DEFENSIVE AND COMPETITIVE BIDDING	COMPETITIVE BIDDING LEADS AND SIGNALS					
OVERCALLS (Style; Responses; 1/2 Level; Reopening)	OPENING LEA				Card	
1-level may be weak, 2-level usually sound.	7	Lead	In F	Partner's Suit		
3-level CUE = support (usually 4-c), 8-10	Suit	3 rd /5 th	3 rd /5	5 th		
2NT after overcall in M = support (usually 4-c), 11+	NT	3 rd /5 th	3 rd /5			
When 3 rd hand passes:	Subsequent	2 nd /4 th thru declar				
New suit F1, jump in new suit FG (fitshowing by passed hand)	Other:				Category: Red	
When 3 rd hand bids:		ĺ			NCBO: Sweden	
New suit NF, fit-showing jumps, TRF after 1x (1M) DBL					Event: All	
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	LEADS	•				
15-18 (12-16). SYS-ON		Vs. Suit	Vs.	NT	, remaining contacts remain	
	Ace	AK	AK		SYSTEM SUMMARY	
JUMP OVERCALLS (Style; Responses; Unusual NT)	King	KQ or AK bare	KQ	or AKQ or AKJ10	GENERAL APPROACH AND STYLE	
Weak (2NT response F1)	Queen	QJ or AKQ	QJ o	or KQ109 or KQJ	Two-way 1*: 11-13 BAL or 17+ any 1 1-16 4+, UNBAL (longer * possible)	
	Jack	J10	J10	or AQJ		
2NT 5-5 two lowest, sound Reopening 19-21 BAL	10	109/10x or KJ10	109/	/10x or HJ10	1 •/• 11-16 5+	
DIRECT AND HIMD CHE DIDG (Chile Description)	9	9x or H109	98/9	x or H109	2 • 11-16 3-suiter with short • (4-4-1-4 or 4-4-0-5)	
DIRECT AND JUMP CUE-BIDS (Style; Responses)	Hi-x	even	ever	n or top of nothing		
CUE in 2 nd hand: 5-5, sound. both highest Jump CUE in 2 nd hand: 5-5 highest-lowest, sound	Lo-x	odd	odd			
Jump CUE in 2 rd nand: 5-5 nignest-lowest, sound	SIGNALS IN (ORDER OF PRIOR			1NT Openings: 14-16	
Other CUEs = 5-5 with highest	_	Partner's Lead	Declarer's Le		2-over-1 Responses: F1 (does not guarantee rebid)	
Other COEs = 5-5 with highest	Suit: 1 st	Low encouraging	Low=even	Low=enc.	SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
VS. NT (Vs. Strong/Weak; Reopening; Passed Hand)	- 2 nd	Low=even	S/P	Low=even	1* 11-13 BAL or 17+ any	
2. 2-suiter with 4+•, second suit (any) often longer	3 rd	S/P		S/P	2 11-16 3-suiter with short • (4-4-1-4 or 4-4-0-5)	
2 - 2-suiter with 4+4, second suit (any) often longer	NT: 1 st	Same	Low = even	Same	3NT Solid 7-c M, no outside A or K	
2NT 2-suiter with both minors	2 nd		S/P		Sivi Solid 7-C IVI, lio outside A of K	
DBL by passed hand = one minor	3 rd					
		ALS (INCLUDING	TRUMPS)			
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)	Hi-low=odd (ori					
DBL T/O through 3 •		we may encourage wi		w enough to be clear.		
Vs $2M/3M$: $CUE = oM + minor$		ing from a known 5+				
Vs 2m/3m: CUE = both Majors	High odd may	y show interest in high	her suit, high eve	en in lower suit.		
Jump to 4m = two-suiter, NF						
	DOUBLES				Many transfers in competition	
VS. ARTIFICIAL STRONG OPENINGS		UBLES (Style; Res		ning)	- Wany transfers in competition	
DBL = both Majors, at least 5-4		11+, 3+M unless 17+. CUE = F to suit agreement			XY-NT ($2 = PUP-2 $, then NAT INV; $2 = ART FG$)	
NT = both minors, at least 5-4	(1 ^)-DBL-(P)-13	(1*)-DBL-(P)-1NT negative (0-6/7)		A1-W1 (2# -1 01-2*, then WA1 hvv, 2* - AR1 1 0)		
	_			SPECIAL FORCING PASS SEQUENCES		
	Most DBLs below game are T/O				— STECIAL FORCING FASS SEQUENCES	
	J					
OVER OPPONENTS' TAKEOUT DOUBLE		LEB variations				
TRF after 1m (DBL) from RDBL		SPECIAL, ARTIFICIAL DOUBLES/REDOUBLES			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
TRF after 1M (DBL) from 1NT		1 * -(1 *)-DBL=4+ * ; 1 m -(1 *)-DBL=4+ * ; 1 * -(1 *)-DBL=TRF to 1NT;			After 1NT (DBL = PEN), 2* may be start of run-out. Then:	
3. ART, 4-c support, 8-10		L= both minors, 1 ♦ -(1		RDBL = $\diamond + \lor$, $2 \diamond = \diamond + \diamond$, $2 \lor = \lor + \diamond$		
2NT 4-c support 11+	1M-(DBL)-RDB	L-(new suit)- DBL=	T/O		Direct RDBL = $\clubsuit + \phi$, $2 \checkmark = \checkmark + \bullet$.	
	┙				Direct NDDL - * + Outer	
					II	

