



DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			
OVERCALLS (Style; Responses; 1/2 Level; Reopening)		OPENING LEADS STYLE			
LEAD DIRECTION IS IMPORTANT. OBAR BIDS. CUE BID (36).		Lead	In Partner's Suit		
NEW SUIT NF (CONST. AT 3-LEVEL). PREEMPTIVE JUMP RAISE.		Suit	4TH FROM HONOR	4TH FROM HONOR	
MIXED RAISE (JUMP CUE) = 7-9 HCP. DOUBLE JUMP CUE (37).		NT	4TH FROM HONOR (21)	4TH FROM HONOR	Category: RED
FIT BY PH. RESP. DBL (20). MAX DBL. (15) 4TH X (14).		Subseq	ATT.	ATT.	Country: J.S.A.
AFTER OUR 1M OVERCALL, JUMP TO 3♣ (3♠ AFTER 1♣) = LR.		Other:	CASH-OUT SITUATION (22). LOW FROM Hx (23).		Event: OLYMPIAD
			XXS IN PARTNER'S SUIT VS. NT. (SXX IF RAISED).		Players: Z. MAHMOOD M. ROSENBERG
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY
15+-18 2ND/4TH LIVE. SOUND. SNT SYSTEM ON, EXCEPT DBL.		Lead	Vs. Suit	Vs. NT	GENERAL APPROACH AND STYLE
OF NEW SUIT = PEN.		Ace	AKx(+)	UNBLOCK/COUNT (24)	5-CARD MAJORS (SEMI-F. 1NT). SOUND OPENING 1-BIDS.
REOPENING = 10-16 HCP., NOW 2♣ = INQUIRY (38). JUMPS =		King	AK, KQ(x+), AKx (24)	AKx(+), KQx, KQJ(x+)	PASS BAL. 12 HCP VUL. RESPOND VERY LIGHT. MOST 3
INV.		Queen	QJ(x+), AKQ (30)	QJ(x+), KQ10+(UNBLOCK J)	LEVEL RESPONSES BY NON-PH = INVITATIONAL, EVEN
PLAYER RUNNING FROM DBL. IS IN CONTROL, UNLESS SOS XX.		Jack	KJ10(x+), J10(x+)	AJ10(x+), KJ10(x+), J10x	IN COMP. (34). NOT MUCH FAST ARRIVAL (63)
JUMP OVERCALLS (Style; Responses; Unusual NT)		10	H109(x+), 109x(+), 10x	H109(x+), 109x, 1098x(+)	FREQUENT USE OF NON-PENALTY DBL. IN COMP.
1-Suit: WEAK N/V, 2N INQUIRY (39). INTERMEDIATE VUL. (40)		9	9x, H98(x+), J98(x+)	9xx, H98(x+), J98(x+)	
2-Suit: 2N = LOWER TWO UNBID. SOUND. IF SHOWS ♠, THEN		Hi-x	Sx, xSx(+), 10SS	Sxx, SSxx(+)(25)	1NT Openings: 12-14 NV +4TH VUL.(35) 15-17 VUL SEATS 1-3
EXPECT 5♥+6m.		Lo-x	HxS, HxxS(+)	HxS, HxxS(+)	2 OVER 1 Responses:FG EXCEPT 1S-2♣
Reopen: INTERMEDIATE .		SIGNALS IN ORDER OF PRIORITY			SPECIAL BIDS THAT MAY REQUIRE DEFENCE
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)		Partners Lead	Declarer's Lead	Discarding	2♦ = MULTI - BAD 2M OPENING OR 25+ HCP BALANCED (1)
MICHAELS CUE = 5-5+. (1m)-2m;-2N = GT, 3♣ =G/T IN ♠, 3♦		Suit:1st	HI = ENCRG.(26)	HI = S/P (27)	HI = DSCRG.
= G/T IN ♠. 3M = PRE. (1M)-2M;-2N = G/T. (1m)-3m = NAT.		2nd	OBV. SHIFT (28)	HI = EVEN (29)	HI = EVEN
(1M)-3M OR (1x)-P-(P)-3x ASKS FOR STOPPER (41).		3rd	HI = EVEN (30)		HI = S/P
		NT: 1st	HI = ENCRG.(26)	SMITH ECHO (31)	HI = DSCRG.
VS. NT (vs. Strong / Weak; Reopening; PH)		2nd	HI = EVEN (29)	HI = EVEN	HI = EVEN (32)
VS WNT: DBL = PENALTY (57). 2♣ = LANDY AGGRESSIVE, THEN 2♦		3rd		HI = S/P	HI = S/P (33)
ADVANCE ASKS FOR LONGER M. 3♣/♦ ADVANCE = G/T IN ♠/♠.		Signals (including Trumps): SMITH SIGNAL (31).J+9 ALARM CLOCK			COMPETITIVE CUE = LIMIT RAISE OR BETTER
2♦ OVERCALL = ♦ + M. VS SNT (16 HCP POSS.) BALANCING X =		H/L IIN TRUMPS = a)RUFF OR b) SP			"RUBENSOHL" (5)
ONE MINOR OR GOOD 2M (42) 2♦ = ♦ + M. 2M = NAT.. LANDY/2NT.		REMAINDER COUNT.			WEAK JUMP SHIFTS AND RAISES IN COMP. (6)
AFTER 1♣ (STR) P 1♦ (WEAK) P 1NT, ACT AS IF OVER DIRECT SNT.		DOUBLES			MIXED RAISE (7)
BAL. 2m OF 1N RESPONSE (42).		TAKEOUT DOUBLES (Style; Responses; Reopening)			ESCAPING FROM 1NT DOUBLED (8)
VS. PREEMPTS ( Doubles; Cue-bids; Jumps; NT bids)		X OF 1♠ THEN 2♥ = LIGHT (15+HCP). CUE BID (10).JUMP CUE IN m			RESCUING GENERALLY (8)
LEAPING MICHAELS (9). LEB. AFTER DIRECT SEAT T/O DBL.		= SPL. + INV. RESP. X DOES NOT PROMISE OR DENY. CUE=T/O			TWO-WAY JUMP SHIFTS TO 2-LEVEL BY UPH (47)
OF NAT. 2x OR EQUIVALENT (43). TFRS AFTER 2N. CUE ASKS		OBAR DBLS. = 8+HCP. BAL. X = 8+HCP (11). SCRAMBLE 2NT.			
STOPPER. JUMP CUE TO 4M=m'S. CHOICE OF GAMES CUES (44).		CUE BY DOUBLER AFTER 1M ADVANCE DENIES 4-CARD M.			SPECIAL FORCING PASS SEQUENCES
VS. ARTIFICIAL STRONG OPENINGS		SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			RARE. AFTER 2 OVER 1 RESP. (NON-COMP.), OR FG CUE
Vs. STRONG CLUB; DBL. = MAJORS. 1NT = MINORS. PASS THEN		NEG. DBL. (12). RESP. DBL. - NO SPECIAL SHAPE. 2-WAY			AFTER WE OPEN, OR OPPTS. ARE CLEARLY SACRIFICING.
NON-BALANCING ACTION = STRONG HAND. 2-LEVEL OVERCALL =		DBL. (13). COMP. DBL. (14). MAX AND MAX-EXT. (15).			AFTER DBL. OF NT OPENING OR OVERCALL (57).
NAT.OR SUIT ABOVE. AFTER OVERCALL, MIN.		SUPP. DBL. (16). CUE - T/O. SNT DBL. (17). L/D DBL.(18)			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
NT BID = CUE BID, IF NO OTHER SUIT BID NAT. BY OPPTS.		ANTI LEAD-DIRECTING DOUBLE			2/1 IN COMP.(58). 1m-1♥,2♥(59). 1M-2M,3M=G/T UNLESS
OVER OPPONENTS' TAKE OUT DOUBLE		SPLINTER DBL. = DON'T LEAD OTHER			LHO HAS BID. "McCABE"(60).NT AFTER PRE.(61).PENALTY
JORDAN 2NT, 4+TRUMPS. 1♠-(X)-2♥, AND 1♥-(X)-2♦ = GOOD		ACTION DBL. (19)			PASS OF RDBL.(62).2ND HIGH H AFTER DUMMY'S LEAD.
RAISE. AFTER 1M-(X), 3♣ = MIXED RAISE. WJS, 6+-CARD.					Psychics: SPLINTERS, CUEBIDS, GAME TRIES,
NEW SUIT F AT 1-LEVEL. RDBL. (45) PASS THEN BID = 2					RESCUING (8)
PLACES TO PLAY (46) PASS THEN DBL. = STR. PENALTY.					

