Defensive and Competitive Bidding
Overcalls (Style; Responses; Reopening)
1-level: Light
2-level: Sound
1 NT overcall (2ND/4TH; Responses; Reopening)
15-18 hcp same responses as after opening 1NT
Jump Overcalls (Style; Responses; Unusual NT)
Light jump overcalls, but NOT bad red vs. green
Direct and Jump Cue Bids (Style; Responses)
Over m: spade and one minor (5+5+)
Over M: other M and one minor (5+5+)
2NT: 2 lowest unbid (5+5+)
VS. NT (vs. Strong/Weak; Reopen: PH)
2♣=♥+♣
2 ♦ = ♥ + ♦
2♥=♥+♠
2=♠+ one m
2NT =both m
Dbl = long suit
VS. Preempts (Doubles; Cue bids; Jumps; NT bids)
Take out DBL
Cue-bid: ask stopper
VS. Artificial Strong Openings
Yezlek
Over Opponents' take out double
Rdbl (9)10+

Opening Leads Style									
Lead In Partner's Suit									
Suit	3-5 th		3-5 th	3-5 th					
NT	ATT / 3-5 th		3-5 th	-5 th					
Subseq	Attitude	Attitude							
Leads									
Lead	Vs. Suit		Vs. NT						
Ace	AK/AKx/AKxx(x	x)	AK/AKx/AKxx(x)						
King	KQ/KQJ(x)/KQT	T (x)	KQ/KQJ(x)/KQT(x)						
Queen	AQJ(x)/QJ(x)/QJ	AQJ(x)/QJ(x)/QJT(x)		AQJ(x)/QJ(x)/QJT(x)					
Jack	HJT(x)/JT(x)	HJT(x)/JT(x)		HJT(x)/JT(x)					
10	HT9x/AQT(x)/T9	HT9x/AQT(x)/T9x		HT9x/AQT(x)/T9x					
9	H9x/9xx/T9			H9x/9xx/T9					
х	Hxx <u>x</u> /HT9 <u>x</u> /x <u>x</u> x>	x(x)	Hxx x /HT9 x /x x xx(x)						
Signals in order of priority									
	-		larer	Discarding					
Suit:	Count	Count		Encrg/Discrg					
2 nd	Count	Count		Count					
3 rd									
NT:	Count	Count		Encrg/Discrg					
2 nd	Count	C	ount						
3 rd									

Odd number=encrg

Doubles

Takeout Doubles (Style; Responses; Reopening)

Light style, also reopenings

Special, Art and Comp Dbl/Rdbl's

Neg,responsive,to 4 v, support dbl,rdbl to 2 A



xy-NT/xyz:2♣=sign off in OR INV, 2♦=GF Nilslands slinkningar when 1NT opening is penaltydoubled

Psychics

Can occur

Opening	Art	Min. #	Neg. D. through	Description	Responses	Subsequent Auction	Passed Hand Bidding		
1*	x	1	4	(11)12+1+*	$1 \diamond = 4 + \checkmark, 1 \checkmark = 4 + \bigstar, 1 \bigstar = 6-9 \text{ or } \diamond (0-5,12+)$ Inverted M, 2NT weak pree with $\diamond \text{or} \diamond$, $3 \bigstar$ strong pree	Accepts TRF if 3card, jumps with/4-card an extra (13-14) 3 w/4-card 15-17 offshape 14-24 6-9 5+4			
1•		5	4	(11)12+5+•	INVERTED m, natural, 2NT weak pree with ♣or♦, 3♦ strong pree		1		
1♥		5	4	(11)12+5+♥	1NT 6-12 HCP, 2 ♦ weak raise in ♥ (4-7) OR nat GF. 2 8-11, 2 ♠ / 3 ♣ ♦ single, 2NT 10+ with support	After 2NT 3♥ minimum, colour 4+ and extra			
1		5	4	(11)12+5+	1NT 6-12 HCP, 2♥ weak rase in (4-7) OR nat GF, 2NT 10+ with support 3♣♦♥ single	After 2NT 3 minimum, colour 4+ and extra			
1 NT				(14)15-17 HCP May have 5M 7m, single, 5422	2♣weak stayman, 2♦GF, 2♥♠ to play, 2NT invite				
2*	x			Strong, HCP(22+) OR Tricks 9+	2♦rele 2M/3m 5 card with 2 topcard(AKQ)				
2•	x			6M (2-8HCP) or 20-21NT	2NT Forcing	3♣ min♥, 3♦ min♠, 3♥ max♠, 3♠ max♥, 3NT 20-21			
2♥	x	4		Minimum 4-4M (2-8HCP)	2NT forcing	3♣ 4414, 3♦ 4441, 3♥ 4423, 3♠ 4432 3NT longer♥, 4♣4405, 4♦ 4450, 4♥ longer♠			
2	x	5		5 ▲ (2-8HCP)	2NT forcing	2▲-2NT-Best m 2▲-2NT-3♣/♦- 3▲invite			
2 NT	x			Minor (5+5+) Weak/strong		Slam Conventions			
3x		6		Pree		1430 Blackwood (over ♦/♥/♠) and 0314 over ♣			
3NT	x			Solid m, gambling	4 ♣= p/c, 4♦ ask cue	Exlution 1430, DOPI/ROPI/DEPO			
4♣,♦		6		Pree		5NT is frequently pick a slam			
4♥,♠		6		Pree		Cue-bids			
4NT	x			Ask for specific aces	5 = 05NT = 25 / / / 6 that ace	Lightner DBL			