



DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS		
OVERCALLS (Style; Responses; 1/2 Level; Reopening)	OPENING LEADS STYLE			
Sound at favorable vulnerable pos.		Lead	In Partner's Suit	
vs 1-level : New suit=NF, Cue= F1, Jump supp=PRE	Suit	3rd/5th	3rd/5th	
1x 1M : 2NT= NAT (SUPP IG if RHO DBL or bid),	NT	4th (ATT for part scores)	3rd/5th	
3♣ 13+HCP 4c SUPP, 3♣ Mix raise, SPL bid, Fit jump if	Subsec	3rd/5th	3rd/5th	
RHO bid,	Other:			
vs 2-level : New suit= F1, in Balancing pos.= NAT				
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)	LEADS			SYSTEM SUMMARY
2nd pos= 15-18 HCP, system on	Lead	Vs. Suit	Vs. NT	
4th pos= 10-14 HCP, 2♣ Limit ask and STAY, others TRF	Ace	AKx(+), Ax(+)	AKx(+)	
	King	KQ, KQx(+), AK	AKJ10(+), KQ109(+), Ask U	
	Queen	QJ, QJx(+)	QJx(+), QJ9(+), QJ10(+)	
	Jack	J10, J10x(+), KJ10x(+)	J10x(+), KJ10x(+)	
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	109, 109x(+), H109x(+)	109x(+), H109x(+)	
1-Suit: NAT, better in VUL, New suit= F	9	9x,	98x(+), H98x(+)	
2-Suit: (1♣ 2♣ 5-5 M's, 2NT= Top and bottom	Hi-x	Sx, HxS, HxSx	Sx, xSxx	
3♣ 2 lowest	Lo-x	HxS, HxxxS, xxxS	HxxS, HSx, Sx	
Reoper 1-suit= Intermediate 13-16 HCP	SIGNALS IN ORDER OF PRIORITY			SPECIAL BIDS THAT MAY REQUIRE DEFENCE
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)		Partners Lead	Declarer's Lead	Discarding
vs 1♣ 2♣ NAT, 3♣ ♠	Suit: 1st	Lo=Enc	Hi/Lo= O or S/P	O= Enc
vs 1♣ 2♣ 5♥5♠ 3♣ Ask STOP	2nd	Hi/Lo=O	S/P	S/P
vs 1M= 2M=5-5 two highest, 3M= Ask STOP or FG minors	3rd	S/P		
Reopen : Cue=Same	NT: 1st	Lo=Enc	Hi/lo=O or S/P	O=Enc
VS. NT (vs. Strong / Weak; Reopening; PH)	2nd	Hi/Lo=O	S/P	S/P
vs STR NT(14+): DBL=4+M-5+m or 1M STR or BAL 18+	3rd	S/P		
2♣ Landy, 2♣ 1M(weak) or 5M/5m STR,	Signals (including TrEcho in trump shows ability to ruff			2♣=MULTI weak 2M 6-10 or 20-22 HCP BAL (NOTE 1)
2♥ 1M good, 2NT= minors	Smith echo= High both sides			2♥ Weak M/m 6-10 HCP(1/2/3 pos.)-11-13 HCP (i4th pos.)
vs weak NT(13-15): DBL=14+, 2♣ Landy, 2♣ 1M	S/P			3NT= 8-card m w Ace
2♥ ♠ m, 2NT=4♠5+m, 3♣ 4♥5+♠	DOUBLES			1♣- 2♥5+♠4+♥5-9 HCP (NOTE 2)
at 4th pos. same, Negative DBL after DBL	TAKEOUT DOUBLES (Style; Responses; Reopening)			1♣ 2♣ 6+♣ GF (NOTE 3) 1♣ 2♣ 6+♣ GI
VS. PREEMPTS ( Doubles; Cue-bids; Jumps; NT bids)	Standart . Cue= F1, 1NT= Constuctive axc 1♠ Jump= INV			1♣ 3♣ 4+♠ GI
vs 2M: 4♣ 5♣ OM, 3M=m's, 4M=OM-m w 2-looser	Jump Cue= 5-5 M's weak after 1m DBL			1♥ 2♣ 5♠5♣ GF 0r 6+♠ GF
vs 2♣(Multi): 3♥ m's, 4♣ 5♣ ♥ 3♣ 4♣	Reopening : 4 HCP weaker than direct			1♥ 2♣ 2NT= 3/4 card SUPP GI (NOTE 4)
DBL=T/O to 2♥ pas and DBL=T/O to 2♠ (NOTE 9)				1♥ 3♣ 4 card SUPP less than GI
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REOP			1♠ 3♥ 4 card SUPP less than GI
vs 1♣ DBL=M's, 1NT=M-m, 2NT=m's	MAX DBL			1♥ 3NT= SPL♣ 4♣ SPL ♠ 4♣ SPL OM
1♣ 1M P 1NT= Cue (NOTE 10)	COOPERATIVE DBL			1♥ 3NT= Semi Forc. (Opener can pass)
1♣ P 1♠ DBL= M's, 1NT= M-m	LEAD DIRECTING DBL			1♣ 1NT= GF BAL (may have 4 card M) (NOTE 5)
vs 2♣ DBL=M's, 2NT= M-m	SUPPORT DBL by Opener until 2♥ overcall			GAZILLI after 1M - 1NT and 1♥ 1♠(NOTE 6)
OVER OPPONENTS' TAKE OUT DOUBLE	ANTI LEAD DBL at 3-level			SPECIAL FORCING PASS SEQUENCES
1♣ DBL 1♣ 4+♥ 1♥ 4+♠ 1♠ No M, Jump= 5+4+♠5-9	DBL at very high level ask highest suit			Pass positive
1♠ DBL NAT, Jump= 5+3♠ 3♣ 4+♠ IG	DBL to SPL ask for lower suit lead or the suit when favorable			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
1M DBL TRF responses, TRF to 2M= weak or IG+ SUPP 3♣ vulnerable				After 1♣ opening 1♥♥ TRF response at 1-level (NOTE 7)
2NT= 4-card SUPP IG+, 3♣ Mix raise, 3♣ FG SUPP w SPL				After 1♥ opening and OPP DBL, TRF responses (NOTE 8)
				Often Upgrade in 1NT opening. could be off shape
				Psychics



