<b>OVERCALLS (Style; Responses; 1/2 Level; Reopening)</b> 1-level 8-17, 4 card suit possible but rare. 2-level, 11-17 and 5+ suit. Cue shows a good raise+. New suit in response is NAT F1 if RE passes. 1X -1M - negative DBL - ? Now 1NT - 2 under M = TRF. <b>IN OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b> Direct: (14)15-18, continuation as after 1NT opening. Reopen: 11-14 over 1*-1*. 11-16 over 1*. 1NT bidding. <b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b> 1-Suiter: weak jump shifts, may be 5 card suit a) NV, b) NV vs. NV when partner is a passed hand. 2-Suiter: 2NT=55 in 2 lowest unbid & opening strength+. Reopen: Same <b>DIRECT AND JUMP CUE-BIDS (Style; Responses; Reopen)</b> Direct Cue=55 in highest+other unbid, opening strength+ w/ responses: 2NT=G/T+ ask, 3m= P/C. Jump Cue = Asks for stopper, normally a 7+ solid suit. Reopen: Same <b>VS. NT (Vs. Strong/Weak; Reopening; Passed Hand)</b> 2*= 8-11" or "16+" long M. 2M=P/C. 2NT=asks. 2M= "12-15" nat2NT = minors D=PEN oriented, if BAL then at least about opener's max PH: DBL=*+x, 2*=*+*, 2*=*+* <b>VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)</b> 2NT=15-18, D=T/O, after (2*-*)-D-(?): LEB if possible. (2m)-3m=5+* and 5+ other unbid suit, (2m)-4m=*+om, (2M)- 3M=minors, (2M)-4m=nat + 5+OM NF, (2M)-4M= FG w/ highest unbid+1, (3*)-4*=nat+4*, (3*)-4* + 4** 4NT overcalls are 2-suited. Over 2* multi DBL = 13-15 NT or any 18+.
2-level, 11-17 and 5+ suit. Cue shows a good raise+. New suit in response is NAT F1 if RE passes. 1X -1M - negative DBL - ? Now 1NT - 2 under M = TRF. <b>1N OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b> Direct: (14)15-18, continuation as after 1NT opening. Reopen: 11-14 over 1 <b>*</b> -1 <b>*</b> . 11-16 over 1 <b>*</b> . 1NT bidding. <b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b> 1-Suiter: weak jump shifts, may be 5 card suit a) NV, b) NV vs. NV when partner is a passed hand. 2-Suiter: 2NT=55 in 2 lowest unbid & opening strength+. Reopen: Same <b>DIRECT AND JUMP CUE-BIDS (Style; Responses; Reopen)</b> Direct Cue=55 in highest+other unbid, opening strength+ w/ responses: 2NT=G/T+ ask, 3m= P/C. Jump Cue = Asks for stopper, normally a 7+ solid suit. Reopen: Same <b>VS. NT (Vs. Strong/Weak; Reopening; Passed Hand)</b> 2 <b>*</b> = "8-11" or "16+" long M. 2M=P/C. 2NT=asks. 2M= "12-15" nat2NT = minors D=PEN oriented, if BAL then at least about opener's max PH: DBL= <b>*</b> +x, 2 <b>*</b> = <b>*</b> + <b>v</b> , 2 <b>*</b> = <b>*</b> + <b>v</b> <b>VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)</b> 2NT=15-18, D=T/O, after (2 <b>*</b> - <b>*</b> )-D-(?): LEB if possible. (2m)-3m=5+ <b>*</b> and 5+ other unbid suit, (2m)-4m= <b>*</b> +om, (2M)- 3M=minors, (2M)-4m=nat + 5+OM NF, (2M)-4M= FG w/ highest unbid+1, (3 <b>*</b> )-4 <b>*</b> =nat+4 <b>*</b> , (3 <b>*</b> )-4 <b>*</b> + 4+ <b>*</b>
New suit in response is NAT F1 if RE passes. 1X -1M - negative DBL - ? Now 1NT - 2 under M = TRF. <b>1N OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b> Direct: (14)15-18, continuation as after 1NT opening. Reopen: 11-14 over 1 -1 •. 11-16 over 1 •. 1NT bidding. <b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b> 1-Suiter: weak jump shifts, may be 5 card suit a) NV, b) NV vs. NV when partner is a passed hand. 2-Suiter: 2NT=55 in 2 lowest unbid & opening strength+. Reopen: Same <b>DIRECT AND JUMP CUE-BIDS (Style; Responses; Reopen)</b> Direct Cue=55 in highest+other unbid, opening strength+ w/ responses: 2NT=G/T+ ask, 3m= P/C. Jump Cue = Asks for stopper, normally a 7+ solid suit. Reopen: Same <b>VS. NT (Vs. Strong/Weak; Reopening; Passed Hand)</b> 2 <b>=</b> "8-11" or "16+" long M. 2M=P/C. 2NT=asks. 2 <b>H</b> : DBL= <b>a</b> + <b>x</b> , 2 <b>a</b> = <b>a</b> + <b>v</b> <b>VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)</b> 2NT=15-18, D=T/O, after (2 <b>•</b> - <b>a</b> )-D-(?): LEB if possible. (2m)-3m=5+ <b>a</b> and 5+ other unbid suit, (2m)-4m= <b>v</b> +om, (2M)- 3M=minors, (2M)-4m=nat + 5+OM NF, (2M)-4M= FG w/ highest unbid+1, (3 <b>v</b> )-4 <b>a</b> =nat+4 <b>a</b> , (3 <b>a</b> )-4 <b>a</b> + 4+ <b>v</b> 4NT overcalls are 2-suited.
