SAME IF 1 / 2 LEVEL REOPENING Suit 1-3-5 TH 1/3/5 TH NCBO: BELGIUM Responses: new suit F1, even 2/1 NT SAME SAME PLAYERS: CLAUD Subsequent SAME - ATTITUDE SAME - ATTITUDE SAME - ATTITUDE BBC 4 - HC Subsequent Vs. Suit Vs. NT BBC 4 - HC Other: ACE ASKS SIGNAL. K ASKS COUNT (or unblock vs NT) Switch :0-2 (none or 2 above) with sequences (cont or discont) down to the 9 BBC 4 - HC INT OVERCALL (2nd/4th Live; Responses; Reopening) Lead Vs. Suit Vs. NT A TH : 10-14 SYSTEM ON (no changes) Lead Vs. Suit Vs. NT Ace AK(x) KQ(x) KQI(x), QI9(x) GENERAL APPROA Jump OVERCALLS (Style; Responses; Unusual NT) Jack J10(x) SAME AS VS. SUIT I WEAK (except 2-suiter cases – see below) 9 98(x), 9x SAME AS VS. SUIT I UNUSUAL NT: 2 LOWEST SUITS Hi-X EVEN EVEN I I Lo-X ODD ODD SIGNALS IN ORDER OF PRIORITY ODD I	F CONVENTION CARD	
SAME IF 1/2 LEVEL REOPENING Suit 1-3-5 th 1/3/5 th NCBO: BELGUM Responses: new suit F1, even 2/1 Subsequent SAME - ATTITUDE SAME - ATTITUDE Suit CAME - ATTITUDE SAME - ATTITUDE SAME - ATTITUDE Other, ACE ASKS SIGNAL KASKS COUNT (or unblock vs NT) Suit BBC 4 - H Swith T0-2 (none or 2 above) with sequences (cont or discont) down to the 9 BEC 4 - H Swith T0-2 (none or 2 above) with sequences (cont or discont) down to the 9 BEC 4 - H Swith T1-1 AS YSTEM ON (no changes) Ace AK(x) AK(x) 1200 POVERCALLS (Style; Response; Unusual NT) EADS CENERAL APPROA UNUSUAL NT: 2 LOWEST SUTTS Io 100(x), 10x SAME AS VS. SUTT 101 109(x), 10x SAME AS VS. SUTT CENERAL APPROA 101 109(x), 10x SAME AS VS. SUTT CENERAL APPROA 101 109(x), 10x SAME AS VS. SUTT CENERAL APPROA 101 109(x), 10x SAME AS VS. SUTT CENERAL APPROA 101 109(x), 10x SAME AS VS. SUTT CENERAL APPROA 101 109(x), 10x SAME AS VS. SUTT CENERAL APPROA 101 109(x), 10x SAME AS VS. SUTT CENERAL APPROA 101 100(x) SAME AS VS. S		
SAME IF 1/2 LEVEL REOPENING Suit 1-3-5 th 1/3/5 th NCBO: BELGUM Responses: new suit F1, even 2/1 SAME SAME SAME SAME WIT SAME SAME SAME SAME PLAYERS: CLAUD Suit Coher, ACE ASKS SIGNAL KASKS COUNT (or unblock vs NT) BBC 4 - HC Suit Suit Vs. NT SAME SAME SAME 2 ¹⁰⁰ : 15-18 SYSTEM ON (no changes) Lead Vs. Suit Vs. NT GENERAL APPROA 2 ¹⁰⁰ : 15-18 SYSTEM ON (no changes) Acc AK(x) AK(x) AK(x) GENERAL APPROA 2 ¹⁰⁰ : 15-18 SYSTEM ON (no changes) Acc AK(x) AK(x) GENERAL APPROA 2 ¹⁰⁰ : 10 State Sta	. SYSTEM STYLE: GREEN	
Subsequent SAME - ATTITUDE SAME - ATTITUDE BBC 4 - HC Other: ACE ASKS SIGNAL. X SKS COUNT (or unblock vs NT) Swith 0.02 (none or 2 above) with sequences (cont or discont) down to the 9 BBC 4 - HC Swith 0.02 (none or 2 above) with sequences (cont or discont) down to the 9 LEADS Swith 0.02 (none discont) down to the 9 Lead Vs. Suit Vs. NT Acc AK(x) AK(x) Attributes Queen QU(x) QU(x), QU(x), QU(x), QU(x), JUMP OVERCALLS (Style; Responses; Unusual NT) Io 109(x), 10x SAME AS VS. SUIT Signals (none hards) Signals		
