



LEADS AND SIGNALS					
DEFENSIVE AND COMPETITIVE BIDDING		OPENING LEADS STYLE			
OVERCALLS (Style; Responses; 1/2 Level; Reopening)		Lead	In Partner's Suit		
Sound, usually 10+ HCP; N/S-F1; J/S=fit; J Raise = PRE; Jump Cue = Mixed raise	Suit	RNOW; 3rd=even;low=odd	3rd=even;low=odd		
CUE-BID = limit raise +	NT	RNOW; 4th w/J or 109 or better	4th		Category: Natural - GREEN
4TH SUIT DOUBLE	Subseq	J, 10, or 9 shows 0 or 2 higher,	J, 10, or 9 shows 0 or 2 higher,		Country: USA
2NT over negative double of 1M overcall = 4 trump Limit Raise		otherwise same as on opening lead	otherwise same as on opening lead		Event: OPEN
1M (dbl) 3M-1 = Mixed raise	Other:	High from xxx in partner's raised suit.		Players:	Doug Doub - Adam Wildavsky
		Standard honor leads in dummy's suit or by a preemptor in a side suit.		SYSTEM SUMMARY	
		LEADS		GENERAL APPROACH AND STYLE	
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)	Lead	Vs. Suit	Vs. NT		
1N Direct O/C:16-19 HCP; as over 1NT open; TRF into OPP 5 cd suit = short, INV	Ace	Ax(+)	AKx(+)		KAPLAN-SHEINWOLD
Natural responses at the 2 level in competition, with RUBENSOHL	King	AKx(+); Kx	AKJ10(+); KQ109(+)		5-card M; NAT weak 2M: Specialized 2♣; 1NT resp:semi-F/1M
(1x) 1N (2y) Dbl = PEN	Queen	KQx(+); Qx	KQx(+); QJ9(+); KQx(+); AQJ(+)		
Reopen 1N: 10-14 over 1m; 12-16 over 1M; responses same as Direct 1N O/C	Jack	QJx(+); Jx	AQJ(+); QJT(+); Jx		
Reopen 2N: 20-22	10	JTx(+); KJTx(+); Tx	A/K/J10(+); J109(+); Tx		
JUMP OVERCALLS (Style; Responses; Unusual NT)	9	109x(+); (K/Q)T9x(+); KJ9x(+); 9x	A/K/Q)T9x(+); T9x+; 9x		1NT Openings: 12-14
1-Suit: WEAK	Hi-x	Sx	TSx(+); 9Sx(+); Sx(+)		2 OVER 1 Responses: 2m / 1M FG unless direct rebid.
2-Suit: 2N shows two lowest unbid suits	Lo-x	(H/x)xS; (H/x)xSx; (H/x)xxxS	HxxS(+)		2♣ / 1♠ = Natural, usually 9+ HCP, FG opposite Strong NT.
Reopen: INTERMEDIATE		SIGNALS IN ORDER OF PRIORITY		2♥ / 1♠ forcing to NT or preference.	
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)		Partners Lead	Declarer's Lead	Discarding	
(1♣)-2♣:♥+♠; (1♠)-2♠:♥+♠; (1♥)-2♥:♠+a minor; (1♠)-2♠:♥+ a minor	Suit:1st	Lo=encouraging	Hi=even	Lo=encouraging	
(1x)-P-(1y)-2x=NAT, 2y=NAT;	2nd	Hi=even	S/P	Hi=even	
JUMP CUE ASKS STOP over M; PRE/m	3rd			S/P	
VS. NT (vs. Strong / Weak; Reopening: PH)	NT: 1st	Lo=encouraging	Hi=even	Lo=encouraging	
VS ALL 1NT: 2♣: Ms; 2♠: ♥ or ♠; 2♥: ♥ + a minor; 2♠: ♠ + a minor	2nd	Hi=even	S/P	Hi=even	
DBL VS. STR 1NT (range including 16 HCP) = 5+ m and 4+M	3rd			S/P	
DBL VS WEAK 1NT = PEN	Signals (including Trumps):		REMAINDER COUNT=STND;		COMPETITIVE CUE=LIMIT RAISE or better
VS 2NT: DBL = 5+ m and 5+ M; 3♣ = ♥ & ♠			Trumps:Hi-lo shows O number or SP		FIT-SHOWING JUMPS (FIT) over our overcalls and over doubles of 1M
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)			Obvious shift principle: No SP at trick one		WEAK JUMP SHIFTS over doubles of our minor suit openings
