

DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			
OVERCALLS (Style; Responses; 1/2 Level; Reopening)	OPENING LEADS STYLE				
Natural		Lead	In Partner's Suit		
Responding: 2/1=NF; 2/2 = F1	Suit	3 rd from even, low from odd	3 rd from even, low from odd		
Cue of opponent's suit = Inv+ raise in response to partner's overcall	NT	2 nd , from bad, 4 th from good	2 nd , from bad, 4 th from good		Category: Green
2N in response to 1M overcall = 4 card support and Inv+	Subseq	Original 4 th , top of doubleton, MUD	Original 4 th , top of doubleton, MUD		Country: England
(if responder passes or facing 1M protective overcall then 2N = Natural)	Other: Top of touching honours, K asks for rev count				Event:
Jump Cue = Mixed raise after 1L overcall					Players: Sara Moran & Claire Robinson
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)	LEADS				SYSTEM SUMMARY
Direct: 15-18 with system on	Lead	Vs. Suit	Vs. NT		GENERAL APPROACH AND STYLE
Protective: 11-15 with system on	Ace	Asks for rev Attitude	AK(+)		5CM, 2/1 = GF, Transfer responses to 1♣
2N = 20-22 in protective seat with system on	King	AK; KQ(+) Asks count	KQ(+); AKJ10+		1NT (14-16) in 1 st /2 nd (15-17) 3 rd /4 th . May contain 5M or 6m or singleton
	Queen	QJ(+)	QJ(+); KQ109+		1♣ =2+ - either clubs or bal (can be 3352 if 17+)
	Jack	J10(+); HJ10(+)	J10(+); HJ10(+)		3 weak 2's (♦/♥/♠)
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	109(+); H109(+)	109(+); H109(+)		2♣=23+ bal or any GF hand
1-Suit: Weak then (2N = forcing, strength ask)	9	9x	9x; H98x(+)		Stayman is non-promissory if Invitational
2-Suit: 2N = lowest 2 unbid	Hi-x	Sx HxSxxx HxxxS, xxSx, xxxxS	Sx, HxxxSx		4 transfers over 1NT
	Lo-x	HxS; HxSx; xxSx, HxxxS, xxxxS	HxS; HxxS		2 OVER 1 Response GF
Reopen: intermediate in protective seat	SIGNALS IN ORDER OF PRIORITY				SPECIAL BIDS THAT MAY REQUIRE DEFENCE
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)		Partners Lead	Declarer's Lead	Discarding	3N = Good 4M opener
(1♣)-2♣ = 55 Majors unless 1♣ <3 then 2♦ = 55Majors	Suit:1st	Low=ENC	Low=Even	Low=ENC	1♣ -2♦ weak 2M (NV 3-7 hcp: V 4-8 hcp)
(1♦)-2♦ = 55 Majors; (1♥)-2♥ =5♠ 5m; (1♠)-2♠ =5♥ 5m	2nd	Low=Even	suit preference	Low=Even	1♣ - 2M = 5♠ 4♥ : 2♥ weak, 2♠ inv
Jump Cue asks for a stop	3rd	Suit preference		Suit preference	1♣ - 2N = weak club raise, expects 17-19 bal to bid 3♣
	NT: 1st	Low=ENC	Rev Smith, then suit pref	Low=ENC	PH: 1♣-2R = 5♠ 4♥ : 2♦ weak, 2♥ inv
VS. NT (vs. Strong / Weak; Reopening; PH)	2nd	Low=Even	Low=Even	low=even	PH: 1♣-2♠ = weak mm 5+5+, 1♣-2N = INV mm 5+5+
Dbl=Penalty by UPH; Dbl=5m & 4M by a PH	3rd	suit preference	suit preference	Suit preference	Transfer rebids over 1M – 1NT
2♣ =MM	Signals (including Trumps):				
2♦ =One Major then 2♥ /♠ = P/C; 2N asks strong enquiry	Suit preference in trumps and with idle cards				
2M = 5M & 4m	Smith low enc v NT				
2N = 55mm	DOUBLES				
	TAKEOUT DOUBLES (Style; Responses; Reopening)				
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	Mainly T/O without a fit				
Dbl=T/O up to 4♥; X of 4♠ = strong NT without a trump stack 4m(Jump)= 5m + 5M; Lebensohl over weak 2's FASS	1♣ (1♥) X = denies four spades				
Lebensohl over NT FASS	1♦ (1♥) X = exactly four spades				
					SPECIAL FORCING PASS SEQUENCES
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES				Over any GF bid a pass is forcing over interference
