DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses; 1/2 Level; Reopening)
7-17 Hcp , 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 $1 \Rightarrow 2 \Rightarrow = 5^+ \forall$ and $5^+ \Rightarrow$ Level 3 : weak except $1 \forall / \Rightarrow 3 \Rightarrow = 5^+ \Rightarrow$ and $5^+ \Rightarrow / \forall$
2NT = 2 lowest unbid suit
Reopen : all natural weak. 2NT : 17-19 balanced
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)
1*2*= natural1*/*2* $= 5^+ *$ and $5^+ *$ 1*2* $= 5^+ *$ and $5^+ *$ 1*2* $= 5^+ *$ and $5^+ *$
Jump cue-bids asking for stopper (except 1 -3 -3 : natural
Reopening : same, except 1♣ - 2♣ = ♥ + ♠
VS. NT (vs. Strong / weak; Reopening; PH)
<i>vs. Strong</i> : Double = $4 \forall / 4 + 5 + 4 / 4$ 24 asking for majors
2♦= 6♥/♠, 2♥/♠= 5♥/♠+4+♣/♦,3♣ = natural 2NT = ♣ + ♦
vs. weak : Double = 14+ 2♣ for majors 2♦, 2♥, 2♠, 3♣ = Transfers
$2NT = 5^+ + 5^+ + 3^+ = 3^+ = 5^+ + and 5^+ + Game forcing$
Reopening : same (weaker)
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)
Take out double, new suit = natural.
Cue-Bid = 2 suiter : $3 \div - 4 \div = \diamond + \diamond$, $3 \diamond - 4 \diamond = \diamond + \diamond$
$3 \checkmark 4 \checkmark = \bigstar + \bigstar / \bigstar, 3 \bigstar - 4 \bigstar = \checkmark + \bigstar / \bigstar$ VS ARTIFICIAL STRONG OPENINGS
$1 \bigstar (strong) \qquad double = \checkmark + \bigstar (at least 4-4)$ $1NT = \bigstar + \bigstar (at least 5-4)$
$2NT = \forall + \diamond (at least 5-4)$
jump = weak
OVER OPPONENTS' TAKEOUT DOUBLE
1 over 1 forcing 2 over 1 not forcing
Redouble = 10 + HCP
Jumpshifts = suit + raise

LEADS AND SIGNALS									
OPENIN	١G	LEADS STYLE							
Lead In Partner's su									
Suit		3rd-5th		3rd - 5th					
NT	4th best			3rd - 5th					
Subseq	Subseq same as above								
Other									
LEADS									
Lead		Vs. Suit		Vs. NT					
Ace		Кх		АКх					
King		Q x or A K bare		KHHxx					
Queen		J x		Q J 10 x o					
Jack		10 x or K J 10 x		J 10 x or H J 10 x					
10		9 x or H 10 9 x			H 10 9 x or 109XX				
9 Hi-x		or 9 x (X x, x X xx, X x, x XX)		9 x x or 9	x or 10 9 X X				
Lo-x		xxX, xxxxX, xx, xxxx xxX, xxxxX, xxxxx		Xxx, xXxx, xXxxx, HXx 4th best, HxX, xxxXx					
				411 0051, 1	IA A , AAA A A				
SIGNAL	.51	Partner's lead		rer's lead	Discarding				
	1	count	count		count				
Suit	2 suit preference		suit preference		High = E or even				
	3			suit preference					
	1				Count				
NT	2 suit preference peter		peter		High = E or even				
	3		suit pre	ference	suit preference				
Reverse	e co	ount in trump :	Ability to	ruff					
- After p	oree	empt or when low co	ontract d	ouble : odd	number of trump				
- Suit p	réfé	erence							
		_	JBLES						
		DOUBLES (Style;							
		double : sound, 3-							
		Responses : natur							
		g : double either 3).				
		: suit at lowest leve							
SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES									
1*	1•	DOUBLE - no 4	cards in	n v					
1									
Opener's double shows either :									
- 3 cards in partner's major , 14+									
- a strong hand									