1- 1♣/1♦ 1y

1z 2♣ : TRSF 2♦ - a) Pass b) Invitational hands c) 2NT and new suit shows ♣fit w Shortness FG

2-1♣/1♦ 1y

1z 2♦ : GF relay

Jump in new suit shows 5-5 FG, Jump in respond M= 6+ FG w Shortness

3- 1♣ 1♠ : a) No 4card M any weak/GI or balanced GF b)5♦/4M GF

1NT 2♣ : TRSF 2♦ - a) Pass b) Invitational hands

2♦ 2♥ : 5♣/4♦ GI

2♠ : 5♦/4+♣ GI

2♦ : Relay GF

2M : 5♦/4M GF

2NT(r) 3♣: 5♦/4♥ min any ; 3♦: 6♦/4♥ min/max ; 3♥: 5♦4♥3♠1♣ max ; 3♠: 5♦4♥3♣1♠ high max ; 3NT: 5♦4♥2♠2♣ max

1♣ 1♠

2♣ 2♦= weak♦, 2♥/♠=NAT FG , 2NT= F1R

4- 1♣ 1♠

2♦ Reverse♦

2♥ 5♣-4♥ reverse or ♣ STR

2♠ 5♣-4♠ reverse

5- 1♣ 1NT : FG BAL, may have 4M

2♣ 11/14 any 5♣(4) or 6+♣ or 4441 ; 13+/14 BAL

2♦ STAY

2♥ 5♣/4♥ 15+ => 2NT= ASK dist.

2♠ 5♣/4♠ 15+ => 2NT= ASK dist.

2NT5♣/4♦ 15+

3♣ 6♣ 15+

3♦/3♥/3♠ 15+ Short 4441/5440

3NT No 4M 12/13

6- 1♣ 2♣ : 5♣/4M or 5♣/4♦ GF

2♦(r)2♥/♠

2NT 3♣ : 5♣/4♥ min any ; 3♦:6♣/4♥ min/max ; 3♥: 5♣4♥3♠1♦ max ; 3♠:5♣4♥3♦1♠ max ; 3NT:5♣4♥2♠2♦ max

2♦ 3♣ : 5♣/4♦ min any ; 3♦:6♣/4♦ min/max ; 3♥: 5♣/4♦3♠1♥max ; 3♠:5♣4♦3♥1♠ max ; 3NT:5♣/4♦2♥2♠ max

7- 1♣ 2♦ : 5+♦ GF or 5♦/4♣ GF

2♥(r) 2♠ : 6+♦ with SPL

2NT 3♣ : Any SPL min ; 3♦/♥/♠ : SGL max.

