


Defensive and Competitive Bidding	
Overcalls (Style; Responses; Reopening)	
1- level Light overcalls	
2- level Light overcalls	
1 NT overcall (2ND/4TH; Responses; Reopening)	
All positions: 15 - 18 , nt system ON	
Jump Overcalls (Style; Responses; Unusual NT)	
1 suit : Light overcalls	
2 suits: Leaping michaeles, regular michaels	
Direct and Jump Cue Bids (Style; Responses)	
1♣ - 2♣ = NAT (if 3+) else both majors	
1♣ - 2♦ = Both major , 1♣ - 2♥/♠ = Weak	
1♦ - 2♦ = Both major	
1M- 2M= Other M + m	
1♥♠ - 3♥♠ =Asks for stopper	
VS. NT (vs. Strong/Weak; Reopen: PH)	
Dbl = pen/same strenght, 2♣ = Both major , 2♦ = ♥ or ♠ ,	
2♥/♠ = nat, opening values, 2NT= Both minor or GF any	
2-suiter (same defense when opps open 1m-1NT)	
VS. Preempts (Doubles; Cue bids; Jumps; NT bids)	
Take out doble	
Cue-bid = asks for stopper	
4 in m = That minor + other major (GF)	
VS. Artificial Strong Openings	
VS. strong 1♣	
Dbl = both majors, 1NT = both minors	
Over Opponents' take out double	
Of 1M : 1M (dbl) 2M-1=good raise, other = transfer	
1M - (DBL) - 3M = weak	
OF 1m: xx = Strong	

Leads and Signals			
Opening Leads Style			
	Lead	In Partner's Suit	
Suit	2 nd 4 th	3 rd -5 th	
NT	2 nd 4 th	3 rd -5 th	
Subseq	Attitude when supported pd		
Leads			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(x)	AK(x)	
King	AK, KQx	AKJ10x, KQx	
Queen	QJ(x)	KQ109, QJx	
Jack	KJ10x, J10x	HJ10(x) J10(x)	
10	H109(x) 109x	H109(x) 109x	
9	9x,	98xx,9x, J98, Q98(x)	
Hi-x	odd number	xx,xxx,xxxx, xxxxx	
Signals in order of priority			
	Partners lead	Declarer	Discarding
Suit:	Encrg/Discrg	S/P	Encrg/Discrg
2 nd	Count	Count	Count
3 rd			
NT:	Encrg/Discrg	Smith	Encrg/Discrg
2 nd	Count	Count	Count
3 rd			
Signals (including Trump's): UDCA			
Reverse count, upside down attitude, std smith vs nt, s/p in trumps			
Doubles			
Takeout Doubles (Style; Responses; Reopening)			
Light style also reopenings			
Special, Art and Comp Dbl/Rdbl's			



System
Card
Scorwa
y

System: GREEN

Players		
	SPEARS	SHENKIN

System Summary

General Approach and Style

5 5 4 2 may open 4card major 3rd and 4th seat
2/1 GF (1M-2c may be short)

Special bids that may require defence

1m - (1♥) - 1♠ = 0-3 spades (dbl=4+♠)
(1♣) - 2♣ = natural, 2♦ = both majors

Special forcing pass sequences

Important notes that don't fit

Xyz- convention

Psychics

Can occur

Opening	Art	Min. #	Neg. D. thorough	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		3		10-22 2+♣	natural, 2♣ = Inverted, GF, 2♦ = Invite, bal or supp ♣ 2♥/♠ = strong jump shift, 2NT = GF bal, 3♣ = mixed	1♣-1M, 1NT - 2c=puppet 2♦, 2♦=GF relay 1♣ - 1M, 2NT - transfers 1♣ - (1♦) - transfers	
1♦		3		10-22 4+♦	2♣ = Nat (GF), 2♦ = inverted, 2♥=gametry bal or ♦ or GF 6+♥, 2♣ = strong jump shift, 2Nt = GF bal, 3♣=invite, 3♦=mixed		
1♥		5		10-22 5+♥	2NT= GF 4+♥, 3♣/♦ = natural, gametry 3♥ = gametry, 3♠ = any singleton, 10-13, 3nt=void ♠, 10-12, 4♠/♦ = void, 10-12	1♥ - 2nt; 3x=nat, xtra, 3♥=min, 4x=void 1♥ - (dbl) - 2♦ = 7-10, 3card ♥	1♥-2♣ = Drury, 3 support 1♥-2♦ = Drury 2 support
1♠		5		10-22 5+♠	2NT= GF 4+♠, 3♣/♦/♥ = natural, gametry 3♠ = gametry, 3NT = any singleton, 10-13, 4♣/♦/♥ = void, 10-12	1♠ - (dbl) - 2♥ = 7-10, 3card ♠	Same as 1♥
1 NT				Nv;11-14 (14+) 15-17 May have 5cM Or 6cm	2♦/♥/= XFER, 2♠=♣, 2Nt = ♦ 3♣ = Puppet stayman 3♦ = 5-5 minor 3♥- = 3-1 major, 3♠ = 1-3 majors	Smolen, take-out doubles	1NT - 2♣ - 2♦ - 2♥ = 4+♥ + 4♠ 1NT - 2♣ - 2♦ - 2♠ = to play
2♣				STRONG HCP OR (8,5+) tricks 2021 bal	2♦ = Weak or waiting	2♣-2♦, 2M - 3♠ = second negative 2♣ -2♦, 2♥/♠ = F1	
2♦	x	0		Multi Weak only	2♥/♠ = pass/correct, 3♣/♦ = nat, non forcing 2Nt = asking 3♥/♠ = pass/corr	2♦-2nt, 3♣ = minimum, 3♦ = ♥ max, 3♥=♠ max, 3♠=6-4/4-6 major	11-14 hpc, 6+ in 4 th seat
2♥		5		Weak, 5♥, 4+minor	2NT= asking 3♠ = pass/correct 3♦ = invite or better ♥	2♥-2nt, 3♣/♦ = nat, min, 3♥= max, 4+♣, 3♠=max, 4+♦	11-14 hpc, 6+ in 4 th seat
2♠		5		Weak, 5♠, 4+minor	2NT= asking 3♠ = pass/correct 3♦ = invite or better ♥ QUALITY AND STRENGTH	Same as 2♥	11-14 hpc, 6+ in 4 th seat
2 NT				20-21	3♣ =PuppetStayman 3♦/♥ = Transfer, GF 3♠ = puppet 3nt, 4♣ = Gerber, Ask ace 4♦/♥ = transfer, no slam interest	Slam Conventions	
3x		6		PRE, ACC TO VUL	3♣ - 4♦ = Modified RKC 3♦/♥/♠ - 4♠ = modified RKC	14/30 RKCB Exclusion RKCB, DOPI, ROPI/DEPO	
3NT	x			8/9 tricks, onesuiter ♠ or ♥	3nt - 4♣ = slamtry (4M=sign off, 4♦=ok ♥, 4n=ok ♠) 3NT= 4♦ = bid ur suit	5NT IS Frequently pick a slam Splinter bids	

4♣, 4♦		6		Pre ACC TO VUL	
4♥, 4♠		6		Pre ACC TO VUL	
4NT				Good 5 of a minor	

Cue bids(Italian style) lots of last train cue-bids