OPENING BID DESCRIPTIONS							
Opening	Artificial	Min.	Neg Dble thr	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		3	5♦	PASS BAL. 12 HCP VUL.	1♦ USU. NO 4M IF WEAK 2♦,2♥,2♠.(47)		
1♦		3	5♣	ONLY 3-CARD IF 4-4-3-2	2♥,2S(47). 3♣,3M = INV. (34)RAISE=INV.+		
1♥		5	5♦	PASS MOST 11 HCP.	1♠ AND 1NT(SEMI-F)POSS LIGHT. 2♠(47)		
1♠		5	5♦	OFTEN 1♣ WITH 5-5	3♦,3♥ = INV. 4♦ = GD.4♠(48) BID. 3♣ = FR	AFTER INV JUMP, 3M = F. 4SFG	4-CARD M POSS. 2N= SING.
1NT			3♠V	12-14 NV+VUL 4TH	2-WAY STAYMAN. 2♠,2N PUP(50+51)	BARON COROLLARY, NF IN COMP	SNT SYSTEM (NON-COMP)
1NT				15-17 VUL 1-3,5M POSS	4-SUIT JTB (52), 3M = SPL	BIDS BELOW 3N USU. NT VALUES	Note#13207561
2♣		0	3♦+	STRONG ARTIFICIAL	2♦=WAITING. 2N = SEMI-POS IN ♣	CHEAPEST 3 SECOND NEG	
2♦	NV 1-3	0		WEAK TWO IN M OR 25+HCP	2M,3M,4H = P or C 2N INQUIRY (1)	2M THEN 3(4)M = NAT	
2♥		6		CONSTR. 4+♠ POSS.	2♠ = "OGUST"(54). 2N = ♠. 3y/z = NF		
2♠		6		7-CARD, 4+♥ POSS.	2N = "OGUST"(55) . 3m = NF. 3♥ = F		
2NT			4♥	20-22 MINUS	STAY, JTB. 3♠+3N PUP(56) SMOLEN	JTB(♥) THEN 3S = BARON (CXL ♥)	
3♣		6		VUL, 2H, SOUND.	3♦=PUP TO 3♥ (64). 4♦=KC(V) S/T(NV)		
3♦		6		VUL 2H SOUND	4♣ = KC(VUL), TRUMP ASK(NON-VUL)	4♦/4♣ (NV) = WORST	
3♥		6/7		SOUND VUL	4♣ = KC(V), TRUMP ASK(NV)	4♥/4♣ (NV) = WORST	
3♠		6		SOUND VUL	OTHER NEW SUIT BELOW GAME = F	4♠/4♣ (NV) = WORST	
3NT				GAMBLING NO A OR K	4/5♣ = PASS OR CORR. 4♦ ASKS SPL	5m/4♦ = SPL IN om	
4♣		7		VUL 7-4 OR 8-CARD	4♦ = RCKB. 4M,4N = NAT.		
4♦		7		SAME AS 4♣	5♣ = RKCB, 4M,4N = NAT		
4♥		7		LIMITED OUTSIDE ♥	5m=ASKING BID, 4N =RKCB. 4♠=NAT		
4♠		7		LIMITED OUTSIDE ♠	5y/z = ASKING BID. 4N = RKCB		
4NT							
5♣							
5♦							
5♥							
5♠							
5NT							
HIGH LEVEL BIDDING							
"SPLINTER BIDS". LAST TRAIN S/T. JUMP TO 4N OFTEN QUANT.							
RKCB 1430 (4N). OTHER KC SEQUENCES 0314. EXCL RKCB.							
REDWOOD. REESE. ROMAN DOPI, DEPO, ROPI. GERBER.							
"JOSEPHINE" JUMP TO 5♠ (5NT/ ♠ TRUMPS). "LIGHTNER" DBL.							
CUE-BIDDING STYLE - NO GUARANTEES PSYCHIC POSSIBLE							
ASKING BIDS. RETRANSFER AFTER 2N (ONLY TO 4M)							
RELAY FOR SING. - ALWAYS UP THE LINE.							
4♣/3N CAN BE PREPARING TO KC. 5N PICK-A-SLAM.							
NON-SERIOUS 3N (BAD TRUMPS POSS AFTER NT)							