1X -1M - negative DBL - ? Now 1NT - 2 under M = TRF. <b>1N OVERCALL (<math>2^{nd}/4^{th}</math> Live; Responses; Reopening)</b> Direct: (14)15-18, continuation as after 1NT opening. Reopen: 11-14 over 1 -1 · 11-16 over 1 · 1NT bidding. <b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b> 1-Suiter: weak jump shifts, may be 5 card suit a) NV, b) NV vs. NV when partner is a passed hand. 2-Suiter: 2NT=55 in 2 lowest unbid & opening strength+. Reopen: Same <b>DIRECT AND JUMP CUE-BIDS (Style; Responses; Reopen)</b> Direct Cue=55 in highest+other unbid, opening strength+ w/ responses: 2NT=G/T+ ask, 3m= P/C. Jump Cue = Asks for stopper, normally a 7+ solid suit. Reopen: Same <b>VS. NT (Vs. Strong/Weak; Reopening; Passed Hand)</b> 2*= Both majors 2*= "8-11" or "16+" long M. 2M=P/C. 2NT=asks. 2M= "12-15" nat2NT = minors D=PEN oriented, if BAL then at least about opener's max PH: DBL=++x, 2*=*+*, 2*=*+* <b>VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)</b> 2NT=15-18, D=T/O, after (2*-*)-D-(?): LEB if possible. (2m)-3m=5+* and 5+ other unbid suit, (2m)-4m=*+om, (2M)- 3M=minors, (2M)-4m=nat + 5+OM NF, (2M)-4M= FG w/ highest unbid+1, (3*)-4*=nat+4*, (3*)-4* + 4+* 4NT overcalls are 2-suited.
<b>1N OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b> Direct: (14)15-18, continuation as after 1NT opening. Reopen: 11-14 over 1 $.$ -1 $.$ 11-16 over 1 $.$ 1NT bidding. <b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b> 1-Suiter: weak jump shifts, may be 5 card suit a) NV, b) NV vs. NV when partner is a passed hand. 2-Suiter: 2NT=55 in 2 lowest unbid & opening strength+. Reopen: Same <b>DIRECT AND JUMP CUE-BIDS (Style; Responses; Reopen)</b> Direct Cue=55 in highest+other unbid, opening strength+ w/ responses: 2NT=G/T+ ask, 3m= P/C. Jump Cue = Asks for stopper, normally a 7+ solid suit. Reopen: Same <b>VS. NT (Vs. Strong/Weak; Reopening; Passed Hand)</b> 2 $.$ = 8oth majors 2 $.$ = "8-11" or "16+" long M. 2M=P/C. 2NT=asks. 2M= "12-15" nat2NT = minors D=PEN oriented, if BAL then at least about opener's max PH: DBL= $.$ +x, $2.$ = $.$ + $.$ <b>VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)</b> 2NT=15-18, D=T/O, after (2 $.$ - $.$ )-D-(?): LEB if possible. (2m)-3m=5+ $.$ and 5+ other unbid suit, (2m)-4m= $.$ +om, (2M)-3M=minors, (2M)-4m=nat + 5+OM NF, (2M)-4M= FG w/ highest unbid+1, (3 $.$ )-4 $.$ = nat+4 $.$ , (3 $.$ )-4 $.$ + 4+ $.$ 4NT overcalls are 2-suited.