Dbl=MM	Fir X's by opener				If it is clear that game has been bid to make and the opps come in then a pass is forcing
NT=mm	Game Try at 3-level if no other game try available				
(1♣) P (1♦) Dbl = Majors	Support through 2♥				IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
OVER OPPONENTS' TAKE OUT DOUBLE	(1N)-P-(3N) X = lead spades				
XX=strong; 1M(X) transfers from 1N	XX of negative X shows 8-10 doubleton support				
1M (X) jump in new suit = fit	Mainly TO				Psychics: Rare
1m (X) 2N = support and invitational+					

OPENING BID DESCRIPTIONS							
Opening	Artificial	Min.	Neg Dble thr	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		2		natural or balanced	Transfers: 1♠ denies a M, 1N = ♣s FG, 2♣=♦s FG	Completing transfer usually 2 or 3 min.	1♠ 4+♦, 1N 4-5♣
1♣				(11)12-14 or 18-19 balanced	2♦ = six+ card Major weak (less than 8 hcp) 2M = 5♠s 4♥s (2♥ = weak, 2♠=inv) 2N = bad club raise	2♣/♦ checkback after weak 1N rebid or transfer completion;	1♣-2R = 5♠s 4♥s: 2♦ weak, 2♥ inv 1♣-2♠ = weak mm 5+5+, 1♣-2N = INV mm 5+5+
1♦		4		diamonds 4+. Not 18-19 bal, if balanced contains 5♦	2♦ =Inv+ raise F1; 2♥/♠ = fit	2♣/♦ checkback 1N rebid (11)12-14 with	2♣ =5+♣; 2M = fit jump; 3M=SPL
1♦					3♣= six card 9-11 hcp, 3M = SPL		
1♥		5		Nat	2♣/♦ = nat GF; 2♠ =limit raise; 3♣/♦ = 4/4 mixed/limit raises;		2♣/2♦ =3/4♥ (7-10); 2♠=best 4 card raise, 2NT, 3♣,3♦ = fit jump in ♠/♣/♦
1♥					2N = Jacoby GF; 3♠= unspecified SPL; 3N/4L = void		
1♠		5		Nat	2♣/♦ = nat GF; 3♥ = nat inv; 3♣/♦ = 4/4 mixed/limit raises;		2♣/2♦ =3/4♠ (7-10); 2N= best 4 card raise;3♣/♦/♥ =fit jump
1♠					2N = Jacoby GF; 3N= unspecified SPL; 4L=void		
1NT				15-17	2♣ =Non-Promissory Stayman, four suit transfers, 3♣=5 card stayman, 3♦=55mm GF, 3M = 31(4/5), 13(4/5)		
2♣	X			23+ bal or any FG	Kokish, 2♦ =waiting; 3M=4M&5♦	3M=4M&5♦ 2♣ -3♦-3♣ -3♦ =stayman 2N via Kokish (25-26), 2N direct = 23-24 bal gf Stayman and tfrs (complete with fit); 3♠ =♣/♦; 2 under slam trys,	
2♦		5		Natural weak, 3-9 hcp 1 st /2 nd , 3-11 hcps 3 rd and 8-11hcps 4th	2N = ART inquiry asking for stopper if max	Responses to 2NT: Bid a stopper if max, 3NT=Max no stopper, max, 3♦=min Any non game raise in ♦ is premeptive	
2♥		5		Natural weak, 3-9 hcp 1 st /2 nd , 3-11 hcps 3 rd and 8-11hcps 4th	2N = ART inquiry asking for shortage if max	Responses to 2NT: Bid shortage if max, 3NT=Max no shortage, max, 3♥=min Any non game raise in ♥ is premeptive	
2♠		5		Natural weak, 3-9 hcp 1 st /2 nd , 3-11 hcps 3 rd and 8-11hcps 4th	2N = ART inquiry asking for shortage if max	Responses to 2NT: Bid shortage if max, 3NT=Max no shortage, max, 3♠=min Any non game raise in ♠ is premeptive	
2NT				20-22 (can be off-shape)	3♣ =Stayman; 3♦/♥ =♥/♠ (comp with fit); 3♠ =mm; two below S/T		
3♣		6		pre-empt	New suit=F1 (unless game bid)		
3♦		6		pre-empt	New suit=F1 (unless game bid)		
3♥		6		pre-empt	New suit=F1 (unless game bid)		
3♠		6		pre-empt	New suit=F1 (unless game bid)		
3NT	X			good 4M 7+ cards	4♣ requests transfer to Major; 4M=To play, 4♦ = bid your Major		
4♣		7		pre-empt			
4♦		7		pre-empt			
4♥		7		pre-empt			
4♠		7		pre-empt			
4NT	X			asks for specific aces	5♣ =0, 5♦ =♦A, 5♥ =♥A, 5♠ =♠A, 5N= 2aces, 6♣ =♣A		
5♣/♦		8		♣/♦ pre-empt			
HIGH LEVEL BIDDING							
RKCB 4130, Exclusion = 4130, step one below 5L of our suit asks for Queen; Competition: D0P1; R0P1							
5N usually pick a slam unless clearly GSF, specific Kings over RKCB, bid your lowest							