(NOTE 1) 2♦ MULTI, BAD WEAK TWO IN EITHER M. COULD BE 5-CARD SUIT, OR 25 HCP BALANCED. (4TH SEAT = GOOD WEAK 2M OR BALANCED 25+HCP. RESPONSES TO 2♦: 2M = PASS OR CORRECT, 2N = INQUIRY, 3m = NF, 3M = PASS OR CORRECT, 4♣ = BID ONE UNDER, 4♦ = BID SUIT, 4♥ = PASS OR CORRECT. AFTER DOUBLE, PASS = NOTHING TO SAY, REDOUBLE = GOOD HAND, 2M = INVITES PARTNER TO COMPETE IN oM, OTHERWISE SYSTEM ON. AFTER 2M OVERCALL. DOUBLE = PASS OR CORRECT. AFTER OTHER OVERCALL, DOUBLE = PENALTY

(NOTE 2) 1♣-1♦ MAY BE 3-CARD WITH 8+9- WHEN PLAYING WNT, OR WHEN ANTI-POSITIONAL ALSO VERY LIGHT HAND OR 4-4-3-2 AND 10 HCP MAY BID 1♦.

(NOTE 3) OVER OPPONENT'S NT OVERCALL OF 1m, 2om = MAJORS. AFTER OPPONENT'S 1N OVERCALL OF 1M, 2♣ = ♣+♥, 2♦ = ♦+♥. 2N OVER 1N IS INVITATIONAL+ IN PARTNER'S SUIT OR GF IN OTHER

(NOTE 4) LEBENSOHL-VARIATIONS: WHEN WE OPEN AND THEY OVERCALL AT THE 2-LEVEL (WHETHER A JUMP OR NOT) AND OPENER BALANCES WITH DOUBLE, 2N SHOWS EITHER WEAKNESS OR A STOPPER.

(NOTE 5) "RUBENSOHL": AFTER THEY OVERCALL OUR SNT OPENING, EXCEPT 2♣ NOT MAJORS OR ANY SPECIFIC 2-SUITER) 2N SHOWS EITHER ♣ OR A STOPPER (MUST BE ♣ IF NO SUIT IDENTIFIED). 3-LEVEL BIDS ARE TRANSFERS (INV. OR BETTER IF COULD BE BID AT 2-LEVEL). IF 2N FOLLOWED BY CUE OR 3N IT SHOWS A STOPPER AND DOES NOT PROMISE ♣. AFTER 2♠, 3♥ = TO PLAY AND 3♦ = 5+CARD ♥, INVITATIONAL OR BETTER.

DOUBLE IS NEGATIVE, EXCEPT OVER 2♣ (NOT MAJORS), THEN IT IS STAYMAN.

(NOTE 6) WEAK JUMP SHIFTS AND RAISES IN COMPETITION: AFTER WE OPEN, A JUMP IN A NEW SUIT IS WEAK ONLY AT THE 2-LEVEL. AFTER WE OVERCALL, A JUMP IN A NEW SUIT IS WEAK AT 2 OR 3-LEVEL, UNLESS RESP. SHOWS A WEAK HAND. JUMP RAISE OF OPENING BID IS WEAK AFTER DOUBLE. ALSO JUMP RAISE TO 3M AFTER OVERCALL WHEN NV VS VUL. AFTER OVERCALL, JUMP RAISE IS ALWAYS WEAK.

(NOTE 7) MIXED RAISE: THIS SHOWS 4+ TRUMPS AND 7-9 HCP. AFTER WE OPEN 1m AND THEY OVERCALL 3m = MIXED. AFTER WE OPEN 1M AND THEY DOUBLE, 3♣ = MIXED. AFTER WE OPEN 1M AND THEY OVERCALL, 3M = MIXED (EXCEPT NV VS. VUL). AFTER WE OVERCALL, A JUMP TO 3 OF OPENER'S SUIT IS MIXED. ALSO, AFTER THEY OPEN AND WE OVERCALL 3♣ (3♦ AFTER 1♣ OPENING) IS LIMIT RAISE.