Subsequent SAME - ATTITUDE SAME - ATTITUDE Other: ACE ASKS SIGNAL K ASKS COUNT (or unblock vs NT) Other: ACE ASKS SIGNAL K ASKS COUNT (or unblock vs NT) Switch :0-2 (none or 2 above) with sequences (cont or discort) down to the 9 LEADS 2**: J5-18 SYSTEM ON (no changes) Lead Vs. Suit Vs. NT Arin: 10-14 SYSTEM ON (no changes) Ace AK(x.) AK(x.) AK(x.) JUMP OVERCALLS (Style; Responses; Unusual NT) Jack J10(x) GJ10(x) QJ4(x.) JUMP OVERCALLS (Style; Responses; Unusual NT) I0 109(x), 10x SAME AS VS. SUIT CENERAL APPROA WEAK (except 2-suiter cases - see below) I0 109(x), 0x SAME AS VS. SUIT CENERAL APPROA UNUSUAL NT: 2 LOWEST SUITS Lo-X ODD ODD SIGNALS IN ORDER OF PRORITY EVEN INFORM VEB IDS (Style; Response; Reopening) IIIIGH=D/LOW=E COUNT SIGNALS IN ORDER OF PRORITY EVEN Immodel and the start of the	DE RENARD – DAMIEN CALAS	
Other: ACE ASKS SIGNAL. K ASKS COUNT (or unblock vs NT) BBC 4 - HC Switch :0-2 (none or 2 above) with sequences (cont or discout) down to the 9 EADS 2 ¹⁰⁰ ; 15 -18 SYSTEM ON (no changes) Ace: [AK(x)] 4 ¹¹⁷ ; 10 -14 SYSTEM ON (no changes) Ace: [AK(x)] 4 ¹¹⁷ ; 10 -14 SYSTEM ON (no changes) Ace: [AK(x)] 4 ¹¹⁷ ; 10 -14 SYSTEM ON (no changes) Ace: [AK(x)] 10 IUMP OVERCALLS (Style; Responses; Unusual NT) Jack JUMP OVERCALLS (Style; Responses; Unusual NT) Jack WEAK (except 2-suiter cases - see below) 9 9 9(8(x), 9x SAME AS VS. SUIT IO 10 109(x), 10x SAME AS VS. SUIT DOD 9 9(8(x), 9x SIGNALS IN ORDER OF PRIORITY DIRECT & JUMP CUE BIDS (Style; Response; Reopening) (Im) - 2 • MAJORS 55/(1+2-2+ = Majors 54 / (1+)-3+ = ++* (Im) - 2 • MAJORS 55/(1+2-2+ = Majors 54 / (1+)-3+ = ++* VS. NT (vs. Strong/Weak; Reopening; Passed Hand) DOUBLE = VALUES (at least same range as opener) MULTI LANDY OVERCALLS SAME SAME SAME SAME SAME SAME S CARDS M + 4 CARDS + m Signals (including Tumps): 2+ LANDY, 2 • MULTI (ONE C CARDS M) STANDAA		
Switch: :0-2 (none or 2 above) with sequences (cont or discont) down to the 9 INT OVERCALL (2 ^{nd/4b} Live; Responses; Reopening) EADS 2 nd : 1.51 S SYSTEM ON (no changes) LEADS 4 nd : 1.0-14 SYSTEM ON (no changes) AK(x) 4 nd : 1.0-14 SYSTEM ON (no changes) AK(x) 4 nd : 1.0-14 SYSTEM ON (no changes) AK(x) 4 nd : 1.0-14 SYSTEM ON (no changes) AK(x) 4 nd : 1.0-14 SYSTEM ON (no changes) AK(x) 2 CARDS 4., 4 CARL Queen Queen Qi(X) Queen Qi(X) JUMP OVERCALLS (Style; Responses; Unusual NT) I0 WEAK (except 2-suiter cases – see below) 9 UNUSUAL NT: 2 LOWEST SUITS Hi-X UNUSUAL NT: 2 LOWEST SUITS Hi-X Direct & JUMP CUE BIDS (Style; Response; Reopening) ODD (im) - 2 = - Majors 54 / (1 =) - 3 = = + + ● Signals (ncluding Trumps): Stant E SAME SAME Stant E SAME SAME NT (ss. Strong/Weak; Reopening; Passed Hand) Signals (including Trumps): Que = - GANDS M + 4 CARDS + m Signals (including Trumps): 2 = - LANDY, 2 = - MULTI (ONE 6 CARDS M) StanDARD	ONOR DIVISION – 2023/2024	
INT OVERCALL (2 ^{m/4} / th Live; Response; Reopening) IEADS IEADS State St		
