

DEFENSIVE AND COMPETITIVE BIDDING		
OVERCALLS – Style and Responses		
1-level: normal (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, jump in new suit=fit-showing		
Reopening: may be weaker - CUE forcing		
1NT OVERCALL		RESPONSES
2nd: 15-18	same answers as after 1NT-opening	
Reopen: 11-16, maybe no stopper	2♣=ASK range and M, others as above	
4th live: 15-18	Nat except cue	
JUMP OVERCALLS		
2x VUL vs NV=intermediate, others=weak.		
(1♣ not strong)-2♦=55, over NAT=♥+♠ weak, else ♠+unbid		
UNUSUAL NT		
2NT=sound two-suiter (two lowest)		
Reopen: 2NT=19-21 BAL (jump to 3lowest-nm shows 55)		
DIRECT CUEBID		
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; 3x=ASKs for stopper.		
Over short minor openings: 2m=NAT; 3m=♥+♠.		
VS. NT		
Asptro: 2♣=♥+other, 2♦=♠+other (often canapé); relay=pass if suit; ns=NAT NF; 2NT=F1, asks for longest suit.		
2NT=55+♣/♦ or 55+ FG.		
VS. PREEMPTS		
Dbl=T/O thru 3♦, against 3♥/♠ Dbl=bal/4441, 4♣/♦=55 NAT+OM.		
Against weak 2: jump 3nM=PRE, 4♣/♦=strong w ♥/♠ (or 2-suiter).		
Against O/C 2NT=m: 3♣=INV+ w 5cOM, 3♦=INV+ w support, 3OM=NF.		
Against M-cue: Dbl=NF w 3c-supp, OM=INV supp, 2NT=FG supp.		
VS. ARTIFICIAL STRONG 1♣/♦ or 2♣/♦ OPENINGS		
Weak jump overcalls; Dbl=overcall in bid suit except (1/2m)-Dbl=54 M		
1/2NT=minors destructive, 1NT at least 5-4/4-5, 2NT at least 5-5		
OVER OPPONENTS' TAKEOUT DOUBLE		
RDBL=10+, ns=F1		
Jump in a ns=PRE		
2NT=INV+ with support		

LEADS AND SIGNALS			
LEADS STYLE			
Standard: Rule of eleven (4 <sup>th</sup> ) but see below against NT, highest from sequence or interior sequence and ace from ace-king			
3 <sup>rd</sup> from Honour-third			
King on the 5-level and up asks for length			
In partner's suit 1 <sup>st</sup> , 3 <sup>rd</sup> or 5 <sup>th</sup>			
Rusinow asks for unblock			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	A, AKx	AK+	
King	K, KQ(+), AK, AKQ+	KQ(+), AKQ+, AKJ10	
Queen	Q, QJ(+)	QJ(+), KQ109	
Jack	J, KJ10(+), J10(+)	KJ10(+), J10(+), KQJ9	
10	109(+), K/Q109(+)	109(+), A/K/Q109(+)	
9	9x, 9xx	9x, 9xx, 9xxXx	
X	4 <sup>th</sup> (or highest)/Honour-3 <sup>rd</sup>	4 <sup>th</sup> , next highest from bad 4c	
SIGNALS			
Standard: High-low shows strength or an even number.			
After a strength signal current distribution is shown.			
In trump high-low shows an odd number.			
When discouraging in a 5+c suit an odd, low card shows interest in a higher suit, an even low card shows interest in a lower suit.			
SIGNALS IN ORDER OF PRIORITY			
	Partner's lead	Declarer's lead	Discarding
1 <sup>st</sup>	Hi=Encg	Hi/Lo=even	Hi=Encg
2 <sup>nd</sup>	Hi/Lo=Even	Suit preference	Hi/Lo=Even
3 <sup>rd</sup>	Suit preference		Suit preference
TAKEOUT DOUBLES			
3+M unless 17+. A 4c-suit is enough for a jump to 2♥/♠.			
CUEBID=mostly F to suit agreement.			
After (1♠)-DBL-(P)-1NT is ART, negative, with less than 6 hcp			
(1m)-DBL-(1♥/♠)-2M=NAT			
SPECIAL ARTIFICIAL AND COMPETITIVE DOUBLES			
Support DBL/RDBL is frequent but not mandatory.			
1♣-(1♦)-Dbl shows 4-4 in M. 1♣/♦-(1♠)-Dbl shows ♥.			
1♣/♦-(1♥)-Dbl shows 4c♠ while 1♠ shows 5+c.			
1♦-(2♣)-Dbl is Stayman then RP's 2♥/♠ is NF.			
1x-(O/C)-P-(P); Dbl does not promise support in unbid m.			
Maximum Overcall Double, Most low-level doubles = T/O			