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		nce - BENS Clémen	t		
	SYSTE	M SUMMARY			
GENERAL, APP					
0.2.112.1.7.2,7.1.1					
Natural, 5 cards					
Best minor (1 + 3	-	+4♥+3♦+2♣)			
Weak 2 in major	5				
1NT Opening : 1	4 ^{1/2} -17, balance	d (6cards in minor possible)		
2 OVER 1 Resp	onse : F1, reque	sts a new bid.			
SPECIAL BIDS	THAT MAY RE				
2. Strong, artificial, GF or 22-23P balanced					
2. Strong artit	icial GE or 22-2	3P balanced			
	icial, GF or 22-2	3P balanced			
2♦ : multi					
2♦ : multi					
2♦ : multi					
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2♦ : multi					
2♦ : multi					
2♦ : multi					
2♦ : multi					
2♦ : multi					
2. Strong, arti 2. multi 3NT : solid mino					
2♦ : multi					
2 • : multi 3NT : solid mino SPECIAL FORC	r, no outside sto	pper			
2 • : multi 3NT : solid mino SPECIAL FORC	r, no outside sto	pper			
2 • : multi 3NT : solid mino SPECIAL FORC	r, no outside sto	pper			
2 • : multi 3NT : solid mino SPECIAL FORC According to vul	r, no outside sto	pper UENCES uld be forcing at high level			
2 • : multi 3NT : solid mino SPECIAL FORC According to vul IMPORTANT NO	r, no outside sto	pper PUENCES uld be forcing at high level N'T FIT ELSEWHERE			
2 • : multi 3NT : solid mino SPECIAL FORC According to vul IMPORTANT NO Frequent ligh op	r, no outside sto ING PASS SEC herbility, pass co DTES THAT DO ening in 3 rd seat	PUENCES UUENCES uld be forcing at high level N'T FIT ELSEWHERE according to vulnerability.			
2 • : multi 3NT : solid mino SPECIAL FORC According to vul IMPORTANT NO	r, no outside sto ING PASS SEC herbility, pass co DTES THAT DO ening in 3 rd seat	PUENCES UUENCES uld be forcing at high level N'T FIT ELSEWHERE according to vulnerability.			

OPENING	TICK IF ARTIFICIAL	MIN. No. OF CARDS	NEG.DBL. THRU		RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
PASS				10 H and less	1x - 1 y - 1 NT : 2* = relay		Weak jump after overcall
1*		3	6♥	Natural 11 - 22 H	New suit with jump is strong		If passed or after DOUBLE :
						1x - 1M - 3NT = 4 cards in M balanced	Jump = 5+ in suit and 4+ trumps
1♦		3	6♥	Natural 11 - 22 H		1♦ - 2♣ - 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	
1♥		5	6♦	Natural 10 – 21 H	2NT = 15+, 4 trumps Game Forcing	4 th suit forcing	1NT = 6-11, 2 . is Drury (with fit)
					3NT = 15-17, 3 trumps balanced	1♥/♠ - $2x - 2NT = 15-17$ natural or 18-19 bal with fit in x	2NT = \Lambda limit
					3♣ = 4♥ 9-11; 3♦ = 3♥ 11-14; 3♥ = weak; splinters	$1 \checkmark / 4 - 2x - 2 \checkmark / 4 - 3 \lor / 4 = game forcing$	
1♠		5	6♥	Natural 10 – 21 H		1♥-1 ▲ -3NT 4522	After overcall over one major :
						1♥/A - 2♥/A - 2SA: trial bid any hand ,forcing	Jump in a new suit shows 5+
1NT			4♥	14 ^{1/2} -17 balanced	2 = Stayman 4 steps	1NT - 2♣ - 2♦ - 3♥/♠= 5♠/♥+ 4♥/♠	and 4+ cards in opening bid
				Not 5 cards in major	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 4♥/♠	Transfer from 2NT after overcall
				5422 possible	4♦ = 5+♠ and 5+♥	1NT 2♠/3♣ - 3♣/♦ - 3♥/♠/NT_short in ♥/♠/ ♦ or♣	Double = at least 2NT bid
					4 = 5 + 4 and $5 + 4$ for the chelem		
2*	Х	0	6♥	Game Forcing	$2 \blacklozenge = relay$; $2 \blacktriangledown / \blacktriangle = HHxxx$ and 8^+	2 2 2NT 22/23 balanced same as over 2NT	Negative double after overcall
				Any hands	$3 = HHxxxx$ and 8^+	2 . - 2♦ - 2♥/♠ : 5+ cards 18-22	new suit = Hxxxx and 7+
				22-23 H	2 2 2. = Strong in H or 22-23 P balanced	2♣ - 2♦ - 3♣/♦/♥/♠ : 7 cards 8-81/2 tricks	Cue-bid = strong T/O
						2 2 2 2. = obligatory	
2♦	Х	0	4♦	6 cards in Major	2♥/♠ 3♥/♠ : P/C		same as over 2.
					4. Name your M (Transfer) ,4. name your M		
					2NT relay, then : 3♣/♦ : 6 cards in ♥/♠ weak, 3♥/♠ 6 cards strong		
2♥		5		4 – 9 Green, 7-10 Red	new suit forcing 1 , 2NT is relay and then :		
				5 cards + 4 cards in minor	3♣/3♦ : 4 cards weak, 3♥/♠ : 4 cards in ♣/♦ strong		
2		5		same	same		
2NT			6♥	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		
				5422 possible			
3*		7		Preempt natural	New suit is forcing		
3♦		7		Same		HIGH LEVEL BIDDING	
3♥		7		Same	Jump = Asking bids	Control first and second round	
3♠		7		Same		Roman Key Cards Blackwood 41-30,	
3NT				Solid minor	4 ← : asking for singleton / 4 ♣ : pass or correct	Josephine	
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			