



DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			
OVERCALLS (Style; Responses; 1/2 Level; Reopening)		OPENING LEADS STYLE			
Sound. Occasionally 4-card.		Lead		In Partner's Suit	
Cue = LR+.	Suit	4th		same	
Fit jump shifts (not game bids unless PH).	NT	4th		same	Category: Open - Brown Sticker
Jump cue = mixed 4T raise.	Subseq	4th		same	Country: England
R/O transferred king.	Other:				Event: Olympiad 2004 (KO stages)
					Players: Tom Townsend & David Gold
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY
15-18 (system on).	Lead	Vs. Suit		Vs. NT	GENERAL APPROACH AND STYLE
R/O 11-15 (system on).	Ace	Demands attitude.		Demands attitude.	Natural.
Sandwich = 16-20 (all advances natural).	King	AK KQ demanding count.		Demands unblockcount.	Four-card majors frequently when minimum.
	Queen	QJ (KQ) demanding attitude.		KQ QJ demanding attitude.	Five-card major style with 18-19 balanced.
	Jack	KJ10 J1.0		HJ10 J10.	
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	H109 109.		H109 109.	
1-Suit: Weak.	9	H98x+ 9x.		H98x+ 9x.	
2-Suit: 2NT = lowest two suits, weak or very strong in principle.	Hi-x	Top of doubleton. Second from xxx+.		Top of doubleton. Second from xxx+.	1NT Openings: (14) 15-17
	Lo-x	Low from Hxx. 4th from an honour.		Low from Hxx. 4th from an honour.	2 OVER 1 Responses: 11+ normally
Reopen: Intermediate. 2NT = 2NT opener (system on).	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	2D = Multi: WK 2M or 22(+)-24 balanced.
Cue = 5/5 highest two suit, weak or very strong in principle.	Suit: 1st	Count	Count	Count	2H = Flannery.
4th seat live "cues" = natural.	2nd	Attitude	SP	Attitude	2S = Bad pre-empt in any suit.
R/O cue = any strong two-suiter FSA.	3rd	SP		SP	
Jump cue = asking for a stopper in bid suit.	NT: 1st	Count	Count	Count	
VS. NT (vs. Strong / Weak; Reopening; PH)	2nd	Attitude	SP	Attitude	
2C = majors.	3rd	SP		SP	
2M = natural.	Signals (including Trumps): High = even / encouraging in all cases.				
Jump = intermediate.	SP in trumps.				
X = penalty. PH = major + minor.					
2NT = minors or any FG two-suiter.	DOUBLES				
	TAKEOUT DOUBLES (Style; Responses; Reopening)				
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	Mostly shape-suitable unless very strong.				
X = T/O. 2NT = natural (system on).	R/O transferred king.				
Leaping Michaels.					
X of Multi = 13-15 balanced or very strong.					SPECIAL FORCING PASS SEQUENCES
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES				
Over strong club:	Support X (and support NT).				
X = majors. 1NT = minors. 2NT = reds.	Most doubles take-out before fit or definition.				
2any = suit OR suit above.	No space game-try double.				IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
OVER OPPONENTS' TAKE OUT DOUBLE					
XX = 10+ penalties.					
Suit = natural F1. Jump shift = fit. Double jump shift = SPL.					Psychics:
Jump raise = PRE. 2NT = LR+.					
1M(x)-3NT = co-operative raise with defence, 4M = unilateral.					

BROWN STICKER OPENING BID ANNOUNCEMENT FORM

Names: David GOLD – Tom TOWNSEND
Country ENGLAND **Event** European Championship
Opening bid of 2♠ **in** any **seat at** all vulnerabilities
Shows: A non-constructive pre-empt in any suit, nominal range 0-6 HCP with 6+ cards
Detailed Description:

Non-vulnerable, we may open 2♠ on any hand in the 0-6 range with a six-card or longer suit (but it is not compulsory to do so). Vulnerable, the suit is likely to be seven cards, or a good six cards (say QJ109xx).

Responses and Rebids in Uncontested auctions

With what hands will responder pass the opening bid?

Responder may pass with any hand – pass does not promise length in spades, nor is it based on any inference that opener “must” have spades.

Meanings of other responses and rebids:

2NT = relay asking for opener's suit, may be constructive. Subsequent new suit by responder FG. This response requires opener to bid his suit at the three-level, at the three-level in competition, and double if the opponents bid it at any level.