2♥ 2NT : No SPL

2♥ 3♣ : 5♦/4♣ min any ; 3♦:6♦/4♣ min/max ; 3♥:5♦4♣3♠1♥ low max ; 3♠:5♦4♣3♥1♠ high max ; 3NT :5♦/4♣2♥2♠ max

8- 1♣ 2♠ : 5+♣ GF

2NT 3♣ : Any SPL min ; 3♦/♥/♠: SPL max. ; 3NT: No SPL ; 4♣: No SPL max.

9- 1♣ 2♥ : 5♠/4+♥ 5-9

2NT 3♣ : 5♠4♥ min ; 3♦: 5♠4♥31 max. ; 3♥: 5♠/5♥ min. ; 3♠: 5♠/5♥ max. ; 3NT: 5♠/4♥/22 max.

10- 1♦ 2♦ : Inverted GF

2♥ : Any SGL 14+/17 => 2♠/2NT= ASK 3♣= 4441 any ; 3♦/♥/♠= 5+♦ L/M/H SGL

2♠ : a)BAL not want play from his side b) 11/14 4441 Any SGL or super max

c) 5/4 concentrated => 2NT=ASK 3♣=4441 any , 3♦=5/4♣ , 3♥=5/4♥ , 3♠=5/4♠ , 4♣/♦/♥=Void weak

2NT : 11/14 or 18/19 BAL

3♣/3♥/3♠ : SPL 5+♦ min or super max.

3♦ : 5+♦ not fit to others

3NT : 6332 14+/17

4♣/4♦/4♥ : Void L/M/H good hand

11- 1♦ 1NT



2♣ a)Weak w♦ b)Reverse in ♥/♠ c)GI ♦ d)GI 5♦4♣2♥2♠ e)6♦/5M  
 2♦ 6♦ better than min.  
 2♥ Both minors with short M and GI  
 2♠ 6♦ with short M GI+  
 2NT Both minors to play or GF  
 3♣ 5/5 minors better than min.  
 3♦/3♥/♠ 6♦ with xx in a suit  
 3NT To play

12- 1♣ DBL RDB:10+ ; 1♦:4+♥ ; 1♥:4+♠ ; 1♠:No 4M ; 1NT:NAT ; 2♣: NAT ; 2♦/♥/♠: 5/4+♣ 5-9 ; 2NT:PRE♣ ; 3♣: GI♣ ; 3♦/♥/♠:PR  
 1♣ 1♦ DBL:4+♥ ; 1♥:4+♠ ; 1♠:No4♥ ; 1NT:NAT ; 2♣:4+/4+ Major's ; 2♦:6+♥ weak or GF ; 2♥:6+♠ weak or GF ; 2♠:♣fit GI+  
 1♣ 1♥ DBL:4+♠ ; 1♠:No4♠ ; 1NT:NAT ; 2♣:5♠ GI+ ; 2♦: NAT ; 2♥:6+♠ GI+ ; 2♠:♣fit GI+  
 1♣ 1♠ DBL:4+♥ ; 1NT:NAT ; 2♣:♦'s ; 2♦:♥'s GI+ ; 2♥: BAL GI+ ; 2♠:♣'s GI+  
 1♣ 1NT DBL:Penalty ; 2♣:M's ; 2♦:1Major ; 2♥/♠: ♥/♠ and m

13- 1♦ DBL RDB:10+ ; 1♥/♠:NAT F1 ; 1NT:NAT ; 2♣:♣'s NF ; 2♦:NAT+ ; 2♥: 5♥-3+♦ NF ; 2♠: 5♠-3+♦ NF ; 3♣:♦'s GI ; 3♦:PI  
 1♦ 1♥ DBL:♠'s ; 1♠: No 4♠ ; 1NT: NAT ; 2♣:5♠ IG+ ; 2♦:NAT ; 2♥:6♠'s IG+ ; 2♠:♣'s IG+ ; 2NT: NAT ; 3♣:♦ GI  
 1♦ 1♠ DBL:♥'s ; 1NT:NAT ; 2♣:♦'s weak or GF ; 2♦:♥'s GI+ ; 2♥: BAL GI+ ; 2♠: ♣'s GI+ ; 2NT:NAT ; 3♣:♦'s GI ; 3♥:6+♥ wea  
 1♦ 1NT DBL:Penalty ; 2♣:M's ; 2♦/♥/♠:NAT

