

## Defensive and Competitive Bidding

### Overcalls (Style; Responses; Reopening)

1-level: Could be light  
2-level: Fairly sound

### 1 NT overcall (2ND/4TH; Responses; Reopening)

1NT = 15-18. System as if opened 1NT.

### Jump Overcalls (Style; Responses; Unusual NT)

2NT = Two lowest suits (5+-5+)  
Others: Weak hand with long suit according to vul and position

### Direct and Jump Cue Bids (Style; Responses)

Over minor: Both Majors (5+-5+)  
Over Major: Other Major and a minor (5+-5+)  
Jump Cue Bid: Asks for stopper

### VS. NT (vs. Strong/Weak; Reopen: PH)

Dbl = Equal strength, but "10-12 balanced" in 4<sup>th</sup> position  
2♣ = Landy (Both Majors: 4+-4+)  
2♦♥♠ = Natural  
2NT = Both minors

### VS. Preempts (Doubles; Cue bids; Jumps; NT bids)

Dbl = Take-out  
2NT = 15-18  
Leaping/Non-leaping Michaels

### VS. Artificial Strong Openings

Natural overcalls

### Over Opponents' take out double

Rdbl = (9)10+

## Leads and Signals

### Opening Leads Style

	Lead	In Partner's Suit
Suit	3 <sup>rd</sup> /5 <sup>th</sup>	3 <sup>rd</sup> /5 <sup>th</sup>
NT	4 <sup>th</sup> (attitude style)	3 <sup>rd</sup> /5 <sup>th</sup>
Subseq	3 <sup>rd</sup> /5 <sup>th</sup>	

### Leads

Lead	Vs. Suit	Vs. NT
Ace	AKx/AKxx(x)	AK/AKx/AKxx(x)
King	AK/KQ(x)/KQJ(x)/KQT(x)	AKQ(x)/KQ(x)/KQJ(x)/KQT(x)
Queen	AQJ(x)/QJ(x)/QJT(x)	AQJ(x)/QJ(x)/KQ109(x)/KQJ(x)
Jack	HJT(x)/JT(x)	HJT(x)/JT(x)
10	HT9x/AQT(x)/T9x	HT9x/AQT9(x)/T9x(x)
9	KJ98/9/9x	H98x/9x
X	Hxx/xx(x), xx	Hxx(x)/HT9x, xx(x)

### Signals in order of priority

	Partner's lead	Declarer	Discarding
Suit: 1 <sup>st</sup>	Rev Attitude	Std Count	Rev Attitude
2 <sup>nd</sup>	Std Count	Std Count	Rev Attitude
NT: 1 <sup>st</sup>	Rev Attitude	Std Count	Rev Attitude
2 <sup>nd</sup>	Std Count	Std Count	Rev Attitude

**Other signals:** Standard suit preference in obvious situations (typically when giving partner a ruff).

## Doubles

### Takeout Doubles (Style; Responses; Reopening)

Light

### Special, Artificial and Competitive Dbl/Rdbl

Support dbl/rdbl

## PowerShark 2/1



## System Summary

### General Approach and Style

5-card Major openings  
3-card Minor openings  
(14+)15-17 NT  
2♣ = 22+ NT or 8+ tricks any suit (18+)  
2/1 Game Forcing

