## Defensive and Competitive Bidding

### Overcalls (style, responses, 1/2 level, reopening)

<table>
<thead>
<tr>
<th>Lead</th>
<th>Suit</th>
<th>In Partner's Suit</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-level: 4 cards, 6 HCP; 2-level: 5 cards 10+ HCP, RESP: New suit; F1 after 2/1 overcall; Jump shift = NAT, INV; Jump raise = PRE;</td>
<td>3rd/5th</td>
<td>3rd/5th</td>
</tr>
<tr>
<td>NT</td>
<td>4th</td>
<td>4th</td>
</tr>
<tr>
<td>SUBSEQ: Same as above</td>
<td>Same as above</td>
<td></td>
</tr>
</tbody>
</table>

### Opening Leads Style

<table>
<thead>
<tr>
<th>Lead</th>
<th>Suit</th>
<th>In Partner's Suit</th>
</tr>
</thead>
<tbody>
<tr>
<td>3rd/5th</td>
<td>3rd/5th</td>
<td></td>
</tr>
<tr>
<td>4th</td>
<td>4th</td>
<td></td>
</tr>
</tbody>
</table>

### Leads and Signals

**INT Overcalls (2nd/4th Live; responses; reopening)**

<table>
<thead>
<tr>
<th>Lead</th>
<th>Vs. Suit</th>
<th>Vs. NT</th>
<th>System Summary</th>
</tr>
</thead>
<tbody>
<tr>
<td>A</td>
<td>AK (+); Ax (+)</td>
<td>AK (+)</td>
<td></td>
</tr>
<tr>
<td>K</td>
<td>KQ (+); AK (+)</td>
<td>AK10 (+); KQ109 (+)</td>
<td></td>
</tr>
<tr>
<td>Q</td>
<td>QJ (+); Qx</td>
<td>QJ (+); KQ (+); AQJxx</td>
<td></td>
</tr>
<tr>
<td>J</td>
<td>HJ10 (+); J10 (+); Jx</td>
<td>J10 (+); Jx; HJ10 (+)</td>
<td></td>
</tr>
<tr>
<td>10</td>
<td>H109 (+); 109 (+); 10x</td>
<td>H109x; 109 (+)</td>
<td></td>
</tr>
<tr>
<td>9x</td>
<td>9x; 9xx</td>
<td>9x; 9x</td>
<td></td>
</tr>
<tr>
<td>2x</td>
<td>Sx; xxS; xxSx; xxxSx</td>
<td>Sx; Sxx; xxSx; xSxSx (+)</td>
<td></td>
</tr>
<tr>
<td>LOx</td>
<td>HxS; HxSx; HxxSx (+)</td>
<td>HxS; HxxS (+)</td>
<td></td>
</tr>
</tbody>
</table>

**Jump overcalls (style; responses; unusual NT)**

<table>
<thead>
<tr>
<th>Lead</th>
<th>Vs. Suit</th>
<th>Vs. NT</th>
<th>System Summary</th>
</tr>
</thead>
<tbody>
<tr>
<td>9x</td>
<td>9x; 9xx</td>
<td>9x; 9x</td>
<td></td>
</tr>
<tr>
<td>2x</td>
<td>Sx; xxS; xxSx; xxxSx</td>
<td>Sx; Sxx; xxSx; xSxSx (+)</td>
<td></td>
</tr>
<tr>
<td>LOx</td>
<td>HxS; HxSx; HxxSx (+)</td>
<td>HxS; HxxS (+)</td>
<td></td>
</tr>
</tbody>
</table>

### Signals in Order of Priority

<table>
<thead>
<tr>
<th>Partner's Lead</th>
<th>Caller's</th>
<th>Discarding</th>
</tr>
</thead>
<tbody>
<tr>
<td>Michaels CUE: (1m)+2m=55+ M's, (1M)-2M=55+ OM+; m, 8+ HCP</td>
<td>1</td>
<td>Lo=ENCGRG; Hi/Lo=Odd; Hi/Lo=Odd</td>
</tr>
<tr>
<td>Jump CUE=STOP asking</td>
<td>2</td>
<td>Hi/Lo=Odd; S/P; S/P</td>
</tr>
<tr>
<td>Vs. NT (Strong vs. Weak; reopening)</td>
<td>3</td>
<td>S/P; 2=WK 2M</td>
</tr>
</tbody>
</table>

### Special Bids That May Require Defense

- **NT (Strong vs. Weak; reopening)**
  - **2NT=Strong NT:**
    - 2NT=Strong NT, 2=WK m
    - 2NT=Strong NT, 2=WK m
  - **1NT=Gambling, Solid:**
    - 3NT=Gambling, Solid; m, O/S NO A
  - **2H=Two Majors:**
    - 4-4+ Weak