A ^{cc} AK(x) AK(x) GENERAL APPROA King KQ(x) KQl(x), KQl(u), Ql9(x) GENERAL APPROA Queen Qi(x) Ql10(x), Ql9(x) GENERAL APPROA JUMP OVERCALLS (Style; Response; Unusual NT) Jack J10(x) SAME AS VS. SUIT JUMP OVERCALLS (Style; Response; Unusual NT) I0 10%(x), 9x SAME AS VS. SUIT UNUSUAL NT: 2 LOWEST SUITS I0 10%(x), 9x SAME AS VS. SUIT Reopen: 12-14 IF NOT PASSED SiGNALS IN ORDER OF PRIORITY IC-X ODD DIRECT & JUMP CUE BIDS (Style; Response; Reopening) Partner's Lead Declarer's Lead Discarding SPECIAL SIN ORDER OF PRIORITY 0/11 C: JUMP CUE BIDS (Style; Response; Reopening) Partner's Lead Declarer's Lead Discarding SPECIAL SIN ORDER OF PRIORITY 0/11 C: JUMP CUE BIDS (Style; Response; Reopening) Partner's Lead Declarer's Lead Discarding SPECIAL SIN ORDER OF PRIORITY 0/11 C: JUMP CUE BIDS (Style; Response; Reopening) SUT PREF. CUNT 24 : ALL SEMI FOR 0/11 C: JUMP CUE BIDS (ASKS FOR STOPPER SAME SAME SAME 0/11 C: JUMP CUE BIDS (ASKS FOR STOPPER SAME SAME	SYSTEM SUMMARY	
King KQ(x) KQ1(x), KQ1(x) 2 CARDS 4, 4 CARD Queen QI(x) QI10(x), Q9(x) 2 CARDS 4, 4 CARD JumP OVERCALLS (Style; Response; Unusual NT) Jack J10(x) SAME AS VS. SUIT 2 JUMP OVERCALLS (Style; Response; Unusual NT) 9 9 (x), 9x SAME AS VS. SUIT 9 9 (x), 9x SAME AS VS. SUIT 0 INUSUAL NT: 2 LOWEST SUITS III III 10 109(x), 9x SAME AS VS. SUIT 0 0 Reopen: 12.14 IF NOT PASSED DIRECT & JUMP CUE BIDS (Style; Response; Reopening) Partner's Lead Discarding SPECIAL BIDS TH (Im) -2 • = MAJORS 55/(1 •) -2 • = Majors 54/(1 •) -3 • = • + • NI 1 HIGH=D/LOW=E COUNT SUIT PREF. SUIT PREF. SUIT PREF. SUIT PREF. 24: ALL SEMI FOR 0DUBLE = VALUES (at least same range as opener) MULTI LANDY OVERCALLS SAME SAME SAME SAME 24: 6 CARDS M 24: 6 CARDS M 24: 6 CARDS M 24: 5 CARD M + 4 CARDS + m StANDARD DOUBLES STANDARD STANDARD STANDARD SECLAL FORCINC CUE-BIDS & 4m = 2 SUITER (3m)-4m = om + 1 Maj STANDARD SECLAL, AR		
QueenQI(x)QJ10(x), QJ9(x)JUMP OVERCALLS (Style; Responses; Unusual NT)JackJ10(x)SAME AS VS. SUITWEAK (except 2-suiter cases – see below)10109(x), 10xSAME AS VS. SUITUNUSUAL NT: 2 LOWEST SUITS998(x), 9xSAME AS VS. SUITLo-XODDODDReopen: 12-14 IF NOT PASSEDLo-XODDODDI(m) - 2 ◆ MAJORS 55/ (1 ♠) - 2 ♠ = Majors 54/ (1 ♠) - 3 ♠ ● + ♠NI HiGH=D/LOW=ECOUNTSPECIAL BIDS TH(1m) - 2 ♦ - MAJORS 55/ (1 ♠) - 2 ♠ = Majors 54/ (1 ♠) - 3 ♠ ● + ♠SUIT PREF.COUNTSPECIAL BIDS TH(1m) - 2 ♦ - MAJORS 55/ (1 ♠) - 2 ♠ = Majors 54/ (1 ♠) - 3 ♠ ● + ♠SUIT PREF.COUNTSPECIAL BIDS TH(1m) - 2 ♦ - MAJORS 55/ (1 ♠) - 2 ♠ = Majors 54/ (1 ♠) - 3 ♠ ● + ♠SUIT PREF.COUNTSUIT PREF.00 DUBLEStart (2 CUNTSUIT PREF.SUIT PREF.COUNT2 ♣ : ALL SEMI FORE00 UBLE = VALUES (at least same range as opener)NT 3 SAMESAMESAME2 ♣ : ALS SAME00 UBLE = TAKE-OUTSmith (low encouraging both sides)STANDARD COUNT2 ♣ : SAME2 ♣ : ALS SUTER00 UBLE = TAKE-OUTSTANDARDSTANDARDSTANDARDCOUNT2 ♠ : SANDARD00 UBLE = TAKE-OUTSTANDARDSTANDARDSTANDARDSTANDARD00 UBLE = TAKE-OUTSTANDARDSTANDARDSTANDARDSTANDARD00 UBLE = TAKE-OUTSTANDARDSTANDARDSTANDARDSTANDARD00 UBLE = TAKE-OUTSTANDARDSTANDARDSTANDARDSPECIAL FORCIN	CH AND STYLE	
