

1 ♣	2	4 ♥	a/11-13(12-14vul) balanced b/17-19(18-19vul) balanced b/4+C 11-22Hcp	1 ♦=4+H 0+ 1 ♥=4+S 0+ 1 ♠= a/6-11 bal wo 4c Maj b/9+w Diamonds c/FG w Diamonds, might have major 1NT= a/GF balanced wo Major b/FG w Clubs 2 ♣=6-10 5+Cl 2D/H/S=4-8 6+suit 2NT=NAT INV 3C=NAT INV 3D/H/Sp=6+Cl 12-15 short D/H/Sp 4C/D=TRF 4H/S	1H=2-3H BAL 11-13(12-14) OR 2-3H w 5+Cl 1NT=17(18)-19 BAL 2S=4-c Support unbalanced,3D=4-c support balanced 1S=2-3S BAL 11-13(12-14) OR 2-3 S w 5+Cl,1NT=17-19 3D=17-19BAL 4-c Sup, 3H=4-c support BAL 17(18)-19 2D=17-19BAL 2NT=ASKING	
1 ♦	4	4 ♣	11-22 4+D UNBALANCED	1H/S=NAT 4+suit 1NT=NAT 6-11 2C=NAT FG 2D=GF 4+D 2H/S=4-9 6+suit 3C= 9-11 4+support INV. 3D=PRE 5-9 3H/3S/4C=VOID w support	1NT/2CL/2D=TRF 2NT=ASKING	No checkback Stayman
1 ♥/♠	5	3 ♥	11-22 5+	1NT=6-11 NAT 2CI/D/H=NAT GF 2M=8-11 3+support 2S(on 1H)=5-9 6+suit 2NT=INV+ 4+support 3CI/D/H=NAT INV 3M=PRE 4+support 4CI/R=VOID 4+support	2CI=14+ 2D/H/S=11-14 NAT 2NT=F 3C=MIN, 3D=EXTRAS NO SHORTNESS 3H/S/NT=EXTRAS w SHORTNESS in C/D/other Major	
1 NT		3 ♦	14-16, (semi)BAL(15-17vul may have 5-card M	2 ♣=STAY, does not promise M if strong; 2 ♦=a/6+minor b/4-c H w longer minor c/5+H 2H=4+S 2S=GF BAL 3C=PUPPET 3D a/to play b/GF both minors 3D=GF 4441, 3H=GF 1444, 3S=GF 4144		
2 ♣	0	3 ♠	a/20-21BALb/25+BALc/FG ANY	2 ♦=relay,2M/3Min weak		
2 ♦	0		a/5-9 6+Maj b/Strong w D	2 ♥=REL,2NT=ASKING,3C/D/S=NAT F,3H=P/C	After 2NT:3C=good weak,3D=weak w H,3H=weak w S	
2 ♥/♠	6		10-13 6+	2NT=ASKING,3D=NAT or INV,3CI/OM=NAT F,3M=PRE	After 2NT:3C=6-4,3D=BAL or MIN with singleton,3H/S/NT=EXTRAS,short in C/D/H	
2 NT	2		22-24 BAL	3C=STAYMAN,3D/H=TRF,3S=minors	AFTER 3D/H:ACCEPT shows 3+ support	
3 ♣/♦	6		PRE, indicates 2/3 topH ½ seat	3M=NAT F	SLAM APPROACH AND CONVENTIONS (including slam-interest bids)	
3 ♥/♠	6		PRE, loose	4m=CUE; 3 ♠=F1	CUE=1st/2nd round controls are shown equally (except SPL in partner's suit)	
3 NT			1st/2nd=solid Maj: else=to play		RKCB 1430	
4 ♣/♦	7		PRE, weak	4 ♥/♠=NAT	5NT from 5X: General grand slam try after RKCB, else RKCB	



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SYSTEM SUMMARY

GENERAL APPROACH AND STYLE NAT 5-c Major

1♣: RESP's TRANSFER

5-card majors - 1NT NF

2D MULTI

1NT Opening: 14-16(15-17vul)

2 OVER 1 Responses: FG

SPECIAL OPENINGS THAT MAY REQUIRE DEFENCE

1♣	BAL OR NAT
2♦	MULTI, weak Major OR strong D
2♥	10-13 6+suit
2♠	10-13 6+suit
3NT	1st/2nd Pos=Solid H/S 3rd/4th Pos=To play