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SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
4c-openings often in the order ♥, ♠, ♣ and ♦	
1♣/♦ followed by 1♥/♠ shows unbal	
2♣ is FG or 22-24 NT	
2♦ shows 18-19 NT	
2-OVER-1	
FG except when RP directly rebids his suit, raises rebid opening suit or gives preference to the opening suit on the 2-level	
OP's jump to the 3-level is spl w/o extras except after pass as dealer	
4 <sup>th</sup> SUIT	
FG on the 3-level, on the 2-level with a rebid on the 3-level	
2NT showing trump support	
M: 3♣=min, 3♦=extras w/o spl, 3♥/♠/NT=spl by steps	
Continuation 3♦=asks for spl while ns shows spl in the suit	
m: 3m=extras w/o spl, 3ns=spl, 3NT=min w/o spl	
3NT-BIDDING	
4♣=asks for suits from below where opponents suit shows ♣	
4♦=relay to 4♥ then 4♠/5♣/♦=S/O and 4NT=♣+♦	
4♥/♠=5+c F1 except after pass as dealer, 4NT/5♣/♦=INV	
FORCING PASS	
After (1NT)-Dbl-(2♣/♦); After 1X-(Dbl)-Rdbl-(bids up to 2X)	
After 2-over-1 up to 3 in ResPonder's suit	
After FG but not depending on vul or because we happened to bid game	
IMPORTANT NOTES THAT DONT FIT ELSEWHERE	
XY-NT: 2♣=relay to 2♦; 2♦=ART FG (but nat after pass as dealer)	
We seldom passes on partner's opening bid 1 in a suit.	
Which means that we can respond with 0 hp.	
PSYCHIC OPENINGS	
Can occur (primarily weaker and/or shorter opening bids in 3rd hand)	

Opening bids	No. of cards	Neg-X thru	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣/♦	4	3♠	11-21 hp	NAT with limit raises and jump in ns as FG  2NT=FG with support	1♣/♦-1ns; 2NT=FG (19-21) unbal 1♣/♦-1♥/♠; 2M if 3c-support has SPL or 6c-m 1♣/♦-1♥/♠; 2reverse=NAT 16-18 then 2M=5+c F1, 3m only NF  See system summary	OH's jump to 2NT is unchanged After Dbl: Jump ns is weak After O/C: Cue INV+ w support Jump in ns is fit-showing
1♥/♠	4	3♠	11-21 hp	NAT with limit raises and jump in ns as FG  2NT=FG with support	A simple raise often 4-c undisturbed, often 3-c disturbed 1♥/♠-1♠/NT; 2♣ is the witch with either 6+cM or ART 16+ 1♥/♠-2♣/♦; 3m=extras with exactly 5c-M and 3+c-m 1♠-2♥; 3♥=min with spl or max w/o spl See system summary	After Dbl: Jump ns is weak After O/C: Cue INV w support Jump in ns is fit-showing  INV+ if cue below 3M not available
1NT		2♠	15-17 hp may have 5-card M may be semiBAL	2♣=STAY, does not promise M if strong, w 44M bids 2♥ 2♦/♥=TRF 2♠/3♣=TRF with ♣/♦ 3♦=NAT INV, 3♥/♠=SPL with 54m 4♣/♦=TRF to ♥/♠	2♣: Then 2♥=weak both M; 2♠=NAT INV; 3♣/♦=4+c FG 2♦/♥: Then ns is FG except 2♠=ART INV 2♠/3♣ Then NAT SPL	On 2♣=not shows a suit: own sys On 2♦/♥/♠ INV+ TRF from 2NT On 3♣/♦/♥/♠ 4x as in 3NT-sys
2♣	0		FG or 22-24 hp bal	2♦=REL  2♥/♠/3♣/♦=TRF with HHx xxx w/o sidestrength	3♥/♠=4c suit with longer diamonds 3♣=by RESP in the second round is ART NEG After 2♣-2♦; 2NT same methods as after 2NT-opening	
2♦	2	-	18-19 hp bal may have 5-card M may be semiBAL	2♥=4+ S/O; 2♠=REL to 2NT then 2NT-methods 2NT=LEB; 3♣/♦=5+ FG 3♥/♠=SPL with 54m	After 2♦-2♠; 2NT same methods as after 2NT-opening	After Dbl: 2♥/♠ = NAT weak After Dbl/2♥/♠=2NT/3♣/♦/♥= INV+ TRF; 3♠=TRF to 3NT Dbl=Pen
2♥/♠	6(5)	-	5-10	3♥/♠=PRE; new suit=NAT, F1; 2NT=asks at least INV	See system summary	
2NT		-	20-21 hp	3♣=STAY, does not promise M if strong; 3♦/♥=TRF 3♠=54m; 4♣/♦=TRF to ♥/♠	3♦=no M then 3♥=♣, 3♠=♦; 3♥/♠=4(5)c; 3NT=both M 3M=support (when partner shows 20+)	
3♣/♦	6	-	PRE, weak 1 <sup>st</sup> NV/3 <sup>rd</sup> otherwise indicates 2/3 topH	ns=NAT F1 except 4m=RKCB	<b>SLAM APPROACH AND CONVENTIONS (including slam-interest bids)</b>	
3♥/♠	6	-	PRE, loose	ns=NAT F1 except 4♣=RKCB	CUE=1st/2nd round controls are shown equally (except SPL in partner's suit) RKCB 0314 (RDBL=to play, Pass=0 or even, Double=1 or odd) 5NT from 5X: General grand slam try after RKCB, else RKCB On 3M when it's agreed as trump: Next bid denies SPL (higher=SPL) OR serious (higher=non-serious Q) SPL if trump is agreed or could be agreed below game VoidSPL on opening bids and on 2NT=trump support	
3NT		-	1st/2nd=solid m, else=to play	4♣/♦=P/C		
4♣/♦	7	-	PRE, weak	4NT=RKCB; 4♥/♠=NAT; 4♦=CUE		
4♥/♠	7	-	PRE			
4NT			Asks for specific aces	5♣=0 ace, 5♦/♥/♠/6♣=the ace, 5NT=2 aces		
5♣/♦	8	-	PRE, loose			