JackJ10(x)SAME AS VS. SUITJUMP OVERCALLS (Style; Response; Unusual NT)I0109(x), 10xSAME AS VS. SUITWEAK (except 2-suiter cases - see below)998(x), 9xSAME AS VS. SUITUNUSUAL NT: 2 LOWEST SUITSHi-XEVENEVENLo-XODDODDSIGNALS IN ORDER OF PRIORITYSPECIAL BIDS TH(Im) - 2 + MAJORS 55 / (1+)-2 + Majors 54 / (1+)-3 + = +++I HIGH=D/LOW=ECOUNTSPECIAL BIDS TH(Im) - 2 + MAJORS 55 / (1+)-2 + Majors 54 / (1+)-3 + = +++I HIGH=D/LOW=ECOUNTSPECIAL BIDS TH(Im) - 2 + MAJORS 55 / (1+)-2 + Majors 54 / (1+)-3 + = +++I HIGH=D/LOW=ECOUNTSPECIAL GAME FOI(Im) - 2 + MAJORS 55 / (1+)-2 + Majors 54 / (1+)-3 + = +++I HIGH=D/LOW=ECOUNTSPECIAL BIDS TH(Im) - 2 + MAJORS 55 / (1+)-2 + Majors 54 / (1+)-3 + = +++I HIGH=D/LOW=ECOUNTSPECIAL GAME FOI(Im) - 2 + MAJORS 55 / (1+)-2 + Majors 54 / (1+)-3 + = +++I HIGH=D/LOW=ESUIT PREF.COUNT(Im) - 2 + MAJORS 55 / (1+) - 2 + Majors 54 / (1+)-3 + = +++I HIGH=D/LOW=ESUIT PREF.COUNT(Im) - 2 + MAJOR S AS FOR STOPPERSAMESAMESAME2 + LANDY, 2 + MULTI (ONE 6 CARDS M)STANDARD COUNTSTANDARDSTANDARD2 + S CARDS M + 4 CARDS + mSmith (low encouraging both sides)Image: Standard SAMEImage: Standard SAMEMUBLE TAKE-OUTSTANDARDSTANDARDSTANDARDImage: Standard SAMEImage: Standard SAMEMUH - 4 CARDS + mSmith (low encouraging both sides)Image: Standard SAMEImag	DS ♦, 5 CARDS MAJOR	
JUMP OVERCALLS (Style; Responses; Unusual NT) 10 100 (x), 10x SAME AS VS. SUIT WEAK (except 2-suiter cases - see below) 9 98(x), 9x SAME AS VS. SUIT UNUSUAL NT: 2 LOWEST SUITS 9 98(x), 9x SAME AS VS. SUIT Hi-X EVEN EVEN Lo-X ODD ODD OBL SIGNALS IN ORDER OF PRIORITY SPECIAL BIDS TH Um - 2x = MAJORS 557 (1)= -2x = Majors 54 / (1+)-3* = 0++ 10 104 109 (x), 10x SAME AS VS. SUIT (IM) - 2M = OM+* / (IM) - 3* = OM+* SIGNALS IN ORDER OF PRIORITY SPECIAL BIDS TH (IM) - 2M = OM+* / (IM) - 3* = OM+* SUIT PREF. COUNT 116 116 (H=D / LOW=E 2*: ALL SEM FOR OUBLE = VALUES (at least same range as opener) ISAME SAME SAME 2M = 5 CARDS M 2M: 6 CARDS M 24 = LANDY, 2* = MULTI (ONE 6 CARDS M) STANDARD COUNT Stant Low encouraging both sides) Stant ACD Stant Low encouraging both sides)		
WEAK (except 2-suiter cases - see below) 9 98(x), 9x SAME AS VS. SUIT UNUSUAL NT: 2 LOWEST SUITS Hi-X EVEN EVEN Lo-X ODD ODD ODD BRECT & JUMP CUE BIDS (Style; Response; Reopening) Partner's Lead Declarer's Lead Discarding (Im) - 2 + MAJORS 55 / (1 +) -2 + Majors 54 / (1 +) -3 + = + + I HIGH=D/LOW=E COUNT HIGH=D/LOW=E (Im) - 2 + MAJORS 55 / (1 +) -2 + = Majors 54 / (1 +) -3 + = + + SIGNALS IN ORDER OF PRIORITY SPECIAL BIDS TH (Im) - 2 + MAJORS 55 / (1 +) -2 + = Majors 54 / (1 +) -3 + = + + I HIGH=D/LOW=E COUNT HIGH=D/LOW=E (Im) - 2 + MAJORS 55 / (1 +) -2 + = Majors 54 / (1 +) -3 + = + + SIGNALS IN ORDER OF PRIORITY SPECIAL BIDS TH (Im) - 2 + = MAJORS 55 / (1 +) -2 + = Majors 54 / (1 +) -3 + = + + I HIGH=D/LOW=E COUNT 2 + : ALL SEMI FOR 0THER JUMP CUE BIDS (ASKS FOR STOPPER SUIT PREF. SUIT PREF. COUNT 2 + : ALL GAME FOI DOUBLE = VALUES (at least same range as opener) MULTI LANDY OVERCALLS SAME SAME SAME MULTI LANDY OVERCALLS Signals (including Trumps): STANDARD STANDARD STANDARD STANDARD STANDARD STANDARD STAND		