(NOTE 8) ESCAPING FROM 1NT DOUBLED: THE PLAYER RUNNING IS IN CONTROL, AND NT BIDDER SHOULD NOT ACT UNLESS PARTNER MAKES AN SOS REDOUBLE OR MAKES A 'FREE' BID, EXCEPT 2M DIRECTLY ALLOWS OPENER TO BID 4M OVER GAME.

WHEN RESCUING, DIRECTLY BIDDING ONE UNDER TWO POSSIBLE HAVENS AND THEN REDOUBLING SUGGESTS PREFERENCE FOR THE HIGHER PLACE TO PLAY. THIS DOES NOT APPLY AFTER WNT OPENING.

(NOTE 9) LEAPING MICHAELS: AFTER OPPONENT'S OPEN A WEAK 2x OR RAISE 1x-2x NF, 4m IS m+M 2-SUITER.

(NOTE 10) CUEBID AFTER T.O. DOUBLE: THIS IS FORCING UNTIL A SUIT IS BID TWICE OR ADVANCER BIDS 2N (EXCEPT 2m CUEBIDDER CAN PASS 2M).

(NOTE 11) BALANCING T.O. DOUBLE: IT IS A GENERAL PRINCIPLE THAT BAL. DOUBLER BIDS AGGRESSIVELY, WHEREAS ADVANCER BIDS AGGRESSIVELY AFTER A DIRECT SEAT DOUBLE.

(NOTE 12) NEGATIVE DOUBLE: NEG. DBL. OF 1♦ SHOWS 4+4+ IN M's. DBL. OF 1♥ SHOWS 4-CARD ♠ (1♠ SHOWS 5-CARD ♠). DBL. OF 1♠ SHOWS 4+CARD ♥. HIGHER DOUBLES ONLY GUARANTEE ABILITY TO CONTROL AUCTION. DBL. AT 1-LEVEL SHOWS 6+HCP, AT 2-LEVEL SHOWS 8+HCP, AND 3-LEVEL SHOWS 10+HCP. AFTER 1M OPENING, NEG. DBL. CAN BE 3-CARD LIMIT RAISE. OPENER BIDS LIMIT OF HAND. NT REBIDS ARE 1 HCP LIGHTER. OPENER SHOULD BID 3-CARD M IN PREFERENCE TO OTHER DISTORTIONS.

(NOTE 13) 2-WAY DOUBLE: AFTER THEY RAISE 1x TO 2x OR A WEAK 2x TO 3x, DOUBLE IN PASS-OUT SEAT IS EITHER PENALTY OR T.O. PARTNER JUDGES WHICH BY HIS HOLDING. AFTER WE OPEN AND THEY DOUBLE (OR SHOW A 2-SUITER), AND WE REDOUBLE (OR DOUBLE), IF AND ONLY IF NEXT PLAYER BIDS NATURALLY, A DOUBLE BY OPENER IS EITHER PENALTY

OR A HAND THAT WOULD HAVE REMOVED A PENALTY DOUBLE. BALANCING DBL. OF 1NT REBID IS EITHER TRAP WITH DUMMY'S SUIT OR LIGHT T.O. AFTER JTB TO 2M, DOUBLE IN PASS-OUT SEAT IS PENALTY OR T.O.

(NOTE 14) COMPETITIVE DOUBLE: ANY DOUBLE SHOWING VALUES BUT NO CONVENIENT BID. WHEN MADE BY RESP. SUGGESTS AT LEAST xx IN OPPONENT'S SUIT. E.G. 1♠-1♥(1♠), P(2♠)DBL. SAME IF OPENER DOUBLES A PREEMPTIVE BID (WHETHER RAISE OR NEW SUIT), BY RHO. 4TH X OR "SNAPDRAGON" DBL. DOES NOT PROMISE OR DENY ANYTHING, BUT USUALLY HAS 4TH SUIT WITH TOLERANCE FOR OVERCALLER'S SUIT.

AFTER SEMI-FORCING 1NT, DOUBLE OF NATURAL BID IS T.O. BY OPENER (COULD BE SING.) AND T.O./CARDS BY RESP. (2-3 CARDS IN THEIR SUIT).

(NOTE 15) MAXIMAL OVERCALL DOUBLE AND MAX-EXT: ONLY WHEN AN 8-CARD FIT HAS ALREADY BEEN AGREED AND THERE IS NO OTHER G/T AVAILABLE. MAX-EXT ONLY WHEN OTHER AVAILABLE BID IS NATURAL SUPPORT, E.G. 1♥-1♠ (2♠), 2♠ (3♠) DBL., SINCE 3♥ WOULD BE NATURAL SUPPORT. PLAYING WNT, THIS DOUBLE WOULD BE COMPETITIVE SINCE NO AGREED 8-CARD FIT.

(NOTE 16) SUPPORT DOUBLE: ONLY WHEN PLAYING SNT, WE RESPOND 1M AND OPPONENTS OVERCALL OR RAISE BELOW 2 OF OUR M. NOT MANDATORY. NOT OVER ANY NT OVERCALL OR ARTIFICIAL BID. NO SUPPORT REDOUBLES.

(NOTE 17) SNT DOUBLE: WHEN WE PLAY WNT, DBL. ON SECOND ROUND BY OPENER IS SNT OR BETTER.