OPENI	NG B	D DES	CRIPT	IONS			
Open ing	Tick if Art	Min No Cards	Neg Dbl Thru	Description	Responses	Subsequent Auction	Passed hand bidding /in competition
1.	Х	0	3 🛦	Two-way: (10)11-13(14) (semi)BAL or 17+ any	1 ◆ 0-7; 1M 8+, 4-c; 1NT/2NT/3NT 8-11/11-13/13-18 BAL no M; 2m NF 8-12 5-c, 2 ▼/2 ▲ ART FG no M; 3m 10-11 6-c; 3M 4-7 7-c; 4m TRF to 4M, good suit	1♣-1♠; 1♥/♠ 11-13 (3)4 or 17+ 4+; 1NT 17-19; 2♣/♠ 17+ NF; 2♥/♠ FG 4+; 2NT/3♣/♠ FG 1♣-1M; 2♣ 17+ BAL or ♣; 1♣-1M; 2NT 17+ SUPP	TRF in competition
1 •		4	4*	11-16, not BAL, may have one card longer &	2 • 10+; 2M FG; 2NT INV 3 • ART 8-10, 4+ SUPP; 3 • 4-7 4+ SUPP	1 ◆ -2 ◆ : new suit SPL, 2NT 5422, 3 ◆ 6+c MIN 1 ◆ -1 ♠ ; 1NT shows 4 ♥	TRF over DBL/1 ♥ Fit jumps
1 🔻		5	3 🔥	11-16	3♣ 8-11, 4+ SUPP; 3♦ 10-12, 3+ SUPP; 3M 4-7 4+ SUPP, 2NT FG, 3+ SUPP, 3NT void ♦	1M-2M; REL=general G/T, others long-suit G/T 1M-2NT; 3♣=MIN, 3♦=BAL, 3♥/♠/NT=SPL♣/♦/oM	Drury (2 & 3+ support) Fit jumps except 3 &
1 🔥		5	3♥	11-16	See above but 3NT void ♥	See above	See above
1NT				14-16, 5-c M OK, 6-c m possible but rare	2♣ STAY; 2♦/♥/♠/3♣ TRF; 3♦/♥ short ♥/♠; 3♠ 5-5 minors; 4m TRF	After 2♦/♥, TRF by RESP.	
2.		5	3 🔥	11-16, 6+c or 5-c with 4-c M	2 ASK; 2M F1; 2NT NAT INV or SUPP INV+; 3ns 6-c FG, 4 RKCB	-2♦; 2♥ some 4-c M, 2♠ some singleton	Fit jumps except 3 ◆
2 •	Х	0		11-16, 3-suiter with short ◆, 4414 or 4405	2M/3 * to play; 3M/4 * INV; 2NT ASK then 3 *= MIN; 3 * = MAX 4414; 3 ▼ = MAX 4405	-2NT;3♣ then 3♦ ASK; TRF over OP's 3M	
2♥		5		6-10, 6-c VUL except 3 rd hand	2♠ NF; 2NT ASK; 3x TRF; 3♥ PRE	-2NT: 3♣=5-c/MIN 6-c, 3♦=MAX 6-c, 3M=MIN 6-c	SYSON
2 🛕		5		6-10, 6-c VUL except 3 rd hand	2NT ASK: 3x TRF, 3 PRE	-2NT: 3oM/3NT MAX 6-c, likes */prefers 3NT	SYSON
2NT				20-22, 5-c M OK	3♣=STAY; 3♦/♥=TRF, 3♣=both m, 4m=6-c		
3 .		6		PRE (could be very weak 1st/3rd NVUL vs VUL)	4om RKCB, 4m INV		
3♦		6		PRE (could be very weak 1 st /3 rd NVUL vs VUL)	See above		
3♥		6		PRE (could be very weak 1 st /3 rd NVUL vs VUL)			
3 🛕		6		PRE (could be very weak 1 st /3 rd NVUL vs VUL)			
3NT	X	7		Solid M, no outside A or K	4♣ ASK shortness; 4♦ ASK length, 4M pass/correct		
4 .				PRE, reasonably constructive	4♦ RKCB		
4 ♦				PRE, reasonably constructive			
4♥				PRE, wide-range	4♣=To play		
4 🔥				PRE, wide-range			
4NT	X			6-6 minors, about 3 losers			
ПТСП							

HIGH LEVEL BIDDING

Control bids (1st or 2nd round)

RKCB 0314 (DEPO); Voidwood;

From agreed 3M, RELAY is Serious, asks for controls