



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 -- BUT SEE NOTE 20	same (Ace gets S.P.) NOTE 21		PRECISION 5-card Majors - Nat Resp 1D=2+ Open lig
Balancing 2NT = Natural Strong (18-20 if jump)	King	AKx(+) NOTE 20	KQx (count hi-lo=E) Note#11		ht(11+) 2/1 GF 1NT semi-F/1M Fast Arrival
Sandwich 1NT is Natural Sandwich 2NT=Intermediate	Queen	KQx(+)	QJx (count hi-lo=E)		PRE:Light NAT weak 2M Aggressive COMP styl
	Jack	QJx(+)	J10x (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	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: 14-16
	Lo-x	xxS xxxxS	Usually High		2 OVER 1 ResponseGF (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	PRECISION 2D(1st,2nd,4th seat) GAMBLING 3NT(3rd, 4th
UPPER SUIT CUE (1m)-2m:S+H (54+) (1S)-2S:H+minor	Suit:1st	S/P	Hi/lo=E	ODD=encour.	seat) NAMYATS(1st,2nd,4th seat) BERGEN 4-CD RAISES
(1H)-2H:S+m 2NT responses asks for minor	2nd		S/P	Hi/lo=E	1D-1M MAY BE THREE CARDS(rare) OBAR BIDS 2NT for
If doubled : Pass=Pick. Redouble=relay to cheapest	3rd				TAKEOUT SCRAMBLING 2NT GROPE 2NT WEAK JUMP RAISES
suit (don't want it led) Direct bid=lead directing	NT: 1st	Hi/lo=E	Hi/lo=E (but...	ODD=encour.	IN COMPETITION COMPETITIVE CUE=LIMIT RAISE (or better)
VS. NT (vs. Strong / Weak; Reopening; PH)	2nd	S/P	Hi/lo=E	S/P	LEBENS OHL-FASTLEB-VARIATIONS [Transfer Lebensohl after
Agressive - especially in balancing seat:	3rd				our 1NT] FIT-SHOWING JUMPS IN COMPETITION
DONT: 2C=4+C+4+any 2D=4+D+4+MAJ 2H=4+H+4+S 2S=6+S	Signals (including Trumps): Hi-Lo usually even count -			JUMP CUE = MIXED RAISE OVER OPPONENT'S 1NT OVERCALL:	
dbl=1 suit	but usually S/P in trumps (or hi-lo equals want a ruff)			2C=C+M, 2D=Major Escaping from double of strong	
vs. weaker NT (upper range = 14 or less): dbl=13+	Attitude is upside-down (High = discouraging)			notrump : XX=One suit, Bids= cheapest of two suits 1D	
2C=4+H+4+S 2D=1 5+ Maj. 2H=4+H+minor 2S=4+S+minor	DOUBLES			2H=5H+4S weak, 1D-2S=5H+4S Inv	
	TAKEOUT DOUBLES (Style; Responses; Reopening)				
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	May be light with classic shape Emphasize Ms:m unclear				
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	
vs. Big Club : X=Maj NT=minors	NEG DBL THRU 7H 1m-(1H)-DBL denies 4S (usually both			in big club auctions on high levels	
	minors) RESP DBL thru 7H At 3+-level,RESP DBL:				
	Useful values,any shape OPT DBL: use Law of Total			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
	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	
Trasnfers after 1H Dbl or 1S Dbl :	(Double of splinter says lead highest unbld 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.) 17+ if	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 if PH not vulnerable
1C				BAL (Vul or 3rd/4th	1NT = 8-13 (9-14 1,2 NV) 2H/S = 6+, 4-7 HCP concern	[Note 16] 1S/2C/2D = Natural, NF 2H=Artificial [Note	
1C				seat)PRECISION	2NT = 14+ (15+ 1,2 NV) 3C/D = 4x1 GF 3S= solid suit	3] 2S=Artificial 3 suited [Note 4] 2NT=21=22 (front of	
1C					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	seat) = 11-13 Raise to 2Maj = Usually 4 cards 2-way	
1D					2H/2S=5S+4H2D/3D = Inverted	checkback after 1NT rebid 1D (Dbl) 2C = Natural, NF	
1D					3H/3S/4C=Wk.2H=5H+4S weak 2S=5H+4S Inv.	1D - 1M - 2 other Major = artif. [17]1D - 1M - 2D - 2NT	
1D						= art. [18]	
1H		5	7H	11-15 HCP may be 4-card in 3rd d	1NT = semi-force 2/1=GF single raise =3 trump, 7+ -	2-Way Game Try [Note 7] Bart [Note 8]2-way	Jumps by PH=fit Suit/Lead after Dbl [Note 9] Drury
1H				4th seat	103C=Inv. 3D=4 trump (limit) 2NT=arif. GF raise [Not	checkback after 1NT rebid 1H-1NT-2 any - 2S =forces	(Reverse)
1H					6] 3NT=4x3 13-15 NF Splinters Raise to 3 = preemptiv	2NT to show more than a direct action 1M-1NT-2M-2N	
1H						3C=artif. maximum 1S-1NT-2H-3C= Artif. XX=2-fit	
1H						Pass then Dbl=Pen. 1S-1N-2H-3C=Artif. [19]	
1S							
1NT			7H	14-16	Stayman, 4-suit transfers, 2NT=inv., 3C=Puppet	Smolen (1NT-2C-2D-3M=5 of other M) Retransfers,	Special Lebensohl [Note 11]
1NT					Stayman 3D=to play 3H/3S=0-1 Texas	1NT-2D-2H-2S=Inv. New suits after Transfer = GF by	
1NT						UPH	
2C		6	7H	11-15 HCP 6+C (5+ 3rd seat)	2D=Artif. ask 2M=1 rd. force 2NT,3C=Relays [Note 12	2C-2D : Arif. responses [Note 13] 2C-2M: Slow arrival	Jumps = fit by PH or in competition
2C					3D/3H/3S=Inv. 4C=Weak 4D=RKC	(jumps=extra)	
2D	ü	0		11-15 0-1 D (1st, 2nd, 4th)	2NT Asks [Note 14] 2H/2S/3C =to play H/3S = Game	2D-2H - Always pull with 3H 2D-3M : 3NT shows 3 in	
2D					force, 4+	that major	
2H		5		Weak 2-Bids Could be 5-cd	2NT asks Feature New Suit NF if Not Vul.		
2S							
2NT			7H	25-26 Balanced	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		
5C							
5D							
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 CONTR							
ASKING BIDS [Note 1] PASS/DOUBLE INVERSION AFTER BIG C [Note 2]							
4C-4D Special RKC [Note 5]							