(NOTE 18) LEAD DIRECTING DOUBLE: DOUBLE OF 1N-3N = LEAD WEAKER MAJOR. IF WE BID, DOUBLE MEANS LEAD MY SUIT. IF DOUBLER HAS NOT BID A SUIT, DBL. MEANS I CAN STAND THE LEAD OF YOUR SUIT, EXCEPT WHEN THAT SUIT WAS BID PREEMPTIVELY WHEN DOUBLE MEANS LEAD ANOTHER SUIT. DBL. OF SLAM ON BLIND AUCTION ASKS FOR HIGHEST RANKING UNBID SUIT, E.G. 2♠(3N)-P(6N), DBL. ASKS FOR ♥ LEAD.

(NOTE 19) ACTION DOUBLE: AFTER WE PREEMPT, DOUBLE OF SUIT BY PREEMPTER SHOWS 2-WAY EXTRA VALUES WITH THE EMPHASIS ON OFFENSE. ONLY APPLIES IF THE LEVEL WE ARE FORCED TO IS BEING RAISED BY ONLY ONE.

(NOTE 20) RESPONSIVE DOUBLE: THESE DO NOT PROMISE OR DENY ANYTHING, BUT SUGGEST THE OTHER SUITS.

(NOTE 21) 4TH FROM HONOR VS. NT: WE MAY LEAD HIGH WITH AN HONOR IF WE WANT A SHIFT. WE MAY LEAD LOW FROM UNDISCLOSED LENGTH (6+) WHEN PARTNER WILL KNOW WE DON'T HAVE ONLY 4-CARD, AND WE WANT THE SUIT RETURNED.

(NOTE 22) CASH-OUT SITUATION: IN THIS SITUATION (USUALLY WHEN DECLARER HAS PREEMPTED), WE CAN GIVE COUNT BY LEADING LOW FROM ODD NUMBER, 2ND HIGHEST FROM 4, AND HIGHEST FROM 2 OR 6. GIVE COUNT THE SAME WAY WHEN FOLLOWING IN THIS SITUATION.

(NOTE 23) LOW FROM HX,JX,10X: WHEN PARTNER HAS BID AND HAS ALMOST ALL THE OUTSTANDING STRENGTH OWNED BY OUR SIDE, IT IS POSSIBLE TO LEAD LOW FROM THESE HOLDINGS.

(NOTE 24) ACE ASKS UNBLOCK/COUNT VS. NT: UNBLOCK 10 OR HIGHER, OTHERWISE GIVE COUNT,

ACE FROM AK VS. SUITS EXCEPT 1)PARTNER'S SUIT; 2)DOUBLETON; 3)CONTRACT IS 5-LEVEL OR HIGHER; 4)DECLARER OR PARTNER OPENED 3♣ OR HIGHER; 5)ALARM CLOCK (USU. SHIFTING TO A SPL.).

(NOTE 25) SSxx VS. NT: NORMALLY LEAD SECOND HIGHEST, EVEN FROM A SEQUENCE. MAY LEAD HIGH, IF WE FEEL THIS IS CLEARER TO PARTNER.

(NOTE 26) HI = ENCOURAGING: THIS ALWAYS RELATES TO THE ENTIRE HAND, NOT JUST THE SUIT. WE PLAY A LOT OF MIDDLE CARDS WHEN NOT SURE OR WISHING TO TEMPORARILY MISLEAD PARTNER.

(NOTE 27) HI = SUIT PREFERENCE: FIRST CARD S/P, SECOND CARD REMAINDER COUNT, EXCEPT IN DUMMY'S LONG SUIT, THEN FIRST CARD COUNT, SECOND CARD SUIT PREFERENCE. SMITH VS. NT TAKES PRIORITY OVER S/P, BUT NOT COUNT IN DUMMY'S LONG SUIT.

WHEN YOU LEAD A POSS. SING. VS. SUIT TO PARTNER'S LENGTH AND HE WINS HAS (E.G.) AQJxx) AND DECLARER HAS THE KING, A THE Q ASKS FOR LOWER-RANKING

SUIT, A THEN J ASKS HIGHER. CAN GO DOWN TO 109, IF YOU LEAD Q AND DUMMY COVERS WITH KXX. THIS IS THE ONLY UPSIDE DOWN S/P WE PLAY.

(NOTE 28) OBVIOUS SHIFT: WHEN DUMMY HAS SING. OR BOTH PLAYERS KNOW NO MORE TRICKS CAN BE CASHED IN OPENING LEAD SUIT, LOW ASKS FOR OBVIOUS SHIFT, HIGH SAYS DON'T, 10 OR HIGHER ASKS FOR UNUSUAL SHIFT. THE OBVIOUS SHIFT IS DEFINED AS FOLLOWS:

- 1) ANY SUIT BID NATURALLY BY US. IF BOTH HAVE BID A SUIT THEN NON-LEADER'S SUIT. IF ONE PLAYER BID TWO SUITS, THEN FIRST BID SUIT.
- 2) DUMMY'S SUIT OF 2,3, OR 4 CARDS WITH FEWEST A,K, AND Q'S.

IF NO OBVIOUS SHIFT UNDER THESE RULES, THEN REVERT TO SUIT PREFERENCE.

(NOTE 29) HI = EVEN: IN DUMMY'S LONG SUIT. IF FIRST CARD WAS S/P, 2ND CARD IS REMAINDER COUNT.