(3x)-P-(3y)-DBL=T/O of x; 2NT scramble after PH DBL			Occasional S/P in trump.		RUBENSOHL over our 1N opening or overcall; Slow 3N shows a stopper
2NT(15-18):then Stayman, TRF.			Vs. NT: Hi-lo by third hand in declarer's 1st suit shows		UNUSUAL 1NT BPH
CUE=2-suited; JUMP CUE/2♦ = ♥ & ♠; JUMP CUE/2♥ or 2♠ = ♣ & ♦			present count in opening leader's suit.		WEAK JUMP RAISES IN COMPETITION
VS. ARTIFICIAL STRONG OPENINGS			Vs NT: Count or unblock on the lead of a K		
Over STR 1♣: Dbl=♣&♠ or ♦&♥; 1♦=M's or m's; 1N=♦&♠ or ♣&♥; Advances=P/C.			DOUBLES		
After 1♣-P-1♦: Dbl=♣&♠ or ♦&♥; 1♦=M's or m's; 2♣=♦&♠ or ♣&♥			TAKEOUT DOUBLES (Style; Responses; Reopening)		SPECIAL FORCING PASS SEQUENCES
5-4 or longer at equal or favorable; 5-5 or longer at unfavorable			CUE-BID by UPH=F to suit agreement or notrump;		1NT-(DBL)-RDBL:F thru 2NT
Over STR 2♣ opening (but not 2♦ response): same as over 1♣			May be light (10 with 4-4-4-1; 8 with 5-4-4)		Pass=F when: we have shown a high-card game force
OVER OPPONENTS' TAKE OUT DOUBLE			SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES		STR ART ... -(any)-PASS: F1
Transfer Responses:			1♣-(1♦)-DBL: 4-cards in both Ms; 1m-(1♠)-DBL shows 4+♥, 6+ HCP		2♦ (P) 2N
1♣ (Dbl) Rdbl=4+♦, 1♦=4+♥, 1♥=4+♠, 1♠=F1, ART, values for 1NT or better,			1m-(1♥)-DBL: exactly 4♠;		IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
1N=4♣ 5-8 HCP, 2♣=4+♠ 9+HCP, JS = weak			Most doubles of part-scores are for takeout		Penalty passes over redoubles, except:
2N=5+♣ 2-5 HCP, 3♣=5♣ 6-8 HCP, 3X = SPL, 3N=6♣ 6-8 HCP			Dbls are for t/o when opps have raised a suit, except 1X (1Y) P (2Y) P (P) Dbl		(1x) Dbl (Rdbl) Pass
			Dbls of natural bids are t/o after opps balance over 1NT		(1x) Pass (1y) Dbl (Rdbl) Pass
1♦ (Dbl) Rdbl=4+♥, 1♥=4+♠, 1N=5+♣, 1♠=F1, ART, values for 1NT or better.			ANTI L/D DBL		
2♣=4+♦ 9+ HCP, 2♦=4♦ 5-8 HCP, 2M = weak			DBL of CUE=T/O		(1♠) P (2♠) 2N = Any two suits
2N=6+♠ PRE, 3♣=5♦ 6-8 HCP, 3♦=5+♦ 2-5 HCP, 3M=SPL, 3N=6♦ 6-8 HCP			SPLINTER DOUBLES: On the auction (1X) P (4Y), where 4Y = SPL,		P (2♠) P P 2N = Any two suits
			Dbl requests lead of most expensive unbid suit except by an UPH at favorable		
1♥ (Dbl) Rdbl=4+♠, 1♠=F1, ART, values for 1NT or better, 1N=5+♣, 2♣=5+♦,			MAX-EXT		
2♦=3♥ 10+ SUPP PTS, 2♥= 3+♥ 5-9 SUPP PTS, 2♠, 3♣=FIT			NEG DBL THRU 7♠; unlimited w/o 5-card suit		
2N=LR, 3♦=MIXED RAISE, 3♥=PRE, 3♠=SPL, 3NT=F/G Raise,			RESP DBL thru 7♥		Psychics: Rare
4M=PRE raise			Strong Notrump Double: 1X (P) 1Y (2Y) Dbl = 15+ HCP, usually balanced		
			Speculative PEN DBL		
1♠(Dbl) Rdbl=F1, values for 1NT or better, 1N=5+♣, 2♣=5+♦, 2♦=5+♥,					
2♥=3♠ 10+ SUPP PTS, 2♠=3+♠ 5-9 SUPP PTS, 2N = LR, 3m=FIT					
3♥=MIXED RAISE: 3♠=PRE, 3NT=F/G Raise, 4M=PRE raise					

OPENING BID DESCRIPTIONS								
