DEFENSIVE AND COMPETITIVE BIDDING			ADS AND SIGNA			
OVERCALLS (Style: Responses: 1/2 Level; Reopening)	OPENING LEADS STYLE				<u> </u>	
Natural - new suit Forcing 1 round - jump shift fit & good suit		Lead			rtner's Suit	CATEGORY: GREEN
Jump cue-bid splinter - 2 NT bad raise - jump raise fit + limit	Suit	4th best		4 th bes		NCBO:
	NT	4th best	•	4 th bes	st	PLAYERS: AHMED NAYER * EGY&500215
	Subseq					Abdel Rahman Khedr *EGY&500217 EVENT: All Events
	Other:					EVENT: All Events
	other.					11
1NT OVERCALL (2nd/4th Live; Responses; Reopening)			LEADS			SYSTEM SUMMARY
2 nd 16-18 HCP, responses Stayman & transfers	Lead	Vs. Suit	•	Vs. N	Γ	1
4th 10-15 HCP GREEN VUL, 13-15 HCP RED VUL, range	Ace	AKx		AKx		GENERAL APPROACH AND STYLE
Enquiry Stayman & Transfers	***	V 0	VO AVI		17010	
	King			KQJx or KQ10x QJ10x or KQx J10x or Jx		2 Over 1 Game Forcing
	Queen QJx Jack J10x or Jx					Major by 5, Diamond by 4, CLUB by 2 Inverted minor Game Forcing, 2♣ Strong
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	109x or KJ				
Weak jump shift. Michael's	9			109x or A or K J10x		2+=Weak Major 0-7 HCP or strong with 5 or 5-4 Major- balanced 18-22 HCP
weak jump sint. Whenaers 1. 2. 2. = Majors, 1. 2NT = ♦ & unknown Major1. 2. = Majors,	Hi-Lo	Doubleton		9 or 9x or HONOR 109 Doubleton		2♥=5♥-4 ⁺ any , 2♠=5♠-4 ⁺ m
1	111-120	Doubleton		Doubl	icton	∠▼−J▼−4 any , ∠₹−J₹−4 III
1 Major 2NT = minors,	Lo-Hi	MUD-LEA	AD I	MUD-	-LEAD	
1major 2same Major = other Major + unknown minor			IN ORDER OF P			1
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	Par	tner's Lead	Declarer's Lead		Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1 Any 3 Same = Asking for stopper	1- Cou		t		Suit Pref	2♣ Game Forcing
J - 5 11	Suit 2- Atti		Count		Count	2. MULTI
	3-					2 ∨ =5 ∨ -4 ⁺ any , 2 ♦ =5 ♦ -4 ⁺ m
	1- Cou	ınt	Smith echo		Suit Pref	3NT Solid minor
VS. NT (vs. Strong/Weak; Reopening;PH)	NT 2- Atti	itude	Count		Count	1 minor $(1 \stackrel{\blacktriangle}{\bullet})$ 2 same minor = $5^{+} \checkmark 7-11$
2 ND X = long minor or both Majors,	3-					
2♣ = ♣ + Major, 2♦ = ♦ + Major	Signals (inclu	ding Trumps)	: Count or suit Pr	eferer	nce	
4 TH X = 10-14 HCP 5 card suit, 2♣ = Majors, 2♦\♥\♠ = Natural	FULL UDCA					
						4
			DOUBLES			
VC DDEFMTC (Daubles, Cue bide, Jumes, NT Bide)	TAI	ZEOUT DOU	DI EC (Ctrile: Deam		· Daamanina)	-
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids) X = T\O, Natural NOTRUMP bids, leaping Michael's	TAKEOUT DOUBLES (Style; Responses; Reopening) 3 other suites or 17 ⁺ HCP any Distribution				1	
A - 1 10, Ivalui ai NOTKOWIF blus, leaping whenaers			oidding is forcing			
				ICP		