### Direct and Jump Cue Bids (style; responses; reopening)

<table>
<thead>
<tr>
<th>Lead</th>
<th>Vs. Suit</th>
<th>Vs. NT</th>
</tr>
</thead>
<tbody>
<tr>
<td>2+44+M's x 2=one 6+M; 2M=+m5.4+</td>
<td>1</td>
<td>Lo=ENCGRG; Hi/Lo=Odd; Hi/Lo=Odd</td>
</tr>
<tr>
<td>2NT=Strong 2-suits</td>
<td>2</td>
<td>Hi/Lo=Odd; S/P; S/P</td>
</tr>
<tr>
<td>Vs. Strong NT: DBL=5-4+ or 4+4M</td>
<td>3</td>
<td>S/P</td>
</tr>
</tbody>
</table>

### Signals (including Trumps) vs NT/suit: Smith Signal

- **Trumps:** Hi/Lo interested in ruff

### Signups

- **DOUBLEs**
  - **T/O DBL Thru 4+**
  - **Vs 4M PRE: DBL=OPT**
  - **4NT=55+ 2-suits**

### Special, Artificial & Competitive Doubles / Redoublage

**Special Forcing Pass Sequences**

**Important Notes That Don’t Fit Elsewhere**

**Psychics:** Rare
<table>
<thead>
<tr>
<th>OPENING</th>
<th>TICK IF ARTIFICIAL</th>
<th>MIN. NO. OF CARDS</th>
<th>NEG. DL TRU</th>
<th>DESCRIPTION</th>
<th>RESPONSES</th>
<th>SUBSEQUENT AUCTION</th>
<th>PASSED HAND BIDDING</th>
</tr>
</thead>
<tbody>
<tr>
<td>1♠</td>
<td>✓</td>
<td>0</td>
<td>4♥</td>
<td>16+HCP UNBAL or 18+ BAL</td>
<td>1♠=0-7HCP; 1M/2♠=8+HCP, 5♣;</td>
<td>1♠=1♠;1NT=F1;1NT=17-19HCP_BAL</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>1NT=8-13/16+HCP BAL; 2♣=14-15HCP BAL;</td>
<td>Note 1-4</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>2♠/2NT/3♠/3♣=8+HCP, 4441♣/4♠/4♥/4♥</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>1♥</td>
<td></td>
<td>0</td>
<td>4♥</td>
<td>11-13HCP if BAL, 11-15HCP if UNBAL;</td>
<td>1M=Nat F1; 1NT=7-11HCP. 2NT=BAL FG no4M, 2-way checkback;</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>2m=5+m, FG.2♥=55M WK ;2♠=55</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>3♠=2♣+11-13HCP;4♣+12HCP; 3♥=3♣=SUPP.FG;</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>3♠=3♣+10-12HCP; 4♣+4♣ SUPP; 3♥=3♥=TO PLAY</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>3NT/4♠=3♠=4♣=4♣ SPL 13-15HCP, 4♣=3♣=HAVE</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>4♠/4♥/4♥=4♠/4♥/4♥=TO PLAY</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>4♠+4♥=11-13HCP,3♠</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>1NT=6-12HCP SF. 1♠=2♠=FG except rebid 3♠</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>1♥=1♠ 1NT=2; 2-way checkback;</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>2WAY.Druy</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>2NT=BAL FG 3♠=11-13HCP 3♥=2♣=4♣=4♣ SUPP.FG</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>1♥=1♠ 2NT=6♠ 3♣, Max Jump shift=Flt-</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>3♣+10-12HCP 4♣+4♣ SUPP; 3♥=3♥=TO PLAY</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>1♥=1♠ 3NT=6♠ 4♠ MAX; showing</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>3NT/4♠=3♠=4♣=4♣ SPL 13-15HCP, 4♣=3♣=HAVE</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>4♠/4♥/4♥=4♠/4♥/4♥=TO PLAY</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>1♣</td>
<td></td>
<td>5</td>
<td>4♥</td>
<td>11-15HCP, 5♥</td>
<td>4♠/4♥/4♥=4♠/4♥/4♥=SPL 13-15HCP,</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>3NT=4♠+11-13HCP 3♠</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>1NT=6-12HCP, 5M6♠ OK</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>2♠=STAY; 2♥/2♥=2NT/3♠=TRF; 2♠= m's;</td>
<td>Note 8-10</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>3♠=5-5M SINV;3M=M-SPL,4441,FG.4♠=5mcard</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>slamosh.m=4m slamosh.try;</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>4♠/4♥/4♥=10♣; 4♠=m's;</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>2♠</td>
<td></td>
<td>5</td>
<td>4♥</td>
<td>11-15HCP, 6♣ or 5♣+4M</td>
<td>2♠=Relay; 2M=NT NF; 2NT=PUP 3♠ 3♠=RAISE; Note 11-12</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>3♠/3M=NT,NAT;IV; 3NT=to play; 4♠=RKCB vs ♠</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>3♠=3M=NT,NAT;IV; 3NT=to play; 4♠=RKCB vs ♠</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>2♥</td>
<td></td>
<td>0</td>
<td>4♥</td>
<td>WK 2M, could be light when FAV</td>
<td>2NT=Relay; 3♠=Nat F1; 2♠/3♠/4♠=P/C; 2♠=IV vs ♥</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>4♠=ASKS TRF M. 4♠=ASK Bid M. 4♠=Nat, to play</td>
<td>Note 14-15</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>3♠=3♠=NT NF; 3♠=TO PLAY</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>2♣</td>
<td></td>
<td>5</td>
<td>4♥</td>
<td>5♣+4♠, WK</td>
<td>3♠/3♠=NT NF; 4♥=To play;3♠=P/C</td>
<td>Note 16</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>3♠=3♠=NT NF; 4♥=To play;3♠=P/C</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>2NT</td>
<td></td>
<td></td>
<td></td>
<td>5-5 m 3♠s WK</td>
<td>3♠=3♠=NT NF; 3♠=ASKING 3♣=S=NT,F</td>
<td>Note 17</td>
<td></td>
</tr>
<tr>
<td>3♠</td>
<td></td>
<td>6</td>
<td>PRE</td>
<td>3♠=F1; 4♣(for3♠)=RKCB;4♠(for3♠)=SLAMISH</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>3M</td>
<td></td>
<td>6</td>
<td>PRE</td>
<td>4♠=SLAMISH</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>3NT</td>
<td></td>
<td>6</td>
<td>PRE</td>
<td>SOLID m O/S NO A</td>
<td>4♠=ASking;4♣=P/C;4♠=TO Paly</td>
<td>RKCB 14/03; Blackwood 14/03; Cue; 5NT GSF; SPL</td>
<td></td>
</tr>
<tr>
<td>4♠</td>
<td></td>
<td>7</td>
<td>PRE</td>
<td>4♠=RKCB;</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>4M</td>
<td></td>
<td>7</td>
<td>PRE</td>
<td>4NT=RKCB 5C/D=CONTROL ASKING</td>
<td>D1P0;</td>
<td></td>
<td></td>
</tr>
<tr>
<td>4NT</td>
<td></td>
<td>7</td>
<td>2♠=6-5+,PRE</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**HIGH LEVEL BIDDING**