Direct: (14)15-18, continuation as after 1NT opening. Reopen: 11-14 over 1*-1*. 11-16 over 1*. 1NT bidding. JUMP OVERCALLS (Style; Responses; Unusual NT) 1-Suiter: weak jump shifts, may be 5 card suit a) NV, b) NV vs. NV when partner is a passed hand. 2-Suiter: 2NT=55 in 2 lowest unbid & opening strength+. Reopen: Same DIRECT AND JUMP CUE-BIDS (Style; Responses; Reopen) Direct Cue=55 in highest+other unbid, opening strength+ w/ responses: 2NT=G/T+ ask, $3m = P/C$ . Jump Cue = Asks for stopper, normally a 7+ solid suit. Reopen: Same VS. NT (Vs. Strong/Weak; Reopening; Passed Hand) 2*= 8oth majors 2*= "8-11" or "16+" long M. 2M=P/C. 2NT=asks. 2M= "12-15" nat2NT = minors D=PEN oriented, if BAL then at least about opener's max PH: DBL=*+x, 2*=*+*, 2*=*+* VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids) 2NT=15-18, D=T/O, after (2*-*)-D-(?): LEB if possible. (2m)-3m=5+* and 5+ other unbid suit, (2m)-4m=*+om, (2M)- 3M=minors, (2M)-4m=nat + 5+OM NF, (2M)-4M= FG w/ highest unbid+1, (3*)-4*=nat+4*, (3*)-4* + 4+* 4NT overcalls are 2-suited.
Reopen: 11-14 over 1*-1*. 11-16 over 1*. 1NT bidding. JUMP OVERCALLS (Style; Responses; Unusual NT) 1-Suiter: weak jump shifts, may be 5 card suit a) NV, b) NV vs. NV when partner is a passed hand. 2-Suiter: 2NT=55 in 2 lowest unbid & opening strength+. Reopen: Same DIRECT AND JUMP CUE-BIDS (Style; Responses; Reopen) Direct Cue=55 in highest+other unbid, opening strength+ w/ responses: 2NT=G/T+ ask, $3m = P/C$ . Jump Cue = Asks for stopper, normally a 7+ solid suit. Reopen: Same VS. NT (Vs. Strong/Weak; Reopening; Passed Hand) 2*= 8oth majors 2*= "8-11" or "16+" long M. 2M=P/C. 2NT=asks. 2M= "12-15" nat2NT = minors D=PEN oriented, if BAL then at least about opener's max PH: DBL=*+x, 2*=*+*, 2*=*+* VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids) 2NT=15-18, D=T/O, after (2*-*)-D-(?): LEB if possible. (2m)-3m=5+* and 5+ other unbid suit, (2m)-4m=*+om, (2M)- 3M=minors, (2M)-4m=nat + 5+OM NF, (2M)-4M= FG w/ highest unbid+1, (3*)-4*=nat+4*, (3*)-4* + 4+* 4NT overcalls are 2-suited.
JUMP OVERCALLS (Style; Responses; Unusual NT) 1-Suiter: weak jump shifts, may be 5 card suit a) NV, b) NV vs. NV when partner is a passed hand. 2-Suiter: 2NT=55 in 2 lowest unbid & opening strength+. Reopen: Same DIRECT AND JUMP CUE-BIDS (Style; Responses; Reopen) Direct Cue=55 in highest+other unbid, opening strength+ w/ responses: 2NT=G/T+ ask, 3m= P/C. Jump Cue = Asks for stopper, normally a 7+ solid suit. Reopen: Same VS. NT (Vs. Strong/Weak; Reopening; Passed Hand) 2♣= Both majors 2♣= "8-11" or "16+" long M. 2M=P/C. 2NT=asks. 2M= "12-15" nat2NT = minors D=PEN oriented, if BAL then at least about opener's max PH: DBL=♣+x, 2♣=♣+♥, 2♠=●+♥ VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids) 2NT=15-18, D=T/O, after (2♠-♠)-D-(?): LEB if possible. (2m)-3m=5+♠ and 5+ other unbid suit, (2m)-4m=♥+om, (2M)- 3M=minors, (2M)-4m=nat + 5+OM NF, (2M)-4M= FG w/ highest unbid+1, (3♥)-4♣=nat+4♠, (3♠)-4♣ + 4+♥ 4NT overcalls are 2-suited.
