm{NT}=\text { positive } \end{aligned}$ | Same response as 2NT opening after 2*2NT |  |
| 2 |  | 5 |  | 5-10 HCP; Pre-emptive | Ogust, RONF |  |  |
| 2 |  | 5 |  | 5-10 HCP; Pre-emptive | As above |  |  |
| 2^ |  | 5 |  | 5-10 HCP; Pre-emptive | As above |  |  |
| 2NT |  |  |  | 20-21 HCP | Puppet Stayman; Jacoby Transfer; Texas Transfer; <br> $3 \boldsymbol{A}=$ forcing to 3 NT (minor suit slam try) |  |  |
| 3\% |  | 6 |  | 5-10 HCP; Pre-emptive | New suit forcing |  |  |
| 3 |  | 6 |  | As above | As above |  |  |
| $3 \vee$ |  | 6 |  | As above | As above |  |  |
| $3 \boldsymbol{\sim}$ |  | 6 |  | As above | As above |  |  |
| 3NT |  | 7 |  | Gambling (solid minor suit without outside A or K) | $\begin{aligned} & 4 \star / 5 \star=\text { pass or correct; } \\ & 4 \bullet / 4 \uparrow=\text { to play } \end{aligned}$ |  |  |
| $4 *$ |  | 7 |  | Pre-emptive |  |  |  |
| 4 |  | 7 |  | As above |  |  |  |