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣	Reopening: double either 3 other suites or 13 ⁺ HCP Responses natural, only cue bidding is forcing				SPECIAL FORCING PASS SEQUENCES	
. S. ARTH TORIS STRONG OF ENERGY ROLL OF EX	SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS				According to Vulnerability, PASS could be forcing at high lev	
		= both majors				g
		= denies 5 card				
OVER OPPONENTS' TAKEOUT DOUBLE			th majors 0 ⁺ or 10 ⁺	НСР		IMPORTANT NOTES
1 over 1 forcing, 2 over 1 non-forcing	Responsive DBL,					Frequent light opening in 3 rd seat according to Vulnerability
Redouble 10+ HCP	Lightner DOUBLES				3 rd seat pre-empts are often weak	
						PSYCHICS: Rare but Possible / Aggressive Style

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Ö	IF CIAI	0.01	ı				
OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1.		2	4♥	Natural 10-21	Inverted minor G.F , 2NT bad raise, 3♣ good raise	1♣ - 2♣ - 2♦, 16 ⁺ HCP asking for value	11. 2+ card
1+		4	4♥	Natural 10-21	Inverted minor G.F , 2NT bad raise or ♣ pre-empt, 3♦ good raise	1♦- 2♦ - 3♣, 16 ⁺ HCP asking for value	
1♥		5		Natural 10-21	1NT F1R, 2NT Jacoby, Bergen raises,3♠ splinter any 9-11HCP	1 ♥-1NT-2NT =18 any distribution Not 5\5	Drury 3 card fit 4♣\4♦ fit show
1♠		5	4♥	Natural 10-21	1NT F1R, 2NT Jacoby, Bergen raises,3♥ splinter any 9-11HCP		Drury 3 card fit 4♣\4♦ fit show
1NT			4♥	Ex (14) 15-17 HCP	2♣ Stayman, Smolen, garbage Stayman, Texas Xfer	range Enquiry	
2.	$\sqrt{}$		7♥	Game forcing	2 ← = relay, 2 ♥ = no king or 2 queens, 2 ♠ = $\frac{4}{3}$, 2 NT = $\frac{4}{3}$	After intervention Pass forcing X bad hand	
					3♣ = ♦, 3♦ = ♣, 3♥ minors, 3NT = Majors	If Double Pass forcing XX bad hand	
2*	V			MULTI	2♥ = Pass or correct - 2♠ = invitational to 4♥	S	
					2NT = asking for range, 3♣= 6♥ 13+, 3♦ =6♠ 13+		
2♥		5 ∀- 4⁺		5 ∀ -4 ⁺ A 5-11 HCP	2NT = asking for range	3♣ = ♣min , 3♦ = ♦min , 3♥ = ♠min	
						3♠ = ♣max , 3 NT = ♦max	
2♠		5 -4⁺		5 - 4+m 5-11 HCP	2NT = asking for range	3♣ = ♣min , 3♦ = ♦min , 3♥ = ♣max	
						3♠ = ♦max	
2NT				(19) 20-21 HCP	3♣ Stayman, 3♦\♥ transfer, 3♠ = minor or both	Smolen	
				NO 5 card Major			
3♣		6+		Pre-empt			
3♦		6+		Pre-empt			
3♥		6+		Pre-empt			
3♠		6+		Pre-empt			
3NT	√	7 ⁺		Solid minor	4♠, 4 ♠, 5♠ , 5♦ = Pass or Correct		
4.	$\sqrt{}$			NAMYATS	4NT ask p to cue-bid the outside ace		
4				NAMYATS	4NT ask p to cue-bid the outside ace		
4♥		7+		Pre-empt	•		
4♠		7+		Pre-empt			
4NT	$\sqrt{}$			Pick minor game value			
5♣		8+		Pre-empt	HIGH LEVEL BIDDING		IDDING
5♦		8+		Pre-empt	RKCB:14-03, 5NT = 0-2-4 + void, $6 \triangleq 1-3-5+$ void		5+ void
5♥		8+		Pre-empt	JOSEPHINE, DOPI ROPI same RKCB answers		
5♠		8+		Pre-empt		Negative Slam (Smiths)	
5NT	V			Pick minor slam value			