



Green Note#1

Category: England

Country: Bermuda Bowl

Event: David Price and Colin Simpson

Players: SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

4-card M (choice between 1m and 1M decided by relative suit quality, position, point count and rebid considerations. May open light first position (green) and in 3rd.)

NAT weak 2M/2 \heartsuit :

Psychics: OCCASIONAL

LEADS AND SIGNALS

OPENING LEADS STYLE

Lead In Partner's Suit

Suit 4th from honours, 2nd from bad suits

NT 4th from honours, 2nd from bad suits

Subseq 4th from honours, 2nd from bad suits

Other: S from Sxxx in BID and SUPPORTED SUIT.

S from Sxxx in BID and SUPPORTED SUIT.

LEADS

Lead Vs. Suit

Ace AK, AKx(+), Ax(+)

King AK, AKx(+), KQ, KQx(+)

Queen QJ, QJx(+)

Jack J10, J10x(+), KJ, J10x(+)

10 109, 109x(+), H109x(+), HJ10x(+)

9 9x

Hi-x HxS, HxxS, Sx, Sxx, xSxx

Lo-x HxS, HxxS, Sx, Sxx, xSxx

SIGNALS IN ORDER OF PRIORITY

Partners Lead Declarer's Lead

Suit: 1st HI=ENCRG HI/lo=E

2nd HI/lo=E S/P

3rd S/P

NT: 1st HI=ENCRG HI/lo=E

2nd C/UB on K lead

3rd HI/lo=E S/P

Signals (including Trumps): REVERSE SMITH SIGNAL VS NT NOTE[1]

REMAINDER COUNT=STND

Trumps: Hi-lo shows interest in ruff or wake up call

DOUBLES

TAKE OUT DOUBLES (S/Vie, Responses: Reopening)

May be tight (10+) with classic shape

1m-(DBL)-1M-(2M)=NAT

OK pass RESP DBL if BAL

LEB after (W2M) X (P) OR (W2M) P (P) X (P)

SPECIAL: ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES

1m-(1 \heartsuit)-DBL suggests 4+ \heartsuit , 6+ HCP

At 3+ level, RESP DBL: Useful values, any shape

Most low-level DBLs=TO, (not after 1NT opener or redouble)

NEG DBLs beyond 2 \heartsuit : 10+HCP, any shape

RESP DBL (mtr.4 \heartsuit)

GAME TRY DBL where it is the only game try available.

DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style: Responses: 1/2 Level; Reopening)

1-level may be 4-cards when LD or no other bid sensible, 2+ level=5-cards, Strength depends on suit quality

Jump RAISE=PRE, CUE = sound raise, 2NT=good 4 card raise if major.

New suit=F1, New suit JUMP=FIT (SPLT in opponents suit)

NT RESP=NF(except 2NT over 1 or 2 level major suit overall)

1NT OVERCALL (2ND/4TH Lvl; Responses: Reopening)

15+-18+HCP. Responses as to 1NT opener.

PROTECTIVE 1NT = 10-15. Responses as to 1NT opener except response to STAYMAN includes range.

JUMP OVERCALLS (Style: Responses: (initial) NT)

1-Suit: WEAK

2-Suit: (1m) - 2NT = \heartsuit +om, (1 \heartsuit) - 2NT = \heartsuit + \clubsuit , (1 \heartsuit) - 2NT = \heartsuit + \spadesuit

Reopen: Jump in suit = Opening values with six card suit.

DIRECT and JUMP CUE BIDS (Style: Responses: Reopen)

(1m) - 2m = 5-5M, (1 \heartsuit) - 2 \heartsuit = \heartsuit + \heartsuit strength from weak upwards

(1 \heartsuit) - 2 \heartsuit = \heartsuit + \heartsuit strength from weak upwards

JUMP CUE = request for stopper

PROTECTIVE CUE = as above but opening bid strength or better

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

DBL = \heartsuit +ANO (need only be 4-4 if approaching opening bid strength).

2m = m+ \heartsuit as above. With 5M+4m will often bid 2M

2M = NAT

2NT = Good opening strength single suited hand

Bids may be weaker in the protective position

VS: PREEMPTS (Doubles: Cue bids; Jumps: NT bids)

TAKE OUT DOUBLE AT 2,3 AND 4 LEVEL. 3NT = NAT.

Over W2 or 3 level PRE, CUE = stopper ask. Various 2-suited bids - NOTE

VS: ARTIFICIAL-STRONG OPENINGS

Over a strong \heartsuit , DBL=M's, 1NT=m's, JUMPS=WEAK

Similarly opens strong 2 \heartsuit

Over strong 2NT opener, 3 \heartsuit = M's

OVER OPPONENTS: TAKE OUT DOUBLES

1 any = F, 2NT=Limit raise in M, 3M = PRE, 2NT after m=PRE raise, 3m=limit

FIT JUMPS (PRE)

4M = PRE

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

