

COMPETITIVE BIDDING

OVERCALLS & DOUBLES

Simple Overcall: 7-17 (usually)

jump raise: preemptive
new suit: non forcing (constructive)
cuebid: forcing (one round)

Jump Overcall: preemptive;
good 6- or 7-card suit (usually)

new suit: forcing
cuebid: forcing (one round)
raise: signoff

Notrump Overcall: 15+ to 18

2♣: Stayman
2♦: 5+ hearts (transfer)
2♥: 5+ spades (transfer)
2♠: transfer to 3♣
(to sign off in clubs or diamonds)

Overcall of Opponent's 1NT:

all suits are natural

new suit: non forcing

Jump to 2NT: unusual
5+ cards in both lower unbid suits

3NT: to play
cuebid: forcing (one round)

Direct Cuebid: Michaels
2♣ or 2♦: 5+ hearts & 5+ spades
2♥: 5+ spades & 5+ clubs/diamonds
2♠: 5+ hearts & 5+ clubs/diamonds

3NT: to play
cuebid: forcing (one round)
2NT: asks which minor

Double: Takeout through 4♥
(or as agreed upon by the partnership)

cheapest level: 0-8
jump: 9-11 (invitational)
cuebid: forcing (one round)
double of raise: **takeout thru 4♦**

RESPONDER'S ACTIONS AFTER INTERFERENCE OVER 1♣/♦/♥/♠

After an overcall: Jump raise: weak
cuebid: limit raise or better in opener's suit
Negative (takeout) doubles through 3♠

After a double: Jump raise: preemptive
New suit at one level: forcing
New suit at two level: non forcing
Redouble: 10+ points (no four-card or longer fit)
2NT: **limit raise or better in opener's suit**

LEADS

VERSUS SUIT CONTRACTS

Top of touching high cards (**A**-K-x)
Top of a doubleton (**7**-x)
Otherwise low (fourth highest)
(Avoid leading low from an ace)

VERSUS NOTRUMP CONTRACTS

Top of solid sequence (**K**-Q-J-x)
Top of broken sequence (**Q**-J-9-x)
Top of interior sequence (K-**J**-10-x)
Otherwise low (fourth highest)

SIGNALS

Attitude: high cards are encouraging; low cards are discouraging.
Count: high-low shows even number; low-high shows odd number.
Suit Preference: high card is preference for higher-ranking suit;
low card is preference for lower-ranking suit.

GENERAL APPROACH: GRANT STANDARD

OPENING BIDS

1NT: 14+ to 17
(can include 5-card major)

(responses remain same if
1NT is doubled; responses
remain same after 2♣ overcall
except double is now Stayman;
transfers off after 2♦ or higher
overcall & cuebid is Stayman)

2NT: 20 to 21

(with 22-24 open 2♣ and rebid 2NT)
(with 25-27 open 2♣ and rebid 3NT)

1♥/1♠: 1st/2nd: 5+ cards

3rd/4th: 5+ cards
(occasionally four cards)

1♣/1♦: 1st/2nd: 3+ cards

3rd/4th: 3+ cards

2♣: 22+ if balanced;
9+ tricks if unbalanced

2♦/2♥/2♠: 5-11;
good 6-card suit (usually)

3♣/3♦/3♥/3♠: preemptive;
good 7-card suit (usually)

SLAM AGREEMENTS

4♣: Gerber (after natural 1NT/2NT)
4NT: Blackwood (after suit agreed)

OTHER AGREEMENTS

Fourth suit forcing to game

RESPONSES

2♣: Stayman
2♦: 5+ hearts (transfer)
2♥: 5+ spades (transfer)
2♠: transfer to 3♣
(to sign off in clubs or diamonds)
3♣/3♦: 6+ suit; invit. to 3NT
3♥/3♠: Forcing; invit. to slam

3♣: Stayman
3♦: 5+ hearts (transfer)
3♥: 5+ spades (transfer)

(Stayman and transfers also apply
after 2♣-2♦-2NT/3NT)

new suit response: forcing
3♥/3♠: 10/11-12; invit. to game
2NT: 13+; forcing raise (Jacoby)
double jump in new suit: **splinter raise**

new suit: not forcing (except 2♣)
2♣: 3+ card support (Reverse Drury)

new suit response: forcing
jump raise (3♣/3♦): invit. to game
1NT: 6-10; 2NT: 11-12; 3NT: 13-15
(no four-card or longer major)

new suit response: non forcing

2♦: waiting
cheaper of 3♣/3♦ second negative

2NT or new suit: forcing
raise: signoff

new suit: forcing
raise: signoff

4♦: 0/4 aces; 4♥: 1; 4♠: 2; 4N: 3
5♣: 0/4 aces; 5♦: 1; 5♥: 2; 5♠: 3