



DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			
OVERCALLS (Style; Responses; 1/2 Level; Reopening)		OPENING LEADS STYLE			
Aggressive 1-level; sounder 2-level CUE-BID RESP is			Lead	In Partner's Suit	
usually support Change of level by UPH is forcing		Suit	3rd=even;low=odd	same	
New suit JUMP=FIT,INV Jump RAISE=PRE Jump Cue =		NT	4th best	same	Category: Blue
Mixed Raise Tranfers after overcall is doubled		Subseq	3rd=even;low=odd	3rd=even;low=odd	Country: U.S.A.
		Other: Ace from Ace-king unless suit was bid/shown or			Event: All
		5+ level. Q-KQ109			Players: David Berkowitz Larry Cohen
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY
Direct seat = 15-18 (Front of Card)		Lead	Vs. Suit	Vs. NT	GENERAL APPROACH AND STYLE
Balancing Seat = 10-15		Ace	AKx(+) not 5+lev or bid	same (Ace gets S.P.)	PRECISION 5-card Majors - Nat Resp 1D=2+ Open lig
Balancing 2NT = Natural Strong (18-20 if jump)		King	KQx(+) (AK in own suit)	same (count hi-lo=E)	ht(11+) 2/1 GF 1NT semi-F/1M Fast Arrival
Sandwich 1NT is Natural Sandwich 2NT=Intermediate		Queen	QJx(+) (KQ in own suit)	same (count hi-lo=E)	PRE:Light NAT weak 2M Aggressive COMP styl
		Jack	J10x(+) or KJ10x(+) (QJ in own suit)	same (count hi-lo=E)	e Frequent non-PEN DBL Frequent ART COMP 2NT bi
JUMP OVERCALLS (Style; Responses; Unusual NT)		10	109x(+) or 10x or H109x (J10 in own)	same (count hi-lo=E)	ds Frequent WJO Many FIT bids
1-Suit: WEAK 5-card possible Loose opp PH		9	98x or 9x or H98x	same (count hi-lo=E)	
2-Suit: Michaels		Hi-x	Sx	same (count hi-lo=E)	1NT Openings: 10-12 1st/2nd N.V., 14-16 Vul, or 3rd/4th
		Lo-x	xxS xxxS	Usually High	2 OVER 1 Response GF (Except in comp.)
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
UPPER SUIT CUE (1m)-2m:S+H (54+) (1S)-2S:H+minor		Suit:1st	S/P	Hi/lo=E	ODD=encour.
(1H)-2H:S+m 2NT responses asks for minor		2nd		S/P	Hi/lo=E
If doubled : Pass=Pick. Redouble=relay to cheapest		3rd			
suit (don't want it led) Direct bid=lead directing		NT: 1st	Hi/lo=E	Hi/lo=E (but...	ODD=encour.
VS. NT (vs. Strong / Weak; Reopening; PH)		2nd	S/P	Hi/lo=E	S/P
Aggressive - especially in balancing seat:		3rd			
DONT: 2C=C+any 2D=D+MAJ 2H=H+S 2S=S dbl=1 suit		Signals (including Trumps): Hi-Lo usually even count -			JUMP CUE = MIXED RAISE OVER OPPONENT'S 1NT OVERCALL:
		but usually S/P in trumps (or hi-lo equals want a ruff)			2C=C+M, 2D=Majors ESCAPING FROM 1NT DBL
vs. weaker NT (upper range = 14 or less:)		Attitude is upside-down (High = discouraging)			[10-12: Pass forces XX to play or to scramble, direct b
dbl=13+ 2C=H+S 2D=H or S 2H=H+minor 2S=S+minor		DOUBLES			ids = one suit] [Note 10] Escaping from double o
		TAKEOUT DOUBLES (Style; Responses; Reopening)			f strong notrump : XX=One suit, Bids= cheapest of two s
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)		May be light with classic shape Emphasize Ms;m unclear			uits 1D-2H=5H+4S weak, 1D-2S=5H+4S Inv
LEB after (WK2x)-DBL-(P)- all seats CUE=STOP ASK		EQUAL LEVEL CONVERSION CUE-BID=F to S/A			
4NT=Natural Over WK 2D:4C=C+M,4D=S+H Over WK 2M:		SCRAMBLING 2NT LEB after wk. 2 Over RDBL: Jumps			
4C=OM+C,4D=OM+D (2D) 3D = Majors		are weak Raise by doubler could be light			SPECIAL FORCING PASS SEQUENCES
VS. ARTIFICIAL STRONG OPENINGS		SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			1x-(DBL)-RDBL:F thru 2S Pass and Double are inverted
Aggressive CRASH (Dbl = Color 1D=SHape 1NT=RANK)		NEG DBL THRU 7H 1m-(1H)-DBL denies 4S (usually both			in big club auctions on high levels
after 1D response the CRASH bids are Dbl, 1NT, and 2C		minors) RESP DBL thru 7H At 3+-level,RESP DBL:			