1-Suiter: weak jump shifts, may be 5 card suit a) NV, b) NV vs. NV when partner is a passed hand. 2-Suiter: 2NT=55 in 2 lowest unbid & opening strength+. Reopen: Same <b>DIRECT AND JUMP CUE-BIDS (Style; Responses; Reopen)</b> Direct Cue=55 in highest+other unbid, opening strength+ w/ responses: 2NT=G/T+ ask, 3m= P/C. Jump Cue = Asks for stopper, normally a 7+ solid suit. Reopen: Same <b>VS. NT (Vs. Strong/Weak; Reopening; Passed Hand)</b> 2 <b>↓</b> = "8-11" or "16+" long M. 2M=P/C. 2NT=asks. 2 <b>↓</b> = "8-11" or "16+" long M. 2M=P/C. 2NT=asks. 2M= "12-15" nat2NT = minors D=PEN oriented, if BAL then at least about opener's max PH: DBL= <b>↓</b> +x, 2 <b>↓</b> = <b>↓</b> + <b>♥</b> <b>VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)</b> 2NT=15-18, D=T/O, after (2 <b>↓</b> - <b>↓</b> )-D-(?): LEB if possible. (2m)-3m=5+ <b>↓</b> and 5+ other unbid suit, (2m)-4m= <b>↓</b> +om, (2M)- 3M=minors, (2M)-4m=nat + 5+OM NF, (2M)-4M= FG w/ highest unbid+1, (3 <b>♥</b> )-4 <b>↓</b> =nat+4 <b>↓</b> , (3 <b>↓</b> )-4 <b>↓</b> + 4 <b>↓</b> ♥
<ul> <li>b) NV vs. NV when partner is a passed hand.</li> <li>2-Suiter: 2NT=55 in 2 lowest unbid &amp; opening strength+.</li> <li>Reopen: Same</li> <li>DIRECT AND JUMP CUE-BIDS (Style; Responses; Reopen)</li> <li>Direct Cue=55 in highest+other unbid, opening strength+ w/ responses: 2NT=G/T+ ask, 3m= P/C.</li> <li>Jump Cue = Asks for stopper, normally a 7+ solid suit.</li> <li>Reopen: Same</li> <li>VS. NT (Vs. Strong/Weak; Reopening; Passed Hand)</li> <li>24= 8oth majors</li> <li>24= "8-11" or "16+" long M. 2M=P/C. 2NT=asks.</li> <li>2M= "12-15" nat2NT = minors</li> <li>D=PEN oriented, if BAL then at least about opener's max</li> <li>PH: DBL=A+x, 24=4+♥, 24=4+♥</li> <li>VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)</li> <li>2NT=15-18, D=T/O, after (24-A)-D-(?): LEB if possible.</li> <li>(2m)-3m=5+A and 5+ other unbid suit, (2m)-4m=♥+om, (2M)-3M=minors, (2M)-4m=nat + 5+OM NF, (2M)-4M= FG w/ highest unbid+1, (3♥)-4#=nat+4A, (3A)-4# + 4+♥</li> <li>4NT overcalls are 2-suited.</li> </ul>
2-Suiter: 2NT=55 in 2 lowest unbid & opening strength+. Reopen: Same <b>DIRECT AND JUMP CUE-BIDS (Style; Responses; Reopen)</b> Direct Cue=55 in highest+other unbid, opening strength+ w/ responses: 2NT=G/T+ ask, 3m= P/C. Jump Cue = Asks for stopper, normally a 7+ solid suit. Reopen: Same <b>VS. NT (Vs. Strong/Weak; Reopening; Passed Hand)</b> 2.▲= Both majors 2.▲= "8-11" or "16+" long M. 2M=P/C. 2NT=asks. 2M= "12-15" nat2NT = minors D=PEN oriented, if BAL then at least about opener's max PH: DBL=A+x, 2.♣=A+♥, 2.♠=+♥ <b>VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)</b> 2NT=15-18, D=T/O, after (2.♠-A)-D-(?): LEB if possible. (2m)-3m=5+♠ and 5+ other unbid suit, (2m)-4m=♥+om, (2M)- 3M=minors, (2M)-4m=nat + 5+OM NF, (2M)-4M= FG w/ highest unbid+1, (3.♥)-4♣=nat+4♠, (3.♠)-4♣ + 4+♥ 4NT overcalls are 2-suited.