(NOTE 30) HI = EVEN: WHEN PARTNER LEADS HIGH FROM LONG SUIT AND DUMMY HAS 4+ CARDS, GIVE COUNT WITH DOUBLETION.

WHEN PARTNER LEADS Q FROM AKQ (APPARENTLY), GIVE COUNT.

WHEN PARTNER LEADS Q AND DUMMY HAS KING AND WE HAVE ACE, GIVE COUNT.

(NOTE 31) SMITH SIGNAL VS. NT: ECHO IN FIRST SUIT LED BY DECLARER ASKS FOR CONTINUATION OF SUIT LED BY US. COUNT IN DUMMY'S SUIT TAKES PRIORITY. IF PLAYER'S HONOR HOLDING IS KNOWN AND LENGTH IS KNOWN OR IRRELEVANT, THEN NO SMITH. IF DUMMY HAS THREE SURE STOPPERS, NO SMITH.

(NOTE 32) HI = EVEN VS. NT: WHEN DUMMY WINS TRICK ONE AND WE CAN HAVE NO RELEVANT HONOR, GIVE COUNT.

IF PARTNER LEADS K AND DUMMY HAS AXX OR AXXX, GIVE COUNT.

(NOTE 33) HI = SUIT PREFERENCE VS. NT: WHEN DUMMY HAS THREE CLEAR STOPPERS, GIVE S/P NOT ATTITUDE.

(NOTE 34) INVITATIONAL JUMPS AND DOUBLE JUMPS TO 3-LEVEL: BY UPH, THE FOLLOWING ARE INV.: 1m-3om, 1m-3M, 1M-3 $\diamond$ , 1 $\heartsuit$ -3 $\heartsuit$ . IN COMP, ALL JUMPS AND DOUBLE JUMPS TO NEW SUIT AT 3-LEVEL ARE INV.

(NOTE 35) WNT OPENING: OFFICIALLY 12-14 BUT GOOD 11 POSS. AND 10 HCP WITH 6-CARD m HAS BEEN DONE. RESPONDER DOES NOT USUALLY PASS 1ST SEAT WNT WITH FEWER THAN 5 HCP, SO ALL BIDS ARE SUSPECT, ESPECIALLY 2 $\clubsuit$  AND 2 $\heartsuit$ . EVEN 3NT IS SUSPECT.

(NOTE 36) CUE-BID AFTER WE OVERCALL: DOES NOT PROMISE SUPPORT BY UPH. FORCING UNTIL A SUIT IS BID TWICE OR 2NT BY THE CUE-BIDDER.

(NOTE 37) DOUBLE JUMP CUE OF OPENER'S SUIT AFTER WE OVERCALL 1M: THIS SHOWS A GOOD PREEMPTIVE RAISE TO 4M AND INVOLVES PARTNER. RAISE TO 4M DOES NOT INVOLVE PARTNER.

(NOTE 38) 2 $\clubsuit$  INQUIRY AFTER BALANCING 1N (10-16 HCP): 1NT BIDDER BIDS: 2 $\diamond$  = 10-12, NO M; 2(o)M = NAT. 10-12; 2NT = 13-14 (NOW 3 $\clubsuit$  = STAY); 3m = 15-16 5-CARD m; 3 OPENER'S m = 15-16 NO M; 3M - 15-16 NAT. NO oM; 3N = 15-16 4-4 IN M's.

DIRECT RAISE TO 2N INVITES THE 10-12 HAND.

(NOTE 39) WEAK JUMP OVERCALLS NON-VUL: UPPER LIMIT OF PLAYING STRENGTH LESS THAN MAX. WEAK TWO OPENING. NEW MAJOR SUIT FORCING. 2NT INQUIRY NOW: 3 $\clubsuit$  = GOOD HAND ; 3 $\diamond$  = MEDIUM HAND; 3M = BAD HAND; 3NT = AQJxxx OR BETTER.

(NOTE 40) INTERMEDIATE JUMP OVERCALL VUL.: INTERMEDIATE, AT 2-LEVEL, ABOUT AKJXXX + A. AT 3-LEVEL, ABOUT AKJXXXX + A.

(NOTE 41) JUMP CUE ASKING FOR STOPPER: DIRECT JUMP CUE OF 3M OR ANY BALANCING JUMP CUE SHOWS A SOLID SUIT, USUALLY A MINOR. ADVANCER CAN BID 3N WITH STOPPER, 4 $\clubsuit$  WITH NO STOPPER, 4 $\diamond$  SLAM TRY ASKS SING., 3 $\heartsuit$  = 10XXX IN OPENER'S SUIT.

(NOTE 42) BALANCING DOUBLE AGAINST SNT: DOUBLE = ONE MINOR OR GOOD 2N.

AFTER OPPONENT RESPONDS 1NT TO 1M, BALANCING 2m SHOWS m AND SUGGESTS oM (AT LEAST 3-CARD). AFTER OPPONENT RESPONDS 1NT TO 1m. BALANCING 2m = M's,

BAL. 2om = om + M.

(NOTE 43) LEBENSOHL AFTER WEAK TWOS: DIRECT SEAT DOUBLE ONLY. 2N BY ADVANCER SHOWS WEAKNESS (BELOW OPENER'S SUIT), ASKS FOR STOPPER (3 CUEBID), A STOPPER (3 OTHER) OR RKCB (4-LEVEL). DIRECT JUMP TO 4m IS FORCING. DIRECT 3-LEVEL BIDS ABOUT KQXXX + K.