To show his own suit responder must first bid NT		Useful values,any shape OPT DBL: use Law of Total			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
suit lengths and suit quality could be minimal		Tricks SUPP DBL THRU 3M Most low-level DBLs=TO			Resp's non-reverse new suit in comp=NF 2/3-level
OVER OPPONENTS' TAKE OUT DOUBLE		2-WAY DBL (after their multi response of 2H)			1D-1M-2other major could be an artificial 3-card raise
New suit on one level = F JUMPS=FIT 2NT=Raise		COMP DBL RESP-EXT MAX DBL LEAD-DIRECTING DBL			with long diamonds 4th suit GF
Tranfers after 1H Dbl or 1S Dbl :		(Double of splinter says lead highest unbid suit)			Psychics: Very rare
1 MAJ Dbl : 1NT=C 2C=D 2 below = good raise		ANTI L/D DBL (dbl of our suit usually says lead other)			
raise could be very light [Note 9]					
OPENING BID DESCRIPTIONS					

Opening	Artificial	Min.	Neg Dble th	Description	Responses	Subsequent Auction	Passed Hand Bidding
1C	ü	0	7H	16+ if BAL (1st, 2nd N.V.)	1D=NEG 0-7 0-8 if 1,2 NV 1H/S/2C/2D = 5+, NAT GF	After 1D : 1NT=16-18 (17-18 1,2 NV) 1H= artif. force	1C-1NT can't be 10-12
1C				17+ if BAL (Vul or 3rd/4th seat)	1NT = 8-13 (9-14 1,2 NV) 2H/S = 6+, 4-7 HCP	[Note 16] 1S/2C/2D = Natural, NF 2H=Artificial [Note	if PH not vulnerable
1C				PRECISION	concent. 2NT = 14+ (15+ 1,2 NV) 3C/D = 4x1 GF 3S=	3] 2S=Artificial 3 suited [Note 4] 2NT=21=22 (front of	
1C					solid suit 3H/3N/4C/4D=4x1 suit below 0/1	card) 3C/3D=Nat NF 3H=minors GF	
1D	ü	2	7H	2+D 11-15 pointsCould have 5C	1H/1S Natural (Very rarely 3) 1NT=6-10,	1NT rebid (NV 1/2 seat) = 13-15 1NT rebid (Vul, or 3/4	Jump by PH = fit
1D					2NT=Invitational 3NT=13-15 2C=GF 2H/2S=GF	seat) = 11-13 Raise to 2Maj = Usually 4 cards 2-way	
1D					2D/3D = Inverted 3H/3S/4C=Wk.2H=5H+4S weak	checkback after 1NT rebid 1D (Dbl) 2C = Natural, NF	
1D					2S=5H+4S Inv.	1D- 1M- 2 other Major = ART [17]1D-1M- 2D- 2NT ART	
1H		5	7H	11-15 HCP may be 4-card in 3rd or	1NT = semi-force 2/1=GF single raise =3 trump, 7+ -	2-Way Game Try [Note 7] Bart [Note 8]2-way	
1H				4th seat	103C=Inv. 3D=4 trump (limit) 2NT=aritif. GF raise	checkback after 1NT rebid 1H-1NT-2 any - 2S =forces	
1H					[Note 6] 3NT=4x3 13-15 NF Splinters Raise to 3 =	2NT to show more than a direct action	
1H					preemptive	1M-1NT-2M-2NT : 3C=artif. maximum	
1H						1S-1NT-2H-3C= Artif. XX=2-fit Pass then Dbl=Pen.	
1H						1S-1N-2H-3C=Artif. [Note 18]]	
1S							
1NT			7H	10-12 NV 1st 2nd	2-Way Stayman 3 level=to play2NT=Artif., Inv+ (6 card	1NT-2NT asks lowest rejection suit Run-outs from	Special Lebensohl [Note 11]
1NT					suit)	double [Note 10]	
2C		6	7H	11-15 HCP 6+C (5+ 3rd seat)	2D=Artif. ask 2M=1 rd. force 2NT,3C=Relays [Note	2C-2D : Arif. responses [Note 13] 2C-2M: Slow arrival	Jumps = fit by PH
2C					12] 3D/3H/3S=Inv. 4C=Weak 4D=RKC	(jumps=extra)	or in competition
2D	ü	0		11-15 0-1 D (1st, 2nd, 4th)	2NT Asks [Note 14] 2H/2S/3C =to play H/3S = GF 4+	2D-2H - Always pull with 3H ;2D-3M : 3NT = 3 M	
2H		5		Weak 2-Bids Could be 5-cd	2NT asks Feature New Suit NF if Not Vul.		
2S							
2NT			7H	21-22	Stayman, Transfers (3&4 level)		
3C		6		Natural Preempt	New Suit NF if Not Vulnerable		
3D							
3H							
3S							
3NT	ü			Gambling 3rd,4th	Pretty much a bar bid		
4C	ü	0		NAMYATS	One over=RKC		
4D							
4H		6		Weaker than 4C/4D	One over = RKC		
4S							
4NT	ü			Good 5 of a minor	minors = pass/correct		
5H							
5S							
5NT							
HIGH LEVEL BIDDING							
SERIOUS 3NT LAST TRAIN DI (rare) 5NT = pick-a-slam RKCB KICKBACK							
EXCLUSION BLACKWOOD DOPI through 5D DEPO above 5D GERBER							
SUPERGERBER GSF LIGHTNER DOUBLES PRECISION TRUMP AND							
CONTROL ASKING BIDS [Note 1]							
]PASS/DOUBLE INVERSION AFTER BIG C [Note 2]							
4C-4D Special RKC [Note 5]							