




Defensive and Competitive Bidding
Overcalls (Style; Responses; Reopening)
1 level = light 2-level = sound
1 NT overcall (2ND/4TH; Responses; Reopening)
15-18, nt system on
Jump Overcalls (Style; Responses; Unusual NT)
May be weak, normally constructive, 1m=2m= ♠+♥ , 1M-2M= other M + ♣
Direct and Jump Cue Bids (Style; Responses)
1x-3x = ask for stopper
VS. NT (vs. Strong/Weak; Reopen: PH)
Dbl: at least same HCP as opener 2 ♣ both majors 2♦ Multi, ♥ or ♠ 2♥ 4+♥, 5+m (natural vs weak nt) 2♠ 4+♠, 5+m (natural vs weak nt) 2nt ♠+♦ Passed hand/ 4th seat: dbl= ♣ or ♦, or both Majors, 2m=minor+Major, 2M=natural
VS. Preempts (Doubles; Cue bids; Jumps; NT bids)
Leaping michaels
VS. Artificial Strong Openings
Vs 2♣ : dbl = ♥+♠, 2nt = ♠+♦ Vs 1♣ : dbl = TO, 1♦=♥ or ♠+♠, 1♥=♠ or ♠+♦, 1nt=♠+♥ or ♠+♠, 2♣=♦ or ♥+♠, etc.... natural from 4♥
Over Opponents' take out double
Rdbl = 9 hcp + , transfer if 1♠, natural if 1♦, transfer if ♥/♠

Leads and Signals			
Opening Leads Style			
	Lead	In Partner's Suit	
Suit	3 rd -5 th	3 rd -5 th	
NT	2 nd -4 th	3 rd -5 th	
Subseq	May lead 2 nd from bad 4-card suits		
Leads			
Lead	Vs. Suit	Vs. NT	
Ace	AK/AK _x /AK _{xx} (x)	AK/AK _x /AK _{xx} (x)	
King	KQ/KQJ(x)/KQT(x)	KQ/KQJ(x)/KQT(x)	
Queen	AQJ(x)/QJ(x)/QJT(x)	AQJ(x)/QJ(x)/QJT(x)	
Jack	HJT(x)/JT(x)	HJT(x)/JT(x)	
10	HT9 _x /AQT(x)/T9 _x	HT9 _x /AQT(x)/T9 _x	
9	9 _x /98 _x /98 _{xx}	9 _x /98 _x /98 _{xx}	
X	H _{xx} /HT9 _x /xx _{xx}	H _x X H _{xxx} X _x xx	
Signals in order of priority			
	Partners lead	Declarer	Discarding
Suit:	Low= enc	Count	Low=enc
2 nd	Count (hi-even)	Lav	Lav
3 rd	Lav		
NT:	Low = enc	Smith	Low=enc
2 nd	Count	Count	Count
3 rd	Lav	Lav	lav
Signals (including Trump's): smith : low = positive			
2 nd /4 th thru declarer			
Doubles			
Takeout Doubles (Style; Responses; Reopening)			
Negative, responsive, support			
Special, Art and Comp Dbl/Rdbl's			
1♣ - (1♦) - dbl = 4-5 ♥ , 1♠ - (1♥) - dbl = 4-5 ♠			
Support dbl (also 1nt)			

System	
	
WBFF	NBF
System: GREEN	
Players	
	
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System Summary	
General Approach and Style	
5-card majors, 1♦=4+, 1♠ = 2+, may have 3343 1nt = 15(14)-17 2♦ = (nv) 3-10 hcp, 4+-4+ ♥/♠ (vul): 6-11hcp, 6+♦	
Special bids that may require defence	
1 m - (1♥) - dbl = 4+♠, 1♠ = 0-3♠ Transfer after 1♣ (1♦=♥, 1♥=♠, 1♠=nt or ♦) 1♠ - 2♦ = 6+♥, 6-9/13+ 2♥ = 6+♠, 6-9/13+ 1♦ - 2♦ = 6+♥, 6-9/13+ 2♥ = 6+♥, 6-9/13+ 2♠ = 10+, 4+♦	
Special forcing pass sequences	
Important notes that don't fit	
Good/Bad 2nt in most competitive positions (2nt=Good)	
Psychics	
May occur	

