




Defensive and Competitive Bidding	
<b>Overcalls (Style; Responses; Reopening)</b>	
1 - level: 5-17hp	
<b>1NT overcall (2ND/4TH; Responses; Reopening)</b>	
1NT = 15-18 Balancing 1NT = 11-16	
<b>Jump Overcalls (Style; Responses; Unusual NT)</b>	
<b>Direct and Jump Cue Bids (Style; Responses)</b>	
<b>VS. NT (vs. Strong/Weak; Reopen: PH)</b>	
VS Strong: Dbl = equal strength, 2♣ = ♥+♠, 2♦ = 5+ ♥ or ♠, 2♥ = 4(5)♥ + 5+minor, 2♠ = 4(5)♠ + 5+minor, 2NT = both minor or strong 2-suiter	
VS Weak: Dbl = (13)14+, 2♣ = ♥+♠, 2♦ = 5+ ♥ or ♠ 13+, 2♥ = (5)6+ ♥ 8-12, 2♠ = (5)6+ ♠ 8-12	
MECKWELL in 4 <sup>th</sup> hand or after pass	
<b>VS. Preempts (Doubles; Cue bids; Jumps; NT bids)</b>	
Takeout 2NT = 15-18 Leaping Michaels	
<b>VS. Artificial Strong Openings</b>	
VS strong 1♣: Dbl = ♥+♠, 1NT=♣+♦, 2-level similar to defense vs strong NT.	
VS strong 2♣: Dbl = ♥+♠, 2NT=♣+♦	
<b>Over Opponents' take out double</b>	
XX = 10+hp	

Leads and Signals			
Opening Leads Style			
	Lead	In Partner's Suit	
Suit	3 <sup>rd</sup> -5 <sup>th</sup> , 4 <sup>th</sup> from 6	3 <sup>rd</sup> -5 <sup>th</sup> , 4 <sup>th</sup> from 6	
NT	3 <sup>rd</sup> -5 <sup>th</sup> , 4 <sup>th</sup> from 6	3 <sup>rd</sup> -5 <sup>th</sup> , 4 <sup>th</sup> from 6	
Subseq	Low = enc		
Leads			
Lead	Vs. Suit	Vs. NT	
Ace	AKx/AKxx(x)	AK/AKx/AKxx(x)	
King	AK/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	HT9x/AQT(x)/T9x	HT9x/AQT9(x)/T9x(x)	
9	KJ98/9/9x	HH98/9x/9xx(x)	
8		H98x(x)	
X	xxx/	Hxxx/HT9x	
Signals in order of priority			
	Partners lead	Declarer	Discarding
Suit:	Low = enc	Low = 3/5 <sup>th</sup>	Low = enc
2 <sup>nd</sup>	Low = 3/5 <sup>th</sup>	Lavinthal	Low = 3/5 <sup>th</sup>
3 <sup>rd</sup>	Lavinthal		
NT:	Low = enc	Smith	Low = enc
2 <sup>nd</sup>	Low = 3/5 <sup>th</sup>	Low = 3/5 <sup>th</sup>	Low = 3/5 <sup>th</sup>
3 <sup>rd</sup>	Lavinthal	Lavinthal	
<b>Signals (including Trump's):</b> Smith: low from leader = enc, high from partner = enc. UD count or Lavinthal when following trumps.			
Doubles			
Takeout Doubles (Style; Responses; Reopening)			
Light			
Special, Art and Comp Dbl/Rdbl's			
Support dbl/rdbl, also over 1NT			





# System Card





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## System:

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### System Summary

#### General Approach and Style

Transfer responses to 1♣ opening  
(14)15-17NT (5M/6m/sing)

#### Special bids that may require defence

Transfer responses to 1♣ opening  
2♦ = Multi (6M 5-10hp) or 22+NT  
2♥/2♠ = 5-cards ♥/♠ 6-10hp

#### Special forcing pass sequences

Some places

#### Important notes that don't fit

xyz, 3rd suit forcing. Abbrevs: GF=Game Force, F1=Forcing 1 round, SO=Sign Off, SI=Slam Invitational, GI=Game Invitational

