



Defensive and Competitive bidding

Overcalls (Style, Responses)

General Style = Sound

Responses: Jump Raise = Preemptive

Cuebid = Forcing Raise

In Balancing Position: Same

Take-out Double

General Style = Can be light / shaped

Responses: Natural. Cuebid = forcing

1NT Overcalls (2nd/4th, Responses)

2nd/4th position: 15-18

Responses: Bid as 1NT opening

Jump Overcalls (Style, Responses)

1-suit: Natural

Responses: New suit = forcing

Direct Cuebid and Unusual NT

Direct Cuebid = Michaels (Note 1)

2NT overcall = two lower unbid suits

vs NT

Landy (Note 4)

vs Preempts

Take-out doubles thru 4H

Over Opponents Take-out Double

New suit forcing at 1-level

Jump shift non-forcing

Double jump = Splinter

2NT = Limit raise or better after major

Leads and Signals

Opening Leads Style

Lead

Suit: 3rd/5th

NT: 3rd/5th

Subseq.

In partner's suit

3rd/5th

3rd/5th

Leads

Lead vs suit

Ace AKx, Axxxx(+)

King KQ, AK, KQ109

Queen QJ, QJx(+)

Jack J10, J10x(+), KJ10(+)

10 10x, 109x(+), H109x

9 9x, 98x(+)

vs NT

AK, AKx(+)

KQ, AKJ10, KQ109

QJ, QJx(+), AQJx(+)

J10, J10x(+), KJ10(+)

10x, 109x(+), H109x

9x, 98x(+)

Signals in Order of Priority

Partner's lead Declarer's lead Discarding

1 high/low = even same same

2 low = encouraging

3 suit preferences

System Card

System Summary

General Approach and Style

Natural, 5-card majors

Longer minor - 1C if 3,3 in minors

Limit jump raises over majors

1NT response = not forcing

1NT opening = 15-17 HP

2 over 1 responses: Promises rebid

Special Bids that may require defence

Important Notes That Don't Fit Elsewhere

2C opening = Strong one-suiter or 22+ bal.

2D/2H/2S = weak 2, (6-10HCP)

3NT opening = gambling

2NT overcall = Two lower unbid suits

Michaels cuebids (Note 1)

Negative doubles to 3S

4th suit always game force

Special Forcing Pass Sequences

None

Important Notes That Don't Fit Elsewhere

Double jump in new suit = Splinter

Psychics

Rare

Opening	Tick if artificial	Min. No Cards	Neg. Dbl. Thru	Description	Responses	Subsequent auction	Modifications over competition
Pass	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Not an Opening Bid			
1C	<input type="checkbox"/>	3	3S	11-21 HCP	Single raise weaker than double raise	4th suit, game forcing Reverses by opener forcing Reverses by responder; game forcing Third suit = 1 round force	Jump cuebid over overcalls = splinter Cuebid over overcalls = asks for stopper
1D	<input type="checkbox"/>	3	3S	11-21 HCP	Single raise weaker than double raise	As above	As above
1H	<input type="checkbox"/>	5	3S	11-21 HCP	1NT not forcing Limit raises 2NT game force with support (= Jacoby 2NT)(Note 5)	Reraise = preemptive General principles as above	Cuebid over competition = good raise
1S	<input type="checkbox"/>	5	3H	11-21 HCP	As for 1H	As for 1H 1S-2C; 2S-3S = limit	As for 1H
1NT	<input type="checkbox"/>			15-17 HCP, balanced	Stayman (Note 2a) Jacoby transfers (Note 2b)	Natural	Doubles = penalties
2C	<input checked="" type="checkbox"/>			Artificial, strong	Natural, positive requires good suit 2D = neutral	Natural	Doubles = penalties
2D	<input type="checkbox"/>	6		6-10 HCP	New suit forcing 2NT = ask for singleton	Natural	
2H	<input type="checkbox"/>	6		6-10 HCP	As above	Natural	
2S	<input type="checkbox"/>	6		6-10 HCP	As above	Natural	
2NT	<input type="checkbox"/>			20-21 HCP, balanced	Stayman (Note 2a) Jacoby transfers (Note 2b)	Natural	
3C	<input type="checkbox"/>	6		Preemptive	New suit = forcing		
3D	<input type="checkbox"/>	6		Preemptive	New suit = forcing		
3H	<input type="checkbox"/>	6		Preemptive	3S = natural. Minors = cuebid		
3S	<input type="checkbox"/>	6		Preemptive	4H = natural. Minors = cuebid		
3NT	<input type="checkbox"/>			Gambling	Natural		
4C/D	<input type="checkbox"/>	7		Preemptive	Natural		
4H/S	<input type="checkbox"/>	7		Preemptive	Natural		



Slam approach and conventions

Roman Key Card (Note 3)
Splinter
Cuebids

No changes allowed



Supplementary sheet

Note 1: Michaels Cuebids

2 highest unbid suits. At least 5-5

Note 2: Responses to 1NT and 2NT Opening

a) Stayman

1NT - 2C:

2D = no major

2H = 4H (may also have 4S)

2S = 4S

2NT - 3C:

3D = no major

3H = 4H (may also have 4S)

3S = 4S

b) Jacoby Transfers

1NT - 2NT -

2D = 5H+ 3D = 5H+

2H = 5S+ 3H = 5S+

2S = 5C+ 3S = 5S and 4H

2NT = Natural 4C = Natural, slam try

3C = 5D+ 4D = Natural, slam try

1NT - 2C

2any - 3C = forcing

Note 3: Roman Key Card Blackwood (4NT asks for key cards, 4 Aces + king of trumps)

Responses:

5C = 3 or 0

5D = 4 or 1

5H = 2

5S = 2 + Queen of trumps

Subsequent auction:

5NT = confirming all key cards, asking partner to cuebid lowest king

Note 4: Landy

Defence against opponents 1NT - opening

x = Penalty double

2C = Shows at least four cards in each major suit = Landy

2D/H/S = Natural

(1NT) - 2C - (P) - 2D = relay to play better major

2NT = strong, forcing

Note 5: Jacoby 2NT

2NT after partners 1H/S is showing 4 card trump support and game force.

The openers subsequent bids are:

- 4H/S is showing a minimum opening

- 3H/S is showing long trump and extras

- 3 of a new suit is neutral and extras