Opening	Art	Min. #	Neg. D. through	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		2	4♣	9-22 may have 334D3	1♠=♥ 1♥=♠ 1♠ = 6-10nt or ♦ any hcp 1nt=10-11 2♣=10+, 2nt = 13-15/18-19 2♦=6+♥, 2♥=6+♠, 6- 9/13+ 2♠ = limit 5+♠, 3♠ = pree, 3x=void, 3nt=16-18	1x-1y, 1z : 2♣ = transfer (play 2♦ or any limit) 2♦ = GF, any, others = to play 1m-1x, 2nt =18-20: transf responses	Fit jump 1♣ - 2♦ = 9+, 5+♣
1♦		4	4♣	9-22	2♦=6+♥ 6-9 or 13+, 2♥ = 6+♠, 6-9 or 13+, 2♠ = 10hcp+ 4+♦, 2nt =10-12, 3♠ = 6-9, 4+♦ 3♦ = 0-5hcp, 4+♦, 3♥/♠=void	1m-1M, 2M: 2nt=relay, new suit = short suit gametry	Fit jump
1♥		5	4♣	9-22	2nt=GF ♥, 3♠=limit ♥, 3♦=splinter ♠, 2♠=splinter ♠/♦ 3nt=void ♦,	1♥ -1nt: 2♣ = Gazzilli, 2nt = GF 1♥-1♠: 2♣ = Gazzilli, 3n = 3-6 M, 1♥-1♠, 3x=nat, GF	2♣ = 8-11, 3-♥ 2♦ = 8-11, 4-♥
1♠		5	4♥	9-22	2nt=GF ♠, 3♠=splinter ♠/♦, 3♦=limit ♠, 3♥=splinter ♥ , 3nt=void ♥, 4x = Void	1♠-1nt: 2♣ = Gazzilli, 2nt = GF 1♠-1nt, 3x=nat, GF	As 1♥
1 NT			3♠	15(14)-17, bal	Stayman, transf, 2♠ = minor, 2nt = a weak spot (xx), any suit 3x = shortness	1nt-2♣, 2♦-2♥ = weak, ♥/♠, 2♠= 5+♠, limit 1nt-2♣, 2♦/♥♠ - 3♠ = relay /3♦ = slamtry in ♠ or ♦ 1nt-2♣, 2♦ - 3M =3+, 5+ other Major	
2♣	x			Strong, tricks or points	2♦ = 0-7, 2nt = 6hcp+, bal, 3♥ = 4♥, 5+♦ 3♠=4♠, 5+♦	2♣-2♦, 2M-3♠=second neg	
2♦	x			Nv: 3-10, ♥+♠ Vul: 6+♦, 6-11	Nv: 2nt=relay, 3♠ = transf 3♦ (limit in major) Vul: 2nt = ogust		
2♥		5		5-10 hcp 6(5) ♥	2nt = relay, 3♥ = to play 3♠ = ogust	2♥-2nt: 3x=shortness 2♥ - (dbl) - : xx= penalty invite, Transfer from 2nt	
2♠		5		5-10 hcp 6(5) ♠	2nt = relay, 3♠ = to play 3♠ = ogust	As 2♥	
2 NT				22-23, bal	Muppet stayman, transf 3♦/♥ 3♠ = minor stayman, 4x = slam (♠=♥, ♦=♠, ♥=♠, ♠=♦)	Slam Conventions	
3x				Pre acc to vul		RKC 4nt 0314 (4♠ if ♦/♠) Minorwood DOPI/ROPI/REPO	
3NT				Solid ♠/♦ No side A/K	4♣ = pass/correct, 4♦ = Relay	Cue bids Splinter	
4♣, ♦				1,2,4: 8-9 thricks with long Major (♠=♥, ♦=♠) 3rd: NAT, PREE		Exclusion RKC 0314	
4♥, ♠				Pre acc to vul		Josephine	
4NT				Ask for spesf ace			