UNUSUAL NT: 2 LOWEST SUITS Hi-X EVEN EVEN Reopen: 12-14 IF NOT PASSED DOD ODD SIGNALS IN ORDER OF PRIORITY DIRECT & JUMP CUE BIDS (Style; Response; Reopening) Partner's Lead Declarer's Lead Discarding SPECIAL BIDS TH (Im) - 2 + MAJORS 55/(1+)-2 + Majors 54/(1+)-3 + = + + I HIGH=D/LOW=E COUNT HIGH=D/LOW=E SPECIAL BIDS TH (Im) - 2 + MAJORS 55/(1+)-2 + Majors 54/(1+)-3 + = + + I HIGH=D/LOW=E COUNT HIGH=D/LOW=E SPECIAL BIDS TH (Im) - 2 + MAJORS 55/(1+)-2 + Majors 54/(1+)-3 + = + + I HIGH=D/LOW=E COUNT HIGH=D/LOW=E SPECIAL BIDS TH 0THER JUMP CUE BIDS: ASKS FOR STOPPER Suit 2 COUNT SUIT PREF. SUIT PREF. COUNT 3 SAME SAME SAME SAME SAME SAME DOUBLE = VALUES (at least same range as opener) 3 SAME SAME SAME SAME SAME MULTI LANDY OVERCALLS Signals (including Trumps): STANDARD COUNT STANDARD STANDARD STANDARD SAME		
UNUSUAL NT: 2 LOWEST SUITS Hi-X EVEN EVEN Reopen: 12-14 IF NOT PASSED DIRECT & JUMP CUE BIDS (Style; Response; Reopening) SIGNALS IN ORDER OF PRIORITY SPECIAL BIDS TH (1m) - 2 • = MAJORS 55 / (1+) - 2 * = Majors 54 / (1+) - 3 * = • + * I HIGH=D/LOW=E COUNT HIGH=D/LOW=E (1m) - 2 • = MAJORS 55 / (1+) - 2 * = Majors 54 / (1+) - 3 * = • + * I HIGH=D/LOW=E COUNT HIGH=D/LOW=E (1m) - 2 • = MAJORS 55 / (1+) - 2 * = Majors 54 / (1+) - 3 * = • + * I HIGH=D/LOW=E COUNT HIGH=D/LOW=E (1m) - 2 • = MAJORS 55 / (1+) - 2 * = Majors 54 / (1+) - 3 * = • + * I HIGH=D/LOW=E COUNT HIGH=D/LOW=E (1m) - 2 • = MAJORS 55 / (1+) - 2 * = Majors 54 / (1+) - 3 * = • + * I SAME SAME SAME SAME FOR 0THER JUMP CUE BIDS: ASKS FOR STOPPER I SAME SAME <t< td=""><td></td></t<>		
Reopen: 12-14 IF NOT PASSEDSIGNALS IN ORDER OF PRIORITYDIRECT & JUMP CUE BIDS (Style; Response; Reopening)Partner's LeadDeclarer's LeadDiscarding(1m) - 2 + MAJORS 55/(1+)-2* = Majors 54/(1+)-3* = •+*1 HIGH=D/LOW=ECOUNTHIGH=D/LOW=E(1m) - 2 + MAJORS 55/(1*)-2* = Majors 54/(1*)-3* = •+*1 HIGH=D/LOW=ECOUNTHIGH=D/LOW=E(1m) - 2 + MAJORS 55/(1*)-2* = Majors 54/(1*)-3* = •+*1 HIGH=D/LOW=ECOUNT2*: ALL SEMI FOR(1m) - 2 + MAJORS 55/(1*)-3* = 0M+ *0 UIT PREF.SUIT PREF.2*: ALL SEMI FOR(1m) - 2 + MAJORS 55/(1*)-3* = 0M+ *SUIT PREF.SUIT PREF.2*: ALL GAME FOIOTHER JUMP CUE BIDS: ASKS FOR STOPPERSAMESAME2*: ALL GAME FOI0 UBLE = VALUES (at least same range as opener)3 SAMESAMESAMEMULTI LANDY OVERCALLSSignals (including Trumps):STANDARD COUNT2*: ALANDY, 2 + MULTI (ONE 6 CARDS M)STANDARD COUNT2M = 5 CARDS M + 4 CARDS + mSmith (low encouraging both sides)MUESSTANDARDDOUBLE = TAKE-OUTSTANDARDSTANDARDSTANDARDCUE-BIDS & 4m = 2 SUITERSTANDARDSTANDARDSPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLSOVERCALLS: NATURALSPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLSSPECIAL FORCING		
DIRECT & JUMP CUE BIDS (style; Response; Reopening)Partner's LeadDeclarer's LeadDiscardingSPECIAL BIDS TH(1m) - 2 + MAJORS 55/(1+)-2 + Majors 54/(1+)-3 + = ++1HIGH=D/LOW=ECOUNTHIGH=D/LOW=E2+: ALL SEMI FOR(1m) - 2M = OM+ + /(1m) -3 + = OM+ +SUIT PREF.COUNT2+: ALL SEMI FOR2+: ALL SEMI FOROTHER JUMP CUE BIDS: ASKS FOR STOPPER3 SUIT PREF.SUIT PREF.2+: ALL GAME FORWS. NT (vs. Strong/Weak; Reopening; Passed Hand)NT 2 SAMESAMESAMEDOUBLE = VALUES (at least same range as opener)3 SAMESAMESAMEMULTI LANDY OVERCALLSSignals (including Trumps):STANDARD COUNT2+: ALL GAME FOR24 = LANDY, 2 + MULTI (ONE 6 CARDS M)STANDARD COUNT2+: ALL SEMI FOR2M = 5 CARDS M + 4 CARDS + mSmith (low encouraging both sides)2+: ALL GAME FORDOUBLE = TAKE-OUTSMIT PREF.Suite COUNT2+: ALL GAME FOR(m)-4om = om + 1 MajYS. ARTIFICIAL STRONG OPENINGS- i.e. 1 + or 2 +SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLSSPECIAL FORCINGOVERCALLS: NATURALSPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLSCommon sense (as fa		