3♣ = Pass or correct, not constructive.

3♦ and higher = natural NF.

Competitive Agreements

Responses after opponent's DBL (including Pass, RDBL and expected follow-ups)

Pass = Pass or correct, not constructive.

RDBL = Pass or correct inviting opener to compete as per 2NT response above.

2NT = own two-suiter.

3♣ and higher = natural NF.

Responses after opponent's overcall:

Immediate new suit by responder over suit overcall = own suit, not pass or correct

Rebids after 4th hand DBLs the response:

Opener bids his suit if asked to do so (by a P/C response) or judges whether to correct a NF new suit response

Rebids after 4th hand overcalls:

Opener bids his suit at the three level if the response was 2NT.

Defence to 2♠ Opening = Bad Pre-empt in any Suit As Devised by John Armstrong

General Principle

Treat as a multi-coloured 2♦ opening.

1. Directly Over 2♠ Opening

Dbl = 14+ balanced or any strong (19+) hand.

2NT = natural with source of tricks.

3Y (including 3♠) = natural, sound opening values.

3NT = natural with source of tricks.

4♣/♦ = ♥+bid suit, FG.

2. After (2♠) X (P/XX)

Pass = penalty, but does not create a forcing pass situation if 2♠x is rescued.

2NT = Lebensohl, with subsequent ♠ bids being cues.

3Y = natural FG.

3NT = denies a ♠ stop.

3. After (2♠) X (P) P (3Y) or (2♠) X (XX) P/2NT (3Y)

Pass = not forcing.

X = take-out, but any subsequent X from either side is penalty.

3Z = strong, NF.

4. After (2♠) X (2NT)

X = FG with subsequent X from either side being penalty.

Pass then X = take-out.

3Y = FG with subsequent X from either side being penalty.

Pass then 3Y = constructive NF.

5. After (2♠) X (2NT) P (3Y=P/C)

X = strong take-out.

3Y = strong, NF.

6. After (2♠) X (3Y=nat) or (2♠) X (3Y=nat) P (P)

Pass = NF

X = take-out.

3Y = constructive NF.

4Y = any 2 suits excluding bid suit, FG.

7. After (2♠) 2NT (P)

Continuations as over 2NT opening.

8. After (2♠) 3Y (P/3Z)

Bid = FG.

X of 3Z = take-out.

9. After (2♠) P (P)

Dbl = 11+ balanced or any good (16+) hand.

2NT = natural with source of tricks.

3Y (including 3♠) = natural, opening values.

4♣/♦ = ♥+bid suit, FG.

10. After (2♠) P (P) X (P)

Pass = happy to defend 2♠x, but does not create a forcing pass if 2♠x is rescued.

2NT = Lebensohl, with subsequent ♠ bids being cues.

3Y = constructive NF.

3NT = denies a ♠ stop.

11. After (2♠) P (P) X (P) P (any rescue, incl those via XX or 2NT)

X of suit = take-out until our side has bid or doubled again. X = penalty thereafter.

X of 2NT = extra values, creates a forcing pass situation and hence penalty doubles.

3Y = constructive NF.

12. After (2♠) P (P) X (XX/2NT=rescue)

As in 11 above.

13. After (2♠) P (P) X (3Y)

X = take-out. Any subsequent double by either hand is penalty except when opponents have bid and supported a suit.

3Y = constructive NF.

14. After (2♠) P (P) 2NT (P)

Continuations as over 2NT opening.

15. After (2♠) P (P) 3Y (P)

3Y (including 3♠) = natural, constructive NF.

16. After (2♠) P (2NT)

X = 14+ balanced or any strong (19+) hand.

3Y (including 3♠) = natural, sound opening values.

3NT = natural with source of tricks.

17. After (2♠) P (2NT) P (3Y)

X = take-out.

18. After (2♠) P (2NT) X (3Y)

X = take-out.

3Z = constructive NF.

19. After (2♠) P (2NT) P/X (3 suit) P (P)

X = take-out.

20. After (2♠) P (2NT) 3 suit (P/3Y)

3Z = constructive NF.

21. After (2♠) P (3♣=P/C or 3Y=nat)

X = take-out or strong hand

3Z = natural.

4♣ (over 3♣) = two suits excluding ♣, FG.

22. After (2♠) P (3♣=P/C) X (3Y)

X = penalty.

Pass = not forcing.