
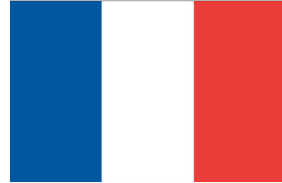


<b>DEFENSIVE AND COMPETITIVE BIDDING OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)</b>
Natural, usually in 5 cards, 8+ HCP.
New suit forcing
<b>INT OVERCALL (2nd/4th Live; Responses; Reopening)</b>
(15)16-18 HCP, balanced. Stayman and transfers.
Balancing, 10-13 (14) HCP. Stayman and transfers.
In 4 <sup>th</sup> seat: natural 8/12 on a minor opening, 10/15 on a major opening
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
NVul : 2M weak Vul : 2M intermediate hand
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
After pass 1♣ - 2♦: 4♣ 5♦ +
1♦ - 3♣: 5♣ 4♦ +
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
Vs strong NT: X : 4M+5+m, 2T : Landy, 2K : 6M 2M : 5M+4+m, 2NT : T+K, 3X : natural
Vs weak NT: X : 15+H or 14H 4/4 maj, Landy and transfers
<b>VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
T/O double
2M/3M: minors 2M or 3M/4m: 5otherM+5m
Natural NT bids
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
2♣ forcing game
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
1m/double: XX values other natural
1M double: transfers see [5]

<b>LEADS AND SIGNALS</b>			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	3 rd and 5th	3 rd and 5th	
NT	4 th best	3 rd and 5th	
Subsequent	Attitude	3rd and 5th	
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
As	AKx(xx)	AKx(x)	
King	KQ(x), KV10xxx AK	Three figures	
Queen	QJ(x)	KQx, QJx	
Jack	KJ10, J10	AJ10, RV10, V10x, Vx	
10	K109, Q109, 10(x)	A109, K109, D109, 10x(x)	
9	9, 9x	9, 9x, 9xx	
Hi-X	987	987	
Low-X	1084	1042	
<b>SIGNALS IN ORDER PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
Suit 1	Std count	Std count	Std count
Suit 2	High enc	S/P	High enc
Suit 3	S/P		S/P
NT 1	Std count	Std count	Std count
NT 2	High enc	S/P	High enc
NT 3	S/P		S/P
<b>Signals including Trumps:</b> Upside down count, and echo often shows an ability to ruff.			
<b>TAKE OUT DOUBLE</b>			
<b>Style:</b> can be light if shaped			
<b>Responses:</b> natural, cue-bid shows strength			
<b>Balancing:</b> 8+, according to shape			
<b>Specials doubles</b>			
Frequent T/O double situations.			
Maximum overcall double.			
<b>Responder's doubles:</b>			
Game-try Doubles			

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<b>System summary</b>
5 cards Major, 1♦ usually 4 cards except with 4♠-4♥-3♦-2♣
1NT 15/17 2NT 20/21
2♣ : game forcing
2♦ : multicolor (if strong 22/23)
2M : 5M and 4+ m
3NT gambling
4NT minors
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
3NT solid minor no Ace or King aside
2C game forcing
2D multicolour
2M : 5M and 4+ m
3NT gambling
<b>IMPORTANT NOTES</b>
<b>Psychics</b> : Rarely

## OPENING BIDS AND DEVELOPPEMENTS

Opening	Tick if artificial	Minimum number of cards	Negative X thru	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣		3	4♥	10-23 HCP best minor	The longest sweet first	Interventions, doubles	
1♦		3	4♥	10-23 HCP			
1♥		5	4♦	10-23 HCP	2NT : 3/4 support, 11/14 3x : nat invitation		Drury fit (1♥-2♣-2♥ weak) Jump shift shows support 2NT : 4♥ + singleton or void
1♠		5	4♦	10-23 HCP			Drury fit 2 steps(1♠-2♣-2♥ or 2♠ weak) Jump shift shows support 2NT: 4♠ + singleton or void
1NT			4♥	15-17 bal or semi-bal 5M-3M' or 6m possible	Stayman + Transfers 2SA natural 3C : Puppet Stayman	Rubensohl	
2♣	X	0		Game Forcing	2D: GF 2x or 3x: strong suit	Lead doubles	
2♦	X	0		6 cards in M or 22-23H balanced	Look at our paper	Lead doubles	
2♥		5		5♥ + 4m, weak	A new colour is forcing	Call doubles, 2sa (16-18)	
2♠		5	5♠ + 4m, weak				
2NT				20/21 bal or semi-bal	Stayman + Transfers		
3♣/3♦		6		Pre agressive NV			
3♥/3♠		6		Pre agressive NV			
3NT	X			Solid minor no Ace or King aside	4♣ P/C, 4♦ ask, 4♥/♠ to play		Can be stronger in 3 <sup>rd</sup> or 4 <sup>th</sup> seat
4♣/4♦		8		Pre			
4♥/4♠		8		Pre			
4NT	X			Both minors according to vul			
5♣/5♦		9		Pre			

### HIGH LEVEL BIDS AND SLAM CONVENTIONS

Blackwood 5 keys 41-30, exclusion blackwood 30-41, BW kings: the lowest king first, then asking for the king of the suit of the bid

Cue bids