Reopen: Same         DIRECT AND JUMP CUE-BIDS (Style; Responses; Reopen)         Direct Cue=55 in highest+other unbid, opening strength+         w/ responses: 2NT=G/T+ ask, 3m= P/C.         Jump Cue = Asks for stopper, normally a 7+ solid suit.         Reopen: Same         VS. NT (Vs. Strong/Weak; Reopening; Passed Hand)         2♣= Both majors         2♣= Both majors         2♣= "8-11" or "16+" long M. 2M=P/C. 2NT=asks.         2M= "12-15" nat2NT = minors         D=PEN oriented, if BAL then at least about opener's max         PH: DBL=▲+x, 2♣=♣+♥, 2♠=●+♥         VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)         2NT=15-18, D=T/O, after (2♠-a)-D-(?): LEB if possible.         (2m)-3m=5+♠ and 5+ other unbid suit, (2m)-4m=♥+om, (2M)-3M=minors, (2M)-4m=nat + 5+OM NF, (2M)-4M= FG w/         highest unbid+1, (3♥)-4♣=nat+4♠, (3♠)-4♣ + 4+♥         4NT overcalls are 2-suited.
DIRECT AND JUMP CUE-BIDS (Style; Responses; Reopen) Direct Cue=55 in highest+other unbid, opening strength+ w/ responses: 2NT=G/T+ ask, 3m= P/C. Jump Cue = Asks for stopper, normally a 7+ solid suit. Reopen: Same VS. NT (Vs. Strong/Weak; Reopening; Passed Hand) 2♣= Both majors 2♣= Both majors 2♣= "8-11" or "16+" long M. 2M=P/C. 2NT=asks. 2M= "12-15" nat2NT = minors D=PEN oriented, if BAL then at least about opener's max PH: DBL=♣+x, 2♣=♣+♥, 2♠=++♥ VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids) 2NT=15-18, D=T/O, after (2♠-a)-D-(?): LEB if possible. (2m)-3m=5+♠ and 5+ other unbid suit, (2m)-4m=♥+om, (2M)- 3M=minors, (2M)-4m=nat + 5+OM NF, (2M)-4M= FG w/ highest unbid+1, (3♥)-4♣=nat+4♠, (3♠)-4♣ + 4+♥ 4NT overcalls are 2-suited.
Direct Cue=55 in highest+other unbid, opening strength+ w/ responses: 2NT=G/T+ ask, 3m= P/C. Jump Cue = Asks for stopper, normally a 7+ solid suit. Reopen: Same VS. NT (Vs. Strong/Weak; Reopening; Passed Hand) 2♣= Both majors 2♦= "8-11" or "16+" long M. 2M=P/C. 2NT=asks. 2M= "12-15" nat2NT = minors D=PEN oriented, if BAL then at least about opener's max PH: DBL=▲+x, 2♣=♣+♥, 2♦=♦+♥ VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids) 2NT=15-18, D=T/O, after (2♦-♠)-D-(?): LEB if possible. (2m)-3m=5+♠ and 5+ other unbid suit, (2m)-4m=♥+om, (2M)- 3M=minors, (2M)-4m=nat + 5+OM NF, (2M)-4M= FG w/ highest unbid+1, (3♥)-4♣=nat+4♠, (3♠)-4♣ + 4+♥ 4NT overcalls are 2-suited.