### Special bids that may require defence

None

### Special forcing pass sequences

After GF is established

### Important notes that don't fit elsewhere

Two-way Checkback after a rebid of 1NT; 2♣ = ♦ or any invite, 2♦ = GF

### Psychics

Never

Opening	Art	Min. #	Neg. Dbl.	Description	Responses	Subsequent Auction	Passed Hand
1♣		3	4♥	3+♣ 11-22	1♦♥♠ = Nat F1, 1NT = 6-10, 2♣ = 4+♣ 6-9, 2♦ = 6+♦ GF, 2♥ = 6+♥ GF, 2♠ = 6+♠ GF, 2NT = Inv, 3♣ = Inv, 3♦♥♠ = Void GF ♣, 4♣ = Slam try no void, 4♥♠ = To play	1♣ - 2♦♥♠ - 2NT = Asking for short suit and extras	
1♦		3	4♥	3+♦ 11-22	1♥♠ = Nat F1, 1NT = 6-11 NF, 2♣ = GF, 2♦ = 4+♦ 6-9, 2♥♠ = 6+♥♠ GF, 2NT = Inv, 3♣ = Inv, 3♦ = Inv, 3♥♠4♣ = Void GF♦, 4♦ = Slam try no void, 4♥♠ = To play	1♦ - 2♥♠ - 2NT = Asking for short suit and extras	
1♥		5	4♥	5+♥ 11-21	1♠ = Nat F1, 1NT = 6-10 NF, 2♣♦ = GF, 2♥ = 3+♥ 6-9, 2♠ = 6+♠ GF, 2NT = 4+♥ GF, 3♣/♦ = Inv, 3♥ = 3+♥ inv, 3♠ = Void GF♥, 3NT = 5+♥ 7-9, 4♣♦ = Void GF♥, 4♥ = Weak with good support	1♥ - 2NT - 3♣♦♠ = Singleton any strength, 3♥ = No short 17+, 3NT = No short 14-16, 4♣♦ = Void any strength, 4♥ = No short minimum, 4♠ = Exclusion RKCB	2♣ = 3♥ 9-11 2♦ = 4♥ 9-11
1♠		5	4♥	5+♠ 11-21	1NT = 6-10 NF, 2♣♦♥ = GF, 2NT = 4+♠ GF, 3♣/♦/♥ = Inv, 3♠ = 3+♠ inv, 3NT = 5+♠ 7-9, 4♣♦♥ = Void GF♠. 4♠ = Weak with good support	1♠ - 2NT - 3♣♦♥ = Singleton any strength, 3♠ = No short 17+, 3NT = No short 14-16, 4♣♦♥ = Void any strength, 4♠ = No short minimum	2♣ = 3♠ 9-11 2♦ = 4♠ 9-11
1 NT			4♥	(14+)15-17 NT (5M/6m/5422, rarely singleton honour)	2♣ = Stayman, 2♦ = 5+♥, 2♥ = 5+♠, 2♠ = Weak with ♣ or ♦ or ♣+♦ or GF with ♣+♦. 3♣ = Asking for 5M, 3♦♥♠ = 6+♦♥♠ 12+. 4♣/♦ = Transfer to 4♥♠, 4♥♠ = To play	1NT - 2♠ - 2NT = Equal or better ♦ 1NT - 3♣ - 3♦ = No 5♥♠; then bid opposite 4M, Negative doubles, Transfer Lebensohl	
2♣	X	0	4♥	22+ NT or 8+ tricks any suit (18+)	2♦ = Waiting, 2♥♠3♣♦ = 5+♥♠♣♦ good suit 8+, 2NT = 5+-5+♥♠ GF or 6+M GF, 3♥♠ = Short suit GF	2♣ - 2NT - 3♣ = Asking, 2♣ - 2NT - 3♣ - 3♦ = 6+♥, 3♥ = 6+♠, 3♠ = 5521, 3NT = 5512, 4♣ = 5530, 4♦ = 5503	
2♦		5		Weak 2, 6♦ 2-10	2♥♠3♣ = Nat NF, 2NT = Asks for shortage, 3♥♠ = Nat GF	2♦ - 2NT - 3♣♥♠ = Short, 3♦ = Balanced minimum, 3NT = Balanced maximum	
2♥		5		Weak 2, 6♥ 2-10	2NT = Asks for shortage, 2♠ = Nat NF, 3♣♦ = Nat F1, 3♥ = NF, 3♠ = Nat GF	2♥ - 2NT - 3♣/3♦/3♠ = Short, 3♥ = Balanced minimum, 3NT = Balanced maximum	
2♠		5		Weak 2, 6♠ 2-10	2NT = Asks for shortage, 3♣♦♥ = Nat F1, 3♠ = NF	2♠ - 2NT - 3♣/3♦/3♥ = Short, 3♠ = Balanced minimum, 3NT = Balanced maximum	
2NT				(19+)20-21 NT (5M/6m/5422, rarely singleton honour)	3♣ = Puppet Stayman, 3♦ = 5+♥ GF, 3♥ = 5+♠ GF (accept transfers with 3+card major support), 3♠ = Both minors, slam try, 4♣♦♥♠ = Double transfers	Slam conventions	
3x		6		Preempt according to vul	New suit on 3-level is F1		
3NT	X	7		Solid major	4♣ = Double transfer, 4♦ = Asks for shortage, 4♥♠ = P/C	Italian Cue Bids (1 <sup>st</sup> or 2 <sup>nd</sup> round control) Splinters Pick a Slam 5NT RKCB (0314)	
4♣♦		6		Preempt according to vul	4♥♠ = To play		
4♥♠		6		To play	RKCB (0314)		
4NT	X			Both minors 6+-5+			