| 3♠=F1; 4♠(for3♠)=RKCB;4♠(for3♠)=SLAMISH | RKCB 14/03; Blackwood 14/03; Cue; 5NT GSF; SPL | D1P0; |
Note 1:  
1♣-1♦  
1♥-1♠=relay, 0-/HCP, any shape  
-2m=0-3HCP, 6+m  
1♣-1♠  
1♥-1♥  
2♠/3m=♥+♠/m, Inv  
1N1=20-21HCP, BAL  
2N1=22-24HCP, BAL  
3N1=29+, BAL  
1♣-1♣  
1♥-1♥=0-5HCP  
-2♥=6-/HCP, NO 4♠  
-2♣=SUİT, MAX  
-2♥=0-5HCP, 4♠  
-2N1=♠ suit, MAX  
-3X=Sp.  
-3♠=4♠, BAL  
-3N1=5♠, BAL  
-4X= VOID

Note 2:  
1♣-1N1  
2♣-2♦=8-10HCP OR 16+HCP no 4M  
-2M=8-10HCP OR 16+HCP 4M  
-2N1=(4333), 11-13HCP  
-3♥=4♥+4any, 11-13HCP  
-3♣=4♣+4♥, 11-13HCP  
-3♥=4♥+4♠, 11-13HCP  
-3♥=4♥+4♦, 11-13HCP

Note 3:  
1♣-2♥  
2N1-3♠=4♥+4any  
-3♥=4♥+4♥  
-3♥=4♥+4♠  
-3♥=4♥+4♦  
-3N1=(4333)

Note 4:  
1♣-2♠=1♣444, 8°HCP  
2N1=ask range,  
suit=set trump, answer range  
After 1♣-2N1; 1♣-3♠; 1♣-3♣: same as above

