



DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			
OVERCALLS (Style; Responses; 1/2 Level; Reopening)		OPENING LEADS STYLE			
		Lead		In Partner's Suit	
Aggressive at one level (rarely 4 cards)	Suit	A,2,4		A,2,4	
Sound 2/1	NT	Strong K,10,9		A,2,4	Category: Green
Further auctions:	Subseq	A,2,4		A,2,4	Country: Wales
Fit Jumps	Other:	K from AK = shortage elsewhere			Event: Camrose Trophy
UCB		v NT Q may be from weak KQ holding			Players: Dafydd Jones, Gary Jones
2NT good raise	LEADS			SYSTEM SUMMARY	
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)	Lead	Vs. Suit		Vs. NT	GENERAL APPROACH AND STYLE
2ND 15-17(18)	Ace	AK(x...)		AK(x...)	Acol with 3 weak twos
4TH 10-14	King	KQ(J)(x)		KQJxx, AKQxx, AKJxx	4 Card majors
Responses as 1NT	Queen	QJ(x...), Qx		QJ(10),KQx,KQJx	Weak 2's in D+H+S
	Jack	J10(x...), Jx		J10(9)	With two four card suits usually open M before m, H before S and C before D
	10	109(x...), 10x		HJ10 (not Q) or 98, 9x	
JUMP OVERCALLS (Style; Responses; Unusual NT)	9	98(x...), 9x		H109 (not J) or 98, 9x	
1-Suit: Weak, usually 6 card	Hi-x	x(x)x, x(x)xx		xx, x(x)x, x(x)xx	1NT Openings: 12-14 but 15-17 3rd Vul (teams only)
2-Suit: 2NT Lowest 2 unbid suits (19-21 in protective position)	Lo-x	Hx(x),Hxx(x)		Hx(x),Hxx(x)	2 OVER 1 Responses: 10+
	SIGNALS IN ORDER OF PRIORITY			SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
Reopen: Intermediate - 6 card suit		Partners Lead	Declarer's Lead	Discarding	
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)	Suit:1st	HELO (HELD)	HELO (s/p)	s/p	
1x-2x Highest two unbid suits	2nd	HELO (HELD)	HELO (s/p)	HELO	
1x-3x Asks for stopper for NT	3rd	HELO (HELD)	HELO (s/p)	HELO	
1x-p-1y-2x = 4-6 in unbid suits	NT: 1st	HELO (HELD)	Smith peter	s/p	
1x-p-1y-2y = 6-4 in unbid suits	2nd	HELO (HELD)	HELO (s/p)	HELO	
VS. NT (vs. Strong / Weak; Reopening; PH)	3rd	HELO (HELD)	HELO (s/p)	HELO	
2C = 4 H and longer other or 5+ H	Signals (including Trumps): Suit Preference, Smith Peters				
2D = 4 S and longer other or 5+ S	Lead of K asks for count (or unblock vs NT)				
2H = 5 H and 4+ minor					
2S = 5 S and 4+ minor					
2N = Game forcing two suited					
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	DOUBLES				
vs weak 2 x=t/o + Lebensohl (slow shows)	TAKEOUT DOUBLES (Style; Responses; Reopening)				
vs weak 3 x=t/o	Sputnik to 3S				
vs 4 level openings x=values	Negative to 4H				SPECIAL FORCING PASS SEQUENCES
VS. ARTIFICIAL STRONG OPENINGS					
vs strong 1C vs Polish 1C or similar P then x 15-17					
x=H,1D=S x=weak NT or 18-20,1D=major	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES				
1H/1S/1NT = CRO 2 suited	Game Try Doubles				IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
2 any = 6 or 1 of bid suit	Co-operative doubles				15-17 1NT rebid then 2C is checkback
OVER OPPONENTS' TAKE OUT DOUBLE	Rosenkrantz Redoubles				Halmic after 1NT-Dbl-
xx = 9+, new suit = F1					Good-Bad 2NT in some competitive situations
Jump in new suit = Fit					Psychics: Rare
Jump raise = pre-empt					
2NT = good raise to 3 level					