(NOTE 44) CHOICE OF GAMES CUEBID: THIS OCCURS USUALLY AT THE FOUR LEVEL AND USUALLY AFTER OPPONENTS HAVE MADE A PREEMPTIVE BID OR RAISE. THEY DO NOT APPLY IF 4-LEVEL CUE BID IS ONE UNDER LAST SUIT WE BID. E.G. AFTER (3♦)3♠-(P)4♦, OVERCALLER SHOULD ROUTINELY BID 4♥ WITH 5-3 IN THE MAJORS, EVEN 6-3 WITH BAD ♠. REPEAT CUE OR JUMP PREFERENCE BY ADVANCER SHOWS SLAM TRY WITH CONTROL.

(2♥)2♠-(P)3♥ SUGGESTS FEWER THAN 3-CARD ♠, UNLESS REPEAT CUE.

RETURNING TO THE HIGHER RANKING OF TWO REMAINING PLACES TO PLAY IS A SLAM TRY. RETURNING TO PARTNER'S SUIT AFTER COG CUEBID IS A SLAM TRY.

(NOTE 45) REDOUBLE FOR BUSINESS: AFTER WE REDOUBLE, DIRECT SEAT DOUBLE BY EITHER PLAYER USUALLY 4-CARD, BALANCING DBL. CAN BE 3-CARD. REDOUBLE OF OPENING 1-BID CREATES A COMPETITIVE FORCE TO THREE OF OUR SUIT (3RD SEAT OPENING ONLY FORCED TO TWO OF OUR SUIT).

IF ADVANCER BIDS DIRECTLY AFTER REDOUBLE OF OPENING ONE BID, DOUBLE BY OPENER IS EITHER 4-CARD PENALTY OR A HAND THAT WOULD HAVE REMOVED A PENALTY DOUBLE (SING. OR VOID).

REDOUBLE OF WEAK 2x OPENING IS FORCING TO 3x.

(NOTE 46) PASS THEN BID AFTER T.O. DOUBLE: THIS SHOWS 2 OR MORE PLACES TO PLAY, EXCEPT 1 UNDER 2M IS SUSPECT. PASS THEN RAISE = BAD RAISE. PASS THEN DOUBLE IS STRONG PENALTY DOUBLE.

(NOTE 47) SPECIALIZED JUMP SHIFTS BY UPH ONLY: 1♣-2♦ = EITHER A SJS IN ♦ OR A WJS IN ♥. 1♣-2♥ = EITHER A SJS IN ♥ OR A WJS IN ♠. 1♦-2♥ (VUL) = SJS IN ♥ OR WJS IN ♠. 1♦-2♥ (NON-VUL) = SJS IN H OR 9+-12- HCP BALANCED. 1m-2♠ = SJS IN ♠ OR MIXED RAISE TO 3m. 1♥-2♠ = SJS IN ♠ OR INVITATIONAL WITH ♣.

(NOTE 48) GOOD PREEMPTIVE RAISE TO 4M: A BID OF TWO UNDER 4M, I.E. 1♥-4♣ OR 1♠-4♦ IS A 'GOOD 1-4'. IT DENIES SING. OR VOID AND PROMISES AN A OR K OUTSIDE TRUMPS, OR TRUMP ACE. OPENER CAN BID IN BETWEEN AS AN ARTIFICIAL SLAM TRY.

(NOTE 49) "REVERSE DRURY (FIT)": OVER 2♣, 2N IS A SLAM INQUIRY. OVER 2♠, A NEW SUIT AT 3-LEVEL BELOW 3M (OR P-1♥, 2♣-2♠) CAN BE SING. OR VOID NOT FG. P-1♠, 2♣-2♥ IS MILDEST TRY (WEAKER THAN 2♦) OR 4-CARD SIDE SUIT ST.

AFTER INTERVENTION, INCL. DBL., SYSTEM OFF. OPENER PASSES WITH BAD HAND.

(NOTE 50) 2♠ PUPPET TO 2N OVER WNT: NOW 3♣ PUPPET TO 3♦ AND NOW: 3M = SING. OR VOID WITH ONE OR BOTH MINORS. 3N OVER 3♦ SHOWS 5-CARD ♥ W/OUT 2 OF TOP 3 HONORS AND OFFERS A CHOICE OF GAMES. AFTER 2N, 3♦ SHOWS 5-5 IN THE MAJORS INVITATIONAL OR BETTER. 3M OVER 2N SHOWS 5M + 4-CARD ♦, INV. 3N OVER 2N SHOWS 5-CARD ♥ WITH 2 OF TOP 3 HONORS, CHOICE OG GAMES. 4-LEVEL BIDS OVER 2N SHOW 6 OF BID SUIT, SPECIFIC 4-CARD SIDE SUIT AND NO VOID (♦ IS ALWAYS ONE OF THE SUITS).

(NOTE 51) 2N PUPPET TO 3♣ AFTER WNT: NOW 3♦ SHOWS 5-CARD ♠ WITHOUT 2 OF TOP 3 HONORS (3NT WITH 2 OF TOP 3), CHOICE OF GAMES. 3M = 5-CARD M + 4-CARD ♣ INV. 4-LEVEL BIDS AS NOTE 50, EXCEPT ♣ IS ALWAYS ONE OF THE SUITS.

(NOTE 52) 2♠ TRANSFER TO ♣ OVER SNT: THIS SHOWS EITHER ANY STRENGTH WITH ♣ OR INVITATIONAL IN ♦ (BID 3♦ NEXT). OPENER BIDS 2NT IF HE LIKES HIS HAND FOR 3NT ASSUMING PARTNER HAS ♣. RESP. 3M BID CONFIRMS ♣ AND SHOWS VOID, SING. OR 5-CARD M (REPEAT M WITH 5-CARD). 3♣ OVER SNT IS TRANSFER TO ♦, EITHER WEAK OR FG. 3M NOW AS AFTER 2♠.