(Im) - 2 • = MAJORS 55/(1*) - 2* = Majors 54/(1*) - 3* = • + * I I II HIGH=D/LOW=E COUNT HIGH=D/LOW=E 2*: ALL SEMI FOR (Im) - 2M = OM+* / (1M) - 3* = OM+ • SUIT PREF. SUIT PREF. SUIT PREF. 2*: ALL SEMI FOR OTHER JUMP CUE BIDS: ASKS FOR STOPPER I I SAME SAME SAME 2*: ALL SEMI FOR 0 UBLE = VALUES (at least same range as opener) I SAME SAME SAME 2*: ALL SEMI FOR 0 UUBLE = VALUES (at least same range as opener) I SAME SAME SAME 2*: ALL SEMI FOR 0 UUBL = VALUES (at least same range as opener) I SAME SAME SAME 2*: ALL SEMI FOR 0 UUBL = ANDY, 2 • = MULTI (ONE 6 CARDS M) STANDARD COUNT III SAME SAME IIII SAME SAME IIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIII		
(IM) - 2M = OM+ ◆ / (IM) - 3 ★ = OM + ◆ Suit 2 COUNT SUIT PREF. COUNT 2 ◆: ALL GAME FOI OTHER JUMP CUE BIDS: ASKS FOR STOPPER 3 SUIT PREF. SUIT PREF. 2M: 6 CARDS WEAL VS. NT (vs. Strong/Weak; Reopening; Passed Hand) NT 2 SAME SAME SAME DOUBLE = VALUES (at least same range as opener) 3 SAME SAME SAME MULTI LANDY OVERCALLS Signals (including Trumps): STANDARD COUNT 2 2M = 5 CARDS M + 4 CARDS + m Smith (low encouraging both sides) 2 - DOUBLE = TAKE-OUT TAKEOUT DOUBLES (Style; Responses; Reopening) - - CUE-BIDS & 4m = 2 SUITER STANDARD STANDARD - - (3m)-4om = om + 1 Maj SANT ENG SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS SPECIAL FORCING OVERCALLS: NATURAL SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS SPECIAL FORCING Common sense (as fa	AT MAY REQUIRE DEFENSE	
(IM) - 2M = OM+ ◆ / (IM) - 3 ★ = OM + ◆ Suit 2 COUNT SUIT PREF. COUNT 2 ◆: ALL GAME FOI OTHER JUMP CUE BIDS: ASKS FOR STOPPER 3 SUIT PREF. SUIT PREF. 2M: 6 CARDS WEAL VS. NT (vs. Strong/Weak; Reopening; Passed Hand) NT 2 SAME SAME SAME DOUBLE = VALUES (at least same range as opener) 3 SAME SAME SAME MULTI LANDY OVERCALLS Signals (including Trumps): STANDARD COUNT 2 2M = 5 CARDS M + 4 CARDS + m Smith (low encouraging both sides) 2 - DOUBLE = TAKE-OUT TAKEOUT DOUBLES (Style; Responses; Reopening) - - CUE-BIDS & 4m = 2 SUITER STANDARD STANDARD - - (3m)-4om = om + 1 Maj SANT ENG SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS SPECIAL FORCING OVERCALLS: NATURAL SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS SPECIAL FORCING Common sense (as fa	CING	
1 SAME SAME SAME VS. NT (vs. Strong/Weak; Reopening; Passed Hand) NT 2 SAME SAME SAME DOUBLE = VALUES (at least same range as opener) 3 SAME SAME SAME MULTI LANDY OVERCALLS Signals (including Trumps): STANDARD COUNT STANDARD COUNT STANDARD COUNT 2M = 5 CARDS M + 4 CARDS+ m Smith (low encouraging both sides) DOUBLES StanDARD StanDARD VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids) TAKEOUT DOUBLES (Style; Responses; Reopening) StanDARD StanDARD OUBLE = TAKE-OUT StanDARD StanDARD StanDARD StanDARD CUE-BIDS & 4m = 2 SUITER StanDARD StanDARD StanDARD StanDARD StanDARD (3m)-4om = om + 1 Maj StanDARD StanDARD <td< td=""><td>RCE</td></td<>	RCE	