14- 1♥ 2NT : 3/4♥ GI  
 3♣ GF ask 3♦:4♥ ; 3♥:3♥min. 3♠:better than min. and not4333 3NT:4333♥ max. 4♣/♦= HHxxx side suit  
 3♦ Limit ask  
 3♥ S/O  
 3♠ NAT => 3NT:4♠ max. 4♠:4♠ min. 4♣/♦: Cue fit♥  
 3NT Choise of game  
 4♣/♦ SPL  
  
 1♥ P 2NT 3x  
 DBL penalty oriented

15- 1♥/♠ 3♦ 4card fit w shortness  
 3♥ ask 3♠=♣ , 3NT:♦ 4♣:OM  
  
 if pd passed first then 3M for S/O

16- Responses after passed hand  
 1♥ 2♣ Drury => 2♦=Normal opening ; 2OM=NAT ; 2NT:IS w side suit ; 3♣/♦/♠: Shortness ; 3♥: Ask trump ; 4♣/4♥:void  
 2♠ 4♥ + any shortness  
 2NT mm  
 3♣ NAT  
 3♦ 4♥ GI no shortness  
 3♥ Mix raise  
  
 1♥ 2♣  
 2♦ 2♥ (min) ; 3x: Short

1♠ 2♣ Drury => same as above  
 2NT:4♠ + any shortness  
 3♣: NAT  
 3♦: 4♠ GI no shortness  
 3♥: Fit jump

17- 1♥ 2♠ 6+♠ good hand or 5♠/5m GF  
 2NT ask => 3m:5♠/5m ; 3♥:6♠2♥ 3♠:6+♠ 4♣/♦/♥=void  
 3m 5♥/5m

18- 1♣ P 1♥ 1NT  
 P 2C=5♠  
 2D= to play  
 2♥=4♠ LIM +

1♥ P 1♠ 1NT  
 P 2♣/2♦=to play  
 2♥=♣ LIM+  
 2♠=♦ LIM+

19- 1NT 2♦(1M) DBL= Points, 2♥/♠=to play, 2NT=LEB(3♣/3♦ to play, 3♥/3♠=SPL FG), 3♣=♦ IG+, 3♦=♥, 3♥=♠, 3♠=♣  
 PASS and after DBL= T/O competitive  
 2♥ DBL= T/O, 2NT=LEB(3♣/3♦ to play, 3♥= STAY w/ STOP, 3♠=mm FG, 3NT= w/ STOP)  
 3♣=♦ IG+, 3♦= STAY no STOP, 3♥=♠ IG+, 3♠=♣ FG, 3NT= no STOP, 4♣=6+♠ S/T, 4♦=6+♠ to play  
 2♠ DBL= T/O, 2NT=LEB(3♣/♦/♥ to play, 3♠=mm, 3NT= w/ STOP)  
 3♣=♦ IG+, 3♦=♥ IG+, 3♥= STAY no STOP, 3♠=♣ FG, 3NT= no STOP, 4♣=♥ S/T, 4♦=6+♥ to play)  
 2NT(mm) 3♣= STAY, 3♦/♥=TRF,  
 3♣ 3♦/♥/♠=TRF  
 3♦ 3♥=♠, 3♠=♥, 4♣=♣, 4♦=MM

20- 1♥ 2♣  
 2♥ 3♦ ♥fit  
 3♥ good hand w SGL  
 3♠/4♣/4♦ L/M/H SGL min.  
 3NT No SGL

1♠ 2♣  
 2♠ 3♦ same as above

21- 1♥ 1♠  
 2♣ GAZILLI  
 2♦ ASK  
 2♠ ♠-♣ 11-16, 2NT=♥'s FG , 3♣/♦= 16-18, 3♥=6♥-3♠ 16-18, 3♠=6♥-3♠ FG , 3NT=6♥'s to play, 4♣/♦=SPL MAX.  
 3♣/♦=FG 5-4+