<pre>w/ responses: 2NT=G/T+ ask, 3m= P/C. Jump Cue = Asks for stopper, normally a 7+ solid suit. Reopen: Same VS. NT (Vs. Strong/Weak; Reopening; Passed Hand) 2*= Both majors 2*= "8-11" or "16+" long M. 2M=P/C. 2NT=asks. 2M= "12-15" nat2NT = minors D=PEN oriented, if BAL then at least about opener's max PH: DBL=*+x, 2*=*+*, 2*=*+* VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids) 2NT=15-18, D=T/O, after (2*-*)-D-(?): LEB if possible. (2m)-3m=5+* and 5+ other unbid suit, (2m)-4m=*+om, (2M)- 3M=minors, (2M)-4m=nat + 5+OM NF, (2M)-4M= FG w/ highest unbid+1, (3*)-4*=nat+4*, (3*)-4* + 4+* 4NT overcalls are 2-suited.</pre>
Jump Cue = Asks for stopper, normally a 7+ solid suit. Reopen: Same VS. NT (Vs. Strong/Weak; Reopening; Passed Hand) 2*= Both majors 2*= "8-11" or "16+" long M. 2M=P/C. 2NT=asks. 2M= "12-15" nat2NT = minors D=PEN oriented, if BAL then at least about opener's max PH: DBL=*+x, 2*=*+*, 2*=*+* VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids) 2NT=15-18, D=T/O, after (2*-*)-D-(?): LEB if possible. (2m)-3m=5+* and 5+ other unbid suit, (2m)-4m=*+om, (2M)- 3M=minors, (2M)-4m=nat + 5+OM NF, (2M)-4M= FG w/ highest unbid+1, (3*)-4*=nat+4*, (3*)-4* + 4+* 4NT overcalls are 2-suited.
Reopen: SameVS. NT (Vs. Strong/Weak; Reopening; Passed Hand) $2 \bullet = 8$ both majors $2 \bullet = *8-11"$ or "16+" long M. 2M=P/C. 2NT=asks. $2M = "12-15"$ nat2NT = minors $D=PEN$ oriented, if BAL then at least about opener's max $PH: DBL= \bullet +x, 2 \bullet = \bullet + \bullet$ VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids) $2NT=15-18, D=T/O, after (2 \bullet - \bullet)-D-(?): LEB if possible.(2m)-3m=5+\bullet and 5+ other unbid suit, (2m)-4m=\bullet+om, (2M)-3M=minors, (2M)-4m=nat + 5+OM NF, (2M)-4M= FG w/highest unbid+1, (3 \bullet)-4 \bullet = nat+4 \bullet, (3 \bullet)-4 \bullet + 4+\bullet4NT overcalls are 2-suited.$
Reopen: SameVS. NT (Vs. Strong/Weak; Reopening; Passed Hand) $2 = 8$ both majors $2 = 8$ both majors $2 = 8$ and $2 = 8$ both majors $2 = 8$ and $2 = 8$ both majors $2 = 8$ and $2 = 8$ both majors $2 = 8$ and $2 = 10$ minors $2 = 12 - 15^{\circ}$ nat 2NT = minors $D = PEN$ oriented, if BAL then at least about opener's max $PH: DBL = 12, 24 = 14, 24 = 14, 24 = 144, 24 = 144$ $VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)2NT = 15 - 18, D = T/O, after (2 - 4) - D - (?): LEB if possible.(2m) - 3m = 5 + 4 and 5 + other unbid suit, (2m) - 4m = 4 + 4mm, (2M) - 3M = minors, (2M) - 4m = nat + 5 + OM NF, (2M) - 4M = FG w/3M = 11, (3 + 14) - 44 = 144, (3 + 14) - 44 + 4mm)4NT overcalls are 2-suited.$
2*= Both majors 2*= Both majors 2*= "8-11" or "16+" long M. 2M=P/C. 2NT=asks. 2M= "12-15" nat2NT = minors D=PEN oriented, if BAL then at least about opener's max PH: DBL=*+x, 2*=*+*, 2*=*+* VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids) 2NT=15-18, D=T/O, after (2*-*)-D-(?): LEB if possible. (2m)-3m=5+* and 5+ other unbid suit, (2m)-4m=*+om, (2M)- 3M=minors, (2M)-4m=nat + 5+OM NF, (2M)-4M= FG w/ highest unbid+1, (3*)-4*=nat+4*, (3*)-4* + 4+* 4NT overcalls are 2-suited.
2 •= "8-11" or "16+" long M. 2M=P/C. 2NT=asks. 2M= "12-15" nat2NT = minors D=PEN oriented, if BAL then at least about opener's max PH: DBL= $+x$ , 2 $=+v$ , 2 $=+v$ VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids) 2NT=15-18, D=T/O, after (2 $-$ )-D-(?): LEB if possible. (2m)-3m=5+ $+a$ and 5+ other unbid suit, (2m)-4m= $v$ +om, (2M)- 3M=minors, (2M)-4m=nat + 5+OM NF, (2M)-4M= FG w/ highest unbid+1, (3 $v$ )-4 $*$ =nat+4 $+a$ , (3 $*$ )-4 $*$ + 4+ $v$ 4NT overcalls are 2-suited.