VS. NT (vs. Strong/Weak; Reopening; Passed Hand) NT SAME SAME SAME DOUBLE = VALUES (at least same range as opener) 3 SAME SAME SAME MULTI LANDY OVERCALLS Signals (including Trumps): STANDARD COUNT Standard Counce Image: Counce <td>K (5-10)</td>	K (5-10)	
DOUBLE = VALUES (at least same range as opener) 3 SAME SAME SAME MULTI LANDY OVERCALLS Signals (including Trumps): Signals (including Trumps): STANDARD COUNT 2 = LANDY, 2 ← MULTI (ONE 6 CARDS M) STANDARD COUNT Standard (including Trumps): Standard (including Trumps): 2 = LANDY, 2 ← MULTI (ONE 6 CARDS M) Standard (including Trumps): Standard (including Trumps): Standard (including Trumps): 2 = LANDY, 2 ← MULTI (ONE 6 CARDS M) Standard (including Trumps): Standard (including Trumps): Standard (including Trumps): 2 = LANDY, 2 ← MULTI (ONE 6 CARDS M) Standard (including Trumps): Standard (including Trumps): Standard (including Trumps): 2 = LANDY, 2 ← MULTI (ONE 6 CARDS M) Standard (including Trumps): Standard (including Trumps): Standard (including Trumps): Standard (including Trumps): 2 = MULTI (ONE 6 CARDS M) Standard (including Trumps):		
MULTI LANDY OVERCALLS Signals (including Trumps): 2 = LANDY, 2 = MULTI (ONE 6 CARDS M) STANDARD COUNT 2M = 5 CARDS M + 4 CARDS+ m Smith (low encouraging both sides) DOUBLES TAKEOUT DOUBLES (Style; Responses; Reopening) STANDARD OUBLE = TAKE-OUT CUE-BIDS & 4m = 2 SUITER (3m)-4om = om + 1 Maj SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS		
2 + = LANDY, 2 + = MULTI (ONE 6 CARDS M) STANDARD COUNT 2M = 5 CARDS M + 4 CARDS+ m STANDARD COUNT Smith (low encouraging both sides) Image: Comparison of the sides of the s		
2 = LANDY, 2 = MULTI (ONE 6 CARDS M) STANDARD COUNT 2M = 5 CARDS M + 4 CARDS + m STANDARD COUNT Smith (low encouraging both sides) Image: Count of the second s		
2M = 5 CARDS M + 4 CARDS + m Smith (low encouraging both sides) Image: Content of the second states in the second st		
Nink (for encodinging count order) DOUBLES DOUBLES; Cue-bids; Jumps; NT Bids) TAKEOUT DOUBLES (Style; Responses; Reopening) DOUBLE = TAKE-OUT STANDARD CUE-BIDS & 4m = 2 SUITER STANDARD (3m)-4om = om + 1 Maj Image: Comparison of the state of the		
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)TAKEOUT DOUBLES (Style; Responses; Reopening)IndicationDOUBLE = TAKE-OUTSTANDARDIndicationCUE-BIDS & 4m = 2 SUITERSTANDARDIndication(3m)-4om = om + 1 MajIndicationIndicationVS. ARTIFICIAL STRONG OPENINGS- i.e. 1 + or 2 +SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLSSPECIAL FORCINGOVERCALLS: NATURALSPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLSCommon sense (as fabric)		
DOUBLE = TAKE-OUT STANDARD CUE-BIDS & 4m = 2 SUITER Image: Comparison of the second secon		
DOUBLE = TAKE-OUT STANDARD CUE-BIDS & 4m = 2 SUITER Image: Comparison of the second secon		
CUE-BIDS & 4m = 2 SUITER Image: Cup = 0 Support of the second		
