| DEFENSIVE AND COMPETITIVE BIDDING |
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| OVERCALLS (Style: Responses: $\mathbf{1}$ / 2 Level; Reopening) |
| Level 1 = 8+ HCP, 5+ cards suit |
| Level 2 = 10+ HCP, 5+ cards suit |
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| 1NT OVERCALL (2 ${ }^{\text {nd } / 4 ~}{ }^{\text {th }}$ Live; Responses; Reopening) |
| $2^{\text {nd }}=10-15$ HCP, 4 Major and 5+ Minor |
| $4^{\text {th }}=10-15$ HCP, 4 Major and 5+ Minor |
| $4^{\text {th } ~=~ 0-9 ~ H C P, ~ T w o ~ b o t t o m ~ s u i t s ~}$ |
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| JUMP OVERCALLS (Style; Responses; Unusual NT) |
| Jump overcalls = 6-11 HCP, 6+ cards suit |
| 2NT = 6-9 or 16+ HCP, Two bottom suits |
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| DIRECT \& JUMP CUE BIDS (Style; Response; Reopen) |
| 1C - 2C = 10+ HCP, 5+ Club suits |
| 1C - 2D = 6-9 or 16+ HCP, Two suits Major |
| 1D - 2D = 6-9 or 16+ HCP, Two suits Major |
| 1H - 2H = 6-9 or 16+ HCP, 5+ Spade and 5+ Minor |
| 1S - 2S = 6-9 or 16+ HCP, 5+ Heart and 5+ Minor |
| VS. NT (vs. Strong/Weak; Reopening;PH) |
| Double = 10+ HCP, 6+ Minor |
| 2C = 10+ HCP, Two suits Major (At least 5-4) |
| 2D = 10+ HCP, 6+ Major |
| 2H = 10+ HCP, 5+ Heart and 5+ Minor |
| 2S = 10+ HCP, 5+ Spade and 5+ Minor |
| 2NT = 10+ HCP, Two bottom suits |
| Weak NT = NAT |
| VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids) |
| Double = Takeout double |
| Overcall = 12+ HCP, 5+ cards suit |
| 2NT = 16-18 HCP, should stopper |
| VS. ARTIFICIAL STRONG OPENINGS- i.e. $1 \& ~ o r ~ 2 \& ~$ |
| Level 1 = 8+ HCP, 5+ cards suit |
| Level 2 = 10+ HCP, 5+ cards suit |
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|  |  |  | DESCRIPTION | RESPONSES | SUBSEQUENT ACTION | COMPETITIVE \& PASSED HAND BIDDING |
| 1\% |  | 2 | At least 2 cards 12-21 HCP | NAT 2 over 1 Game Force |  |  |
| 1 |  | 4 | At least 4 cards 12-21 HCP | NAT 2 over 1 Game Force |  |  |
| $1 \vee$ |  | 5 | At least 5 cards 12-21 HCP | NAT 2 over 1 Game Force |  | 2C Support 4+ cards 10-11 HCP |
|  |  |  |  | 2NT $=16+$ HCP, Support 4+ cards |  | 2D Support 3 cards 10-11 HCP |
|  |  |  |  | $3 \mathrm{C}=6+\mathrm{HCP}$, Support 4+ cards |  |  |
|  |  |  |  | $3 \mathrm{D}=10+$ HCP, Support 4+ cards |  |  |
|  |  |  |  | $3 \mathrm{H}=10-11 \mathrm{HCP}$, Support 3 cards |  |  |
|  |  |  |  | 3S = Splinters HCP 16+ |  |  |
| $1 \wedge$ |  | 5 | At least 5 cards 12-21 HCP | NAT 2 over 1 Game Force |  |  |
|  |  |  |  | Same as 1H |  | Same as 1H |
| 1NT |  |  | Balance 15-17 HCP <br> No 5 cards Major | Stayman \& Transfers |  |  |
| 2\% |  | 0 | 22+ HCP or 4 loser | NAT |  |  |
| 2 |  |  | Weak one suit major 6-11 | $2 \mathrm{H}=0-11 \mathrm{HCP}, 2 \mathrm{~S}=12-14 \mathrm{HCP}, 2 \mathrm{NT}=15+\mathrm{HCP}$ |  |  |
| 2v |  | 5 | 5+ Hearts and 5+ Minor 6-11 | $2 \mathrm{NT}=15+\mathrm{HCP}, 3 \mathrm{C}=0-14 \mathrm{HCP}$ |  |  |
| 2A |  | 5 | 5+ Spades and 5+ Minor 6-11 | $2 \mathrm{NT}=15+\mathrm{HCP}, 3 \mathrm{C}=0-14 \mathrm{HCP}$ |  |  |
| $\begin{aligned} & \hline \text { 2NT } \\ & \text { 3 } \\ & \hline \end{aligned}$ |  |  | Balance 20-21 HCP | Puppet-Stayman \& Transfers |  |  |
|  |  | 7 | Pre-emptive | NAT |  |  |
| $\begin{aligned} & \hline 3 \\ & 3 \end{aligned}$ |  | 7 | Pre-emptive | NAT |  |  |
|  |  | 7 | Pre-emptive | NAT |  |  |
| 3 n |  | 7 | Pre-emptive | NAT |  |  |
| 3NT |  |  | Solid Minor suit 7+ cards | 4C = Relay Minor, 5C = Relay Game Minor |  |  |
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