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D=PEN oriented, if BAL then at least about opener's max PH: DBL= $+x$ , $2*=*+*$ , $2*=*+*$ <b>VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)</b> 2NT=15-18, D=T/O, after (2*-*)-D-(?): LEB if possible. (2m)-3m=5+* and 5+ other unbid suit, (2m)-4m=*+om, (2M)- 3M=minors, (2M)-4m=nat + 5+OM NF, (2M)-4M= FG w/ highest unbid+1, (3*)-4*=nat+4*, (3*)-4* + 4+* 4NT overcalls are 2-suited.
PH: DBL=▲+x, 2♣=♣+♥, 2♦=♦+♥ VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids) 2NT=15-18, D=T/O, after (2♦-♠)-D-(?): LEB if possible. (2m)-3m=5+♠ and 5+ other unbid suit, (2m)-4m=♥+om, (2M)- 3M=minors, (2M)-4m=nat + 5+OM NF, (2M)-4M= FG w/ highest unbid+1, (3♥)-4♣=nat+4♠, (3♠)-4♣ + 4+♥ 4NT overcalls are 2-suited.
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)           2NT=15-18, D=T/O, after (2 ← - •)-D-(?): LEB if possible.           (2m)-3m=5+ • and 5+ other unbid suit, (2m)-4m=♥+om, (2M)-3M=minors, (2M)-4m=nat + 5+OM NF, (2M)-4M= FG w/           highest unbid+1, (3♥)-4*=nat+4*, (3*)-4* + 4+♥           4NT overcalls are 2-suited.
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3M=minors, (2M)-4m=nat + 5+OM NF, (2M)-4M= FG w/ highest unbid+1, (3♥)-4♣=nat+4♠, (3♠)-4♣ + 4+♥ 4NT overcalls are 2-suited.
highest unbid+1, (3♥)-4♣=nat+4♠, (3♠)-4♣ + 4+♥ 4NT overcalls are 2-suited.
4NT overcalls are 2-suited.
VS. ARTIFICIAL STRONG OPENINGS
Strong hands (15+) usually pass at first. NT-bids=minors. 2m =
that suit or 2 above. All overcalls may be weak.
NT-bids shows minors, also destructive
OVER OPPONENTS' TAKEOUT DOUBLE
RD=strong, 10+. After 1M-D we use 1NT to 2 < opening
suit=TRF. 1X=F1. After 1♦-(D) 2m=NF.

LEADS AND SIGNALS								
OPENING LEADS STYLE In partner's suit								
Suit		3 <sup>rd</sup> /LOW, F	3 <sup>rd</sup> /LOW, Rusinc		3 <sup>rd</sup> /LOW			
NT		4 <sup>th</sup> , [4.1] **	4 <sup>th</sup> , [4.1] ****		3 <sup>rd</sup> /LOW			
LATE	ER LEAD	S						
Thru		2 <sup>na</sup> -4 <sup>th</sup> with	2 <sup>nd</sup> -4 <sup>th</sup> with ATT		3 <sup>ra</sup> /I	LOW		
declarer		rd						
Thru		3 <sup>rd</sup> /LOW		Same				
dummy								
Touched		Low from odd remaining						
suit	DS IN DE							
LEAI	Vs. Su		Vo	. NT ***				
Δ.	Ax, AK			. IN I AKx *				
A K	AX, AN AK+, K		,	<u>Arx</u> 2+, AKQ+, A		<b>+</b> *		
Q	KQ+, C			<u>, ARQ+, A</u> +, KQJx, K0				
J		J+, JT, Jx						
J 10	JT+, T	J <sup>+</sup> , JI, JX	+, JT, Jx JT+, (K)QJ9+, AJT+, KJT+, * T9+, Tx, *					
9	9x, or 3	∧ 2 <sup>rd</sup>	Hid	ghest or 3 <sup>rd</sup>				
3 2-8	3 <sup>rd</sup> and	lowest	⊿ <sup>th</sup>	from honou	r olo	se as high		
2-0	5 and	1010031	т 29	nossible **	***	****		
as possible, ** *** **** * Special: we use Rusinow leads in some situations [4.1]								
		uit in which y						
*** Ir	nartne	r's suit: 3 <sup>rd</sup> a	nd l	owest both y	/s S	uit and NT		
****	Strong h	and often lea	ads	incorrect sn	ot ca	ard		
SIGN		ORDER OF P	RIO	RITY	01.00			
		Partner's Le			Lead	d Discard		
Suit	1 <sup>st</sup>	LOW=ENCF	۲G	LOW=EVE	N	LOW=ENCRG		
+	2 <sup>110</sup>	LOW=EVEN	I	Reversed S	S/P	LOW=EVEN		
NT	3 <sup>rd</sup>	Reversed S/	Έ			Reversed S/P		
OTHER SIGNALS (INCLUDING TRUMPS)								
S/P in trumps: 3 <sup>rd</sup> lowest = next two will be reversed S/P								
DOUBLES								
TAKEOUT DOUBLES (Style; Responses; Reopening)								
RESP DBL to 4 A.								