Note 5:  
1♠-1♥  
2♠=MAX, 6♦+3♥ or 6♠+♠  
3♥=MAX, 4♥+5♥  
4♣=6♦+4♥  
1♠-1♠  
2N1=MAX, 6♦+3♠  
3♥=4♠ SUP, ♥-SPL, MAX  
3♠=MAX, 4♠+5♠  
4♣=6♦+4♠  
1♥-1♥  
1♣-1N1/2M=NA1, NF  
-2♣=PUP 2♦  
-2♥=ART, FG  
-2N1=1RF ♠  
-3x=NA1, FG  
1♥-1♥  
1♠-2♠  
2♦=Pass=1o play  
-2M/3m/2N1=NA1, INV  
-3♥=♥ HHxxx, INV
1 ♠-1 ♥
1N1-2 ♣
2♥=5-card ♥
2♣=5244,
2N1=5m, no 3-card ♥
3m=5m+3 ♥

1 ♠-1 ♥
2♣-2N1=relay
3♠=♣-SPL
3 ♥=♣-SPL
3 ♥=2362
3 ♣=5 ♣+6 ♣

1 ♠-1 ♠
2N1-3♠=relay
3 ♥=♥-SPL
3 ♥=♠-SPL
3 ♥=3262

1 ♠-1 ♥
2 ♥-2N1=relay
3 ♣=1345
3 ♠=1354
3 ♥=Min,Bal
3 ♣/4 ♣=Spl,
3N1=Max,Bal

---

Note 6: 1 ♠-2 ♣
2 ♥=5♦+4M,
2M=5♠+4M,
2N1=BAL
3 ♣=4-card ♣, MIN
3 ♠=6♣, MAX
3 ♣=M-SPL, 4 ♣, MAX

1 ♠-2 ♣
2 ♥-2N1=relay
3 ♣=MIN.
3 ♠=Max
3 ♥=6-4, min
3 ♣=6-4, Max
3N1=5422, Max

1 ♠-2 ♣
2 ♥-2N1=relay
3 ♣-3 ♣
3 ♥=1453
3 ♣=3451
3N1=2452, Min

1 ♠-2 ♣
2 ♥-2N1=relay
3 ♣-3 ♣
3 ♥=1453
3N1=3451

---

Note 7: 1 ♠-2 ♣
2N1-3♠=9-11HCP,m's
-3 ♥=6511,F,G
-3M=Sp1,F,G

---

Note 8: 1N1-2 ♣
2 ♥=no4M
2M=4M
3M=5M, MAX

---
1NT-2♣
2♦-2H=5-4M, INV+
   - 2♣=5+ CARDS INV
-2N1=1NV
-3♠=NA1, FG
-3M=50M+4M, FG
-4♦=6H+4S slamish
-4♥=6S+4H slamish
-4M=6M+4OM, to play

Note 9: 1NT-2♣
2N1-3♠=55+ m’s, WK
-3♠=55m’s GI
-3M=M-SPL, m’s, FG
-3NT=22(54)
-4♦/♣=6-5m
-4♥/♠=VO1D, 6-5m

Note 10: 1NT-2NT
3♠=PASS=C SUIT 1/P
-4♠=KICKBACK
-3M/ ♠=6♠, 4+M/ ♠ FG
-3N1=6♠, SLAMISH
-4D/M=SPL

Note 11: 2♠-2♦
2M=4-card M
2N1=MAX, 6♦/♣, BAL
3♣=MIN, 6♣
3♠=MAX, 6♠+1/4 ♠
3M=MAX, 6♠, M Spl.
3N1 = solid ♠
4♣=/ ♠
2♣-2♦
2♥-2N1 = relay
3♣=MIN,
3♠=MAX,
3♥=Min, 6♠+4♥
3♥=Max, 6♠+4♥
3N1 = Max, 5422
4♠/=411
4♣/=042/
4♥/=240/

Note 12: 2♠-2N1=PUP 3♠
3♣=Pass= ♣ raise
-3♠=55 M’s, INV+
-3♥=55 ♥+♦, FG
-3♠=55 ♥+♦, FG
-3N1=55M, 2-3 ♥, FG

Note 14: 2♠-2NT
3♣=MAX, BAD SUIT OR MIN GOOD SUIT
3♥=Mm, ♥
3♥=Min, ♣
3♠=Max, ♥
3N1=Max, ♣
4♥/♥=1RAN TO 4♥/♣

Note 15: 2♣-4♠
4♠=♥
4♥=♣
2♥-4♠
4♥=♣
4♠=♣

Note 16: 2S-2NT
3♠=5S+4♠, Min
3♥=5S+5♣, Max
3♠=5S+5♣, Max
3N1 = 6S + 5m
4m = 5S + 6m, Max

Note 17: 2N1-3H
   -3S = S SPL
   -3N1 = H SPL
   -4C/D = 6511

Note 18: 2H-2N1
   -3C = MIN, (5-4)
   -3D = MIN, 5-5
   -3H/S = NOT, MIN, 5CARDS
   -3N1 = MAX, 5-5