Opening	Artificial	Min.	Neg Dble thr	Description	Responses	Subsequent Auction	Passed Hand Bidding	
1♣	No	3	7♥	NAT, sound, usually 12+ HCP	1N=5-8; 2N=12-15; 3N=16-17 w/3-3-4-3	TRF checkback over 1N rebids; 3♣->3♦ over 2N rebids	J/S=fit	
1♣				15+ HCP if balanced	2♣=4+ ♣s, 9+ PTS; 2♦/♥/♠=STR; 3♣=PRE; 3♦/♥/♠=SPL			
1♦	No	3	7♥	NAT, sound, usually 12+ HCP	1N=5-8; 2N=12-15; 3N=16-17 w/3-3-4-3; 2♣=4(+) ♣, 9+ H	TRF checkback over 1N rebids; 3♣->3♦ over 2N rebids	J/S=fit	
1♦				15+ HCP if balanced	2♦=4+ ♦s, 9+ PTS; 2♥/2♠/3♣=STR; 3♦=PRE; 3♥/3♠=SPL			
1♥	No	5 (4)	7♥	NAT, usually 12+ HCP if balanced	1N=semi F; 2m=FG unless rebid; 2♠/3♠/3♦=STR	Short suit game tries; 3♣->3♦ over 2N rebids	REVERSE DRURY (FIT): 10+ PTS; J/S=fit except 3♣;	
1♥					2N=FG raise; 3♥=LIMIT; 3♠, 4m=SPL; 3N=good raise to	3♣ asks shortness by steps over LR	2N=♣ + fit	
1♠	No	5 (4)	7♥	NAT, usually 12+ HCP if balanced	1N=semiF; 2m=FG unless rebid; 3♠/3♦/3♥=STR; 3♠=LI	Short suit game tries	REVERSE DRURY (FIT): 10+ PTS; J/S=fit except 3♣;	
1♠					1♠-2♥=F1 ;2N=FG raise; 4m, 4♥=SPL; 3N=good raise to		2N=♣ + fit	
1NT	No		3♠	12-14; no 5-card M;	2♣=STAYMAN; 2♦=TRF to ♥s or 44(14); 2♥=TRF to ♠s	After 1N-2♣, 2N=min and 3♣=max		
1NT				usually no 6-card m	2♣=range ask or ♣s; 2N=TRF to ♦s; 3c=ms signoff;	After 1N-2N, 3♣=preaccept		
1NT					3♦-(14)44; 3♥=3-1-(54); 3♠=1-3-(54); 4c=Gerber;	ESCAPING FROM 1NT DOUBLED: Natural,		
1NT					4♦=F slam; 4♥/4♠=NAT;	4 x 1 bids lowest suit then redoubles,		
1NT						4-4-3-2 bids suit below lower 4-card suit and runs.		
2♣	Yes	0	No	22-36 HCP or 9+ tricks	2♦=0-6 HCP; 2♥=7+ HCP, at least one king; 2N=♥	2♣-2♦-2♥ forces 2♠; double in COMP=7+HCP		
2♦	Yes	0	7♥	11-14 HCP; (4441) or (5440)	2♥, 2♠, 3♣=P/C; 2N=F1, asks suit below shortness;	After opener's response to 2N, bid of opener's		
2♦					3♦, 3♥, 3♠=long suit INV	shortness starts relays		
2♥	No	6 (1st&2nd)	No	Decent 6-card suit in 1st/2nd	NSF1; 2N asks for a side stopper			
2♠	No	6 (1st&2nd)	No	Decent 6-card suit in 1st/2nd	NSF1; 2N asks for a side stopper			
2NT	No		3♠	20-21 BAL; may contain 5-card M	Stayman, 3♦, 3♥, 3♠, 4♣=TRF; Texas	SMOLEN		
2NT					3♦ could be a weak major-minor 2-suiter.			
3♣	No	7 (6)		Shows a decent suit -- not wild	NSF			
3♦	No	7 (6)		Shows a decent suit -- not wild	NSF			
3♥	No	7 (6)		Shows a decent suit -- not wild	NSF			
3♠	No	7 (6)		Shows a decent suit -- not wild	NSF			
3NT	No			Solid minor suit with 3 side stoppers				
4♣	No	8 (7)						
4♦	No	8 (7)						
4♥	No	8 (7)						
4♠	No	8 (7)						
HIGH LEVEL BIDDING								
Usually cue 1st before 2nd except K when partner is known not to be short								
5NT: GSF; RKCB 0314								
DOP1; DEPO if they bid 5 of our trump suit or higher								
GERBER when last call was 1NT or 2NT								
KICKBACK after suit agreement								
LAST TRAIN								
LIGHTNER								
5♣ = SUPER-GERBER (rare)								