#### Psychics

May occur

Op ening	A rt	M in . #	Ne g. D. throu gh	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		3	4♥	3+♣, 11+ hp	1♦ = 4+♥, 1♥ = 4+♠, 1♠ = 6-10 bal or any with ♦, 1NT = 11-12 2♣ = inverted minor, 2♦ = 6+♥ 6-9 or 14+, 2♥ = 6+♠ 6-9 or 14+, 2♠ = weak preempt in ♣/inv w ♣ or ♦/strong w ♦, 2NT = 13-15 or 19-20 3♣ = good preempt in ♣		2M = fitjump
1♦		3	4♥	3+♦ (4432) 11+ hp	1♥/1♠/1NT = nat, 2♣ = inv+ nat, 2♦ = inverted minor, 2♥ = 5♠4♥ inv, 2♠ = 6+♠ 14+hcp, 3♣ = weak preempt in ♦, 2NT = Nat GI, 3♦ = good preempt in ♦		2M = fitjump
1♥		5	4♦	5+♥ 10+hp	2♣ = 10-12 w/3♥ or nat GF if not rebid, 2♦ = nat GF if not rebid, 2♠ = 4+♥ GI+ with short minor, 2NT = GI+ w/4+♥, 3♣ = 4+♥ 7-9, 3♦ = 0-1 4+♥ inv+, 3♥ = preempt	-1♠; 2♥-2♠ = Artificial GF -2♣; 2♥ = 6+♥ F1	2-way Drury
1♠		5	4♦	5+♠ 10+hp	2♣ = 10-12 w/3♠ or nat GF if not rebid, 2♥/♥ = GF if not rebid, 2NT = GI+ w/4+♠, 3♣ = 4+♠ GI+ with short minor, 3♦ = 4+♠ 7-9, 3♥ = GI+ w/0-1 ♥, 3♠ = preempt, 3NT = void in ♥ GF+	-1NT; ? Transfer rebids -2♣; ? 2♥ = 4+♥ F1, 2♠ = 6+♠ F1	2-way Drury
1 NT			4♦	(14)15-17NT (5M/6m/sing)	Stayman/transfer, 2♠ = 6+♣, 2NT = 6+♦, 3♣ = 5+♣5+♦ weak, 3♦ = 5+♣5+♦ GF, 3♥/♠ = nat slam try		
2♣	X	0	3♠	20-21NT or strong unbalanced	2♦ = waiting bid, 2♥ = 4+♥ SO vs 20-21, 2♠ = 4+♠ SO vs 20-21, 2NT = 5+♣ SO or SI, 3♣ = 5+♦ SO or SI, 3♦ = 6+♥ (2 of AKQ), 3♥ = 6+♠ (2 of AKQ), 3♠ = AKQxxx or better in some suit		
2♦	X	0		Multi (6M 6-10hp/22+NT/2 1-25 1444 or 4144)	Any bid of ♥ or ♠ is pass or correct, 4♣ requests transfer, 4♦ asks opener to bid his suit 2NT = Asking	2♦-2NT-3♣ = min ♥/♠, 3♦ = medium w/♥, 3♥ = medium w/♠, 3♠ = max w/♥, 3NT = max w/♠	
2♥	X	5		5♥ 6-10HCP, may have side suit ♣♦, 8-10 if bal or 5-4	2NT = asking for strength and distribution, 3♣ = pass or correct 3♦ = GI+ with 5+♠, normally 6+♠		
2♠	X	5		5♠ same as 2♥	2NT = asking for strength and distribution, 3♣ = pass or correct 3♦ = inv+ with 5+♥, normally 6+♥		
2 NT				5+5+m 8-10 6+5+m 15-17 5+5+m 20+	3♥ artificial force	Slam Conventions	
3x		5		Preempt, aggressive style		(Mini)-Splinter KickBack Turbo (the bid past 4 in trump suit shows even number of aces) Italian Cue-bids  RKCB (0314) if jump (rarely used)	
3NT	X		Solid minor, max Q on the side				
4♣,♦		6					
4♥,♠		6		To play			
4NT				Asking for spesific ace			