SPECIAL COMPETITIVE BIDS THAT MAY REQUIRE DEFENCE

1♥/♠-2NT (FG)

Some transfers in competition

IMPORTANT NOTES THAT DONT FIT ELSEWHERE

Conventional defenses vs ART systems/openings

Checkback two-way Stayman

Many (scrambling) lebensohl 2NT bids

PSYCHIC OPENINGS

Rare (occasional weak 3rd hand openings)

LEADS AND SIGNALS			
LEADS			
SUIT	primarily 1st / 3rd / 5th		
NT	primarily 1st / 3rd / 5th		
SUBSEQUENT	2nd / 4th thru declarer		
From an interior sequence the third card is lead			
Against suit we lead small from xxx			
K asks count; at 5+ level, when OP has 3-level+ PRE or shown 10+c in two suits			
Against NT sometimes 4th is led when 3rd is a high small card			
In partner's supported suit we may lead highest from xxxx			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(+)	AK(+)	
King	AK, KQ(+), AKQ(+)	KQ(+), AKQ(+)	
Queen	QJ(+)	QJ(+), (KQJx)	
Jack	J10(+)	J10(+), AQJ(+)	
10	109(+), KJ10(+)	109(+), HJ10(+)	
9	9x, H109(+)	9x, 98(+), H109(+)	
Hi-x	Sx, SxSx, HxSxxx	Sx(+), HxSx, HxSxSx	
Lo-x	HxS(x), xxS, HxxxS, xxxxS	HxS, HxSxS	
SIGNALS			
	Partner's lead	Declarers lead	Discarding
1 st	Hi=Discg	Hi/Lo=odd	Hi=Discg
2 nd	Hi/Lo=Odd	Suit preference	Hi/Lo=odd
3 rd	Suit preference		Suit preference
TAKEOUT DOUBLES			
3+M unless 17+ except (1♠)-DBL-(P)-1NT(negative=0-6/7); 2ns CUEBID=mostly F to suit agreement			
RESP DBL: 8+hcp			
(1m)-DBL-(1M)-2M=NAT			
SPECIAL ARTIFICIAL AND COMPETITIVE DOUBLES			
Support DBL/RDBL when RESP has 3-c support			
Maximum overcall double			
Most low-level doubles = T/O			

DEFENSIVE AND COMPETITIVE BIDDING	
OVERCALLS – Style and Responses	
1-level: sound (occ. weak with passed partner), seldom 4-card	
2-level: sound, frequently only 5-card	
Responses: PRE jumpraises, jump CUE to 3-level=mixed raise, jump 2NT=SUPP, INV+, New suit at 1-level F1, Reopening: may be weaker - CUE forcing	
1NT OVERCALL	RESPONSES
2nd: 15-18	same answers as after 1NT-opening
4th live: 15-18	2♣=Stayman
Reopen: 11-16, maybe no stopper	2♣=ASK range and M, others NAT
JUMP OVERCALLS	
2M=4-c w longer minor	
Others weak	
UNUSUAL NT	
2NT=sound two-suiter (two lowest)	
Reopen: 2NT=19-21 BAL	
DIRECT CUE-BID	
Over NAT m-openings (=3+ cards or 1♣=4-4-3-2 or 1♦=3-3-2-5):	
2x= Sound two-suiter 55+ highest+other	
Over short minor openings: 2m=NAT 2D=♥+♠	
VS. NT	
: 2♣=both majors 2♦=6+Maj weak	
2H/S = 6+ opening hand	
Double by passed hand=S + other suit	
VS. PRE-EMPTS	
Dbl=T/O thru 3♦	
Against 3M: D=T/O, 4CI/D=5+ w 5+other Major	
Two-suiters: Cue=highest unbid+lower unbid	
jump to 3M=4-c w longer minor	
VS. ARTIFICIAL STRONG 1♣/♦ or 2♣/♦ OPENINGS	
X=both majors	
1/2NT=minors	
OVER OPPONENTS' TAKE-OUT DOUBLE	
after 1♣:TRF	
after 1♦: 2m=NF	
after 1♥/♠: 1NT thru 2 below opening suit=TRF;	
2NT shows support, other jumps=PRE	
after 2♣/♦/♥/♠: suit bids=NF	