Defensive and Competitive Bidding

Overcalls (Style; Responses; Reopening)

Light overcalls with good suit.

Overcalls at the 2-level is normally solid.

After an overcall, a new suits are F1 (if not passed)

1 NT overcall (2ND/4TH; Responses; Reopening)

(14)15-18 in all hands.

Same response as after 1NT opening.

Jump Overcalls (Style; Responses; Unusual NT)

Preempt. Over a preemptive opening a jump overcall is strong.

2NT: Two lowest

Direct and Jump Cue Bids (Style; Responses)

Cuebid of a minor shows both M

Cuebid of a M shows opposite M + ♣

Jump Cubid ask for stopper

VS. NT (vs. Strong/Weak; Reopen: PH)

Dbl: ♠+ other suit (at least 4-4)

2m: m + ♥ (at least 4-4)

2M: natural

2NT: Strong unbalanced hand

3NT: minors

VS. Preempts (Doubles; Cue bids; Jumps; NT bids)

Vs multi: x= to/x vs heart

Vs any 2 level preempt: 4m = 5-5 m+M

VS. Artificial Strong Openings

Vs 1♣: x= ♦ or ♥+♠, 1♦=♥ or ♠+♣, 1♥= ♠ or both m, 1NT= ♣ or ♦+♥, 2 level nat

Vs 2♣: Dbl = ♣

Over Opponents' take out double

Rdb: 10+ hcp

1-level: forcing, 2-level non-forcing

Leads and Signals

Opening Leads Style

	Lead	In Partner's Suit
Suit	3rd-5th=odd; 2-4th-6th =even	3rd-5th=odd; 2-4th-6th =even
NT	LOW = ENC	3rd-5th=odd; 2-4th-6th =even
Subseq	LOW = ENC	

Leads

Lead	Vs. Suit	Vs. NT
Ace	A**K**/**A**Kx/**A**Kxx(x)	A**K**/**A**Kx/**A**Kxx(**x**)
King	**K**Q/**K**QJ(x)/**K**QT(x)	**K**Q/**K**QJ(x)/**K**QT(x)
Queen	**AQ**J(x)/**Q**J(x)/**Q**JT(x)	**AQ**J(x)/**Q**J(x)/**Q**JT(x)
Jack	H**J**T(x)/**J**T(x)	H**J**T(x)/**J**T(x)
10	H**T**9x/**AQT**(x)/**T**9x	H**T**9**x**/AQT(**x**)/**T**9x
9	H9**x**/9x**x**/**T**9	H9**x**/**9**xx/**T**9
X	Hx**x**x/H**T**9x/xxxx(**x**)	Hx**x**x/HT9**x**/x**x**xx(x)

Signals in order of priority

	Partners lead	Declarer	Discarding
Suit:	LOW=ENC	HL=EVEN	LOW=ENC
2nd	H/L=EVEN	Lavinthal	H/L=EVEN
3rd	Lavinthal		
NT:	LOW=ENC	Smith	LOW=ENC
2nd	H/L=EVEN	H/L=EVEN	H/L=EVEN
3rd	Lavinthal	Lavinthal	Lavinthal

Signals (including Trump's): Smith:LOW=LIKES from both sides. Lavinthal can occur in Trump

Doubles

Takeout Doubles (Style; Responses; Reopening)

Normal takeout doubles

Special, Art and Comp Dbl/Rdbl's

Responsive doubles. Supportdoubles thru 2♥. Lead directing

But dbl on overcaller in own suit indicates another lead.

Category: Green

System Summary

General Approach and Style

Natural system
(14)15 -17 NT (5M,6m, singelton og 5422 are allowed)
2♦ Weak Multi
2♥/2♠: 6C, 8-11
2NT: 20-21 NT

3rd/5th leads and LOW is EN

Special bids that may require defence

2♦ = weak maj, 0-7 hcp, 5-6 c

Special forcing pass sequences

Standard forcing pass sequences

Important notes that don't fit

Psychics

Very rare

Opening	Art	Min. #	Neg. D. through	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		2	3♠	2+♣ (8) 11+ hcp	2♣: 5+♣ no 4M, GF 2♦: 5+♣ invitational (7)8-11 2M: 6+ M weak, 3x: renons	X-Y-NT, X-Y-Z 1♣-1M, 2♣ –2♦: GF	2♣: 6-9 hcp 2♦ in X-Y-NT/ X-Y-Z = inv w ♦
1♦		3	3♠	4+♦ (8) 11+ hcp	2♦: 4+♦ no 4M, GF, 2♣: GF 3♣: 4+♦ invitational (7)8-11 2M: 6+ M weak, 3x: renons	X-Y-NT, X-Y-Z 1♦-1M, 2♦ –2 NT: F1	2♦: 6-9 hcp 2♦ in X-Y-NT/ X-Y-Z = inv w ♦
1♥		5	3♠	5+♥ (8) 11+ hcp	2NT: 3+♥ minimum inv to game, 2m: GF 2♠/3m: singleton 3♥: preempt	X-Y-NT 1♥ – 1NT – 2NT: GF 1♥ – 2♥ - 3x: Inv, 3+, 1♥-2♥-2NT: ask 4 singelton	2♣: Toronto 3+ supp 2♦ in X-Y-NT/ X-Y-Z = inv w ♦
1♠		5	3♠	5+♠ (8) 11+ hcp	2NT: 3+♠ minimum inv to game, 2m: GF 3x: singleton 3♠: preempt	1♠ – 1NT – 2NT: GF 1♠ – 2♠ - 3x: Inv, 3+, 1♠ - 2♠ - 2NT:ask 4 singelton	2♣: Toronto 3+ supp
1 NT			3♠	(14)15-17	2♣: Stayman, 2♦/♥: Transfer, 2♠: minor weak or strong. 3x: singleton, 4m = transfer to M	after Stayman: raise of M= inv, 2♠ = ♠ + m, 3♣ new search, new suit F1 after transfer: new suit F1, 4NT inv to slam, raise=inv	
2♣	x			Strong	2♦:Relay 2M/3m: Nat GF 2NT: both minors (5+)	Puppet/transfer after 22-24 NT Baron/transfer after 25-27 NT	
2♦	x			Weak Multi 0-7 hcp 5/6M	Pass: (4)5+♦, all M: P/C, 2NT: ask for suit/strength, 3♣: To play, 3♦/4♦: own major		
2♥		6		6♥ 8-11 hcp	2NT: ask for singelton New suit: F1	3y: singleton, 3♥: no singleton, 3NT: no singleton - stronger	
2♠		6		6♠ 8-11 hcp	2NT: ask for singelton New suit: F1	3y: singleton, 3♠: no singleton, 3NT: no singleton - stronger	
2 NT				20-21	3♣: Puppet stayman, 3♦/♥: Transfer, 3♠: minor 4m: inv to slam, 4M: transfer to minor	**Slam Conventions**	
3x		(6) 7		Preemtive	3y: forcing. Answer: 3NT wo sup. 3x- 3M = nat, 3M – 4m = Q	BW: 5 aces – 0314	
3NT		7		Solid minor (1.-3.hand)	4/5m = P/C	Cuebid Italian style	
4♣,♦		(7) 8		Preemtive	4M = to play	Last train	
4♥,♠		(7) 8		Preemtive	New suit = Q	5NT: pick a slam	
4NT				Asks specific ace	5♣: no aces, 5♦/♥/♠:ace, 5NT: 2 aces, 6♣: ace		