(3m)-4om = om + 1 Maj [] VS. ARTIFICIAL STRONG OPENINGS- i.e. 1 + or 2 + [] OVERCALLS: NATURAL SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS		
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1 + or 2+ SPECIAL FORCING OVERCALLS: NATURAL SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS SPECIAL FORCING		
OVERCALLS: NATURAL SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS Common sense (as fa	G PASS SEQUENCES	
	—	
JOIVIE OVERCALES. EKEEVIET	1 as possible)	
OVER OPPONENTS' TAKEOUT DOUBLE IMPORTANT NOT	ES	
1/1 = F1, 2/1 = NF, REDOUBLE = STRONG,		
aft 1M-(X):2M-1 & 2M = supports in M (2M-1 stronger)		
alt 1M-(X):2M-1 & 2M = supports in M (2M-1 stronger) PSYCHICS: RARE		

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	IF MAL OF					
			UARUS NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING	
1*		2	4♥	11-23	1/1 NATURAL / 1NT: nat NF / WALSH / 3& lim	NATURAL, 3 rd -4 th suit F1	XX or $1X = \text{TRF}$ aft $(X/1 \bigstar / 1 \bigstar)$	
1♦		4	4♥	11-23	JUMP = $6c - 8 - 11H$ except $1 \div - 2 \bigstar = 54xx \ 6 - 9H$ 1NT: nat NF / $3 \bigstar \lim / 1 \bigstar - 2 \bigstar = GF$ nat JUMP = $6c - 8 - 11H$	1X-1Y-1Z - 2 $ = Relays F1/GF$	2NT aft X = positive support Rubensohl aft 2M	
1♥/♠		5	4♦	11-23	2/1: GF / 1NT F1 / 4♣/♦= Nat+support	NATURAL, 4 th suit F1, poss relay aft 2NT	DRURY 2♣, 2♦, 2NT	
					Bergen raises (3 ◆> 3 ♣>3M) / 2NT: GF support 4c 1 ♥-3 ♠=unknown spl / 1 ♠- 3SA =unknown spl 1 ♥-2 ♣=6c 8-11H / 1 ♠-3 ♥=6c 8-11H	1♥-1▲-1NT - 2♣/♦ = Relays F1/GF 1M – 1NT - 2♣ = 2+ cards	Trf aft X till 2M-1 Bergen supports aft X 2NT aft overcall = positive support	
1NT			4♥	15-17	2sTAYMAN (can be weak) 2 2 2 2 2 2 either Im NT or 6c minor w 2 top cards 3 2 2 2 2 2 2 2	INT-2 - 2 - 2 - 2 = 5xxx invit INT-2 - 2 - 3M = SMOLEN Several relays asking for description	Rubensohl If X of Stayman: P = no stopper	
2*	Х	0	4♠	ALL SEMI FORCING BALANCED 22-23	2♦: RELAY, OTHERS: NATURAL	NATURAL		
2♦	Х	0	4♠	ALL GAME FORCING BALANCED 24+	2♥: RELAY, OTHERS: NATURAL	NATURAL		
2♥		6		WEAK 5-10	2NT: F1 RELAY, OTHERS: NATURAL F1 3♥/4♥: TO PLAY	2♥-2NT:-3X = Values in X Max / 4X = Spl OTHERS: NATURAL		
2♠		6		WEAK 5-10	2NT: F1 RELAY, OTHERS: NATURAL F1, 3 &/4 A: TO PLAY	SAME AS AFTER 2♥		
2NT			4♥	20-21	3 ♣: ROMEX, 3 ♦/3 ♥: TRF (rect = 2 cards) 3 ♠: Minors Interest / 4♣/ ♦= Nat	2NT-3 - 3NT = Both M $2NT-3 - 3 - 3 = 54xx or 55xx$		
3*		7(6)		5-10	NEW SUIT: F1	NATURAL		
3♦	1	7(6)	1	5-10	NEW SUIT: F1	NATURAL		
3♥		7(6)		5-10	NEW SUIT: F1	NATURAL		
3♠		7(6)		5-10	NEW SUIT: F1	NATURAL		
3NT				ONE PLAIN SUIT MINOR	4♣: P/C, 4♦: GF RELAY, 4M: NATURAL	NATURAL		
4 *		7+	1	PREEMPT	NATURAL	NATURAL	1	
4♦		7+	Ī	PREEMPT	NATURAL	NATURAL		
4♥		7+	Ī	PREEMPT	NATURAL	NATURAL		
4♠		7+	Ī	PREEMPT	NATURAL	NATURAL		
4NT				BOTH m 65-56-66. PREEMPT	NATURAL	NATURAL		
5*		7+		PREEMPT	NATURAL OR CUE BID	HIGH LEVEL BIDDING		
5♦		7+ PREEMPT NATURAL OR CUE BID $4NT: 5 \text{ KEY CARDS BW. RESPONSES}; 14 - 03 - 2 - 2 - 2 - 2 - 2 - 2 - 2 - 2 - 2 - $			-03-2-2+Q (+Pass=Even if ovcall)			
						5NT: ask for kings / grand Slam Invit		