(1/2M)-X can be ELC with 4OM & 5+♦ (rebid ♦ over ♣).								
After a T/O D of 1x or 2/3* we use 1 step response as a								
Herbert negative								
(1X)-D-(2X):2NT+=LEB								
A 2-level CUE is G/T and F1, does not promise rebid.								
(1x)-D-RD-P = PEN unless 1♣-1♥ promising 4+.								
SPE	SPECIAL, ARTIFICIAL AND COMPETITIVE DBL/RD							
Lightner DBL (Of 3NT, on high level and when pre-emptor								
doubles). We also DBL 3NT on strength.								
INV DBL (only when there is no other invitational bid).								
SUP	SUPP DBL & XX							

WBF and	SBF Convention					
Card						
	2♥ NV opening 1 <sup>st</sup> -3 <sup>rd</sup> hand =					
Brown Sticker						
Categor	Blue					
y:						
NCBO:	SWEDEN					
Event:						
Players:	Daniel Auby – Per Hallberg					
SYSTEM SUMMARY						
GENERA	L APPROACH AND STYLE					
Strong (1	6+) 1♣, nebulous 1♦ (0+♦), 5+ ma					



NCBO: SWEDEN							
Event:							
Players: Daniel Auby – Per Hallberg							
SYSTEM	SYSTEM SUMMARY						
GENERA	L APPROACH AND STYLE						
Strong (16	6+) 1♣, nebulous 1♦ (0+♦), 5+ majors (10-15)						
and a var	and a variable 1NT opening (see below).						
Relay bid	ding after 1♣, 1♦, 1M, 2m, 2NT openings.						
	tition: We often use non-PEN DBL & ART 2NT.						
1NT Oper							
	3 <sup>rd</sup> : 10-12 if NV vs V, else (14)15-16						
	4 <sup>th</sup> (14)15-16						
2-over-1 ART							
	BIDS THAT MAY REQUIRE DEFENCE						
	2♥ opening NV 1 <sup>st</sup> -3 <sup>rd</sup> hand (Brown Sticker), weak in ♥ or ▲						
[1.2, 2.4]							
RESP to 1♦ opening, especially the 1♥ response.							
1NT when it is 10-12. 2NT=12-15 5-5 in minors.							
1 ♦ /♥ - 2♣ = FG w/ long m and unbal							
1♥ - 1▲ = nat or G/T+ (R). 1▲ - 2♣ = FG (R)							
$1M - 2 \blacklozenge = \blacktriangledown. 1 \blacktriangle - 2 \blacktriangledown = \bigstar.$							
1 ← - 2M and 1 ♥ - 2 ▲ is weak, about 5-9, 6+ suit.							
1M-(X):1NT+ and $(1X)-1M-(X)-1NT+ = TRF.$							
SPECIAL FORCING PASS SEQUENCES							
1 ♦/♥/♠-D-RD FP to 2 ♦							
1♣-(4NT+) – P							
1NT - (D) - and bid that is equivalent to RD: FP to 2NT							
1 NT - (2X=not promising the suit) - PD w/ FP							
	ANT NOTES THAT DON'T FIT ELSEWHERE						
In the relay bidding we use "zz"-points, not HCP. A=3 zz,							
K=2 zz, Q=1 zz, SING K=1 zz, SING Q= 0 zz, J=0 zz							
Psychics: Rare (mostly 3 <sup>rd</sup> hand 1♥/1▲/1NT opening)							