(NOTE 53) WE JUMP TO 3M AFTER WEAK 2♦ OR 2♥: THIS IS INVITATIONAL IN THEORY, BUT COULD BE BID PREEMPTIVELY.

(NOTE 54) "OGUST" 2♠ AFTER WE OPEN 2♥: NOW 2NT = GOOD/GOOD OR BAD/BAD, 3♦ = GOOD HAND/BAD SUIT OR SIDE 4-CARD m, 3♦ = 4-CARD ♠, 3♥ = BAD HAND/GOOD SUIT, 3♠ = AKJxxx OR BETTER, 3NT = 5-CARD ♠, 4m = NAT. 6-5, 4♥ = 7-CARD ♥. OVER 2NT BY OPENER, 3♥ SAYS BID GAME WITH BAD/BAD PLAYER.

(NOTE 55) "OGUST 2NT" OVER WEAK 2♠: SAME AS OVER 2♥, WITH EVERY BID UP TO 3N ONE STEP HIGHER.

(NOTE 56) AFTER WE OPEN 2N, 3♠ PUPPET TO 3NT, AND 3NT PUPPET TO 4♣: AFTER 3♠-3NT, 4m = 5-CARD m + 4om, MILD SLAM TRY. 4♥ = 5♣+4♦ GOOD SLAM TRY. 4♠ = 5♦+4♣ GOOD SLAM TRY. 4NT = (xx)5-5 MILD SLAM TRY, 5♣ = (xx)5-5 GOOD SLAM TRY, 5♦ = (xx)5-5 SLAM FORCE.

AFTER 3NT-4♣, 4♦ = ♣ MILD SLAM TRY, 4♥ = ♣ GOOD SLAM TRY, 4♠ = ♦ MILD SLAM TRY, 4NT = ♦ GOOD SLAM TRY, 5♣ = ♦ SLAM FORCE. ONE-SUITER COULD BE 5-CARD.

IF 3♠ GETS DOUBLED, REDOUBLE BY OPENER IS TO PLAY. REDOUBLE BY RESPONDER SHOWS DOUBT, OR DESIRE TO ESCAPE TO 4m.

(NOTE 57) FORCING PASS AFTER WE DOUBLE 1NT: AFTER WE DOUBLE 1NT FOR PENALTY, PASS IS FORCING THRU 2♥. WHEN PASS IS FORCING, DOUBLE OF DIRECT NATURAL BID (OR NATURAL BID AFTER FORCED RDBL.) IS T.O. (FEWER THAN 3-CARD). PASS THEN PULL IS WEAKEST. ALL OTHER DOUBLES ARE PENALTY EXCEPT DOUBLER'S REOPENING DOUBLE AFTER FORCING PASS.

AFTER RESP. DOUBLES 1NT OVERCALL, PASS IS FORCING THRU 2 OF OUR SUIT. NEW SUIT BY DOUBLER IS NF.

(NOTE 58) TWO-OVER-ONE IN COMP.: THIS LEADS TO VERY NF STYLE. RESP. CAN PASS REBID RAISE OR (VUL) 2NT. OPENER CAN PASS REBID, RAISE, PREF., OR 2NT. cUEBID IS FORCING TO 4m

SAME BY PH 2/1 NOT IN COMP.

(NOTE 59) 1m-1♥, 2♥: AFTER 2♥, 2♠ RELAY. AFTER 1m-1♠, 2♠, 2NT IS A RELAY.

(NOTE 60) "McCABE": AFTER WE OPEN A WEAK 2M AND THEY DBL., NEW SUIT AT 3 OR 4-LEVEL BELOW GAME = FIT + OK TO LEAD. 2NT IS PUPPET TO 3♣, EITHER TO PLAY IN 3y/z (P OR BID SUIT), OR G/T IN M (BID 3M).

(NOTE 61) NT AFTER PREEMPTS INVOLVING PARTNER: A BID IN NT THAT CANNOT BE TO PLAY OR KC, SUGGESTS A DEFENSELESS HAND AND INVOLVES PREEMPTER. A RAISE DOES NOT.

(NOTE 62) PENALTY PASS OF REDOUBLE: ONLY PENALTY WHEN 1) WE OPEN, (OVERCALL)-P(P), DBL.(RDBL)-P. 2)(PREEMPT)P-(P)DBL., (RDBL.)P. 3) PARTNER SHOWS 5-5 AND DOUBLES (RDBL.) P. 4) WHEN OBVIOUS

(NOTE 63) FAST ARRIVAL: ONLY WHERE SPECIFICALLY AGREED, E.G.: 1) AFTER 1M-3♣ (EITHER PLAYER); 2) AFTER DRURY (OPENER ONLY); 3) AFTER PARTNER BIDS NF 1NT OR 2NT; 4) PARTNER PREEMPTS.

(NOTE 64) AFTER WE OPEN 3♣, 3♦ IS PUPPET TO 3♥ EITHER 1) TO PLAY 3♥ (PASS) 2) TO BID A NF 3♠ 3) TO SHOW A 3N BID WITH DOUBT 4) TO OFFER A CHOICE BETWEEN 4♣, 4♥ AND 5♣ (BID 4♣) 5) TO OFFER A CHOICE OF 4M (BID 4♦) 6) TO OFFER A CHOICE BETWEEN 4M AND 5♣ (BID 4M)