



DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			
OVERCALLS (Style; Responses; 1/2 Level; Reopening)		OPENING LEADS STYLE			
usually 5+ card, natural in both opener and responders suit in sandwich		Lead		in Partner's Suit	
aggressive except 2m = sound overcall	Suit	4th, 2nd from bad suits		3rd and 5th	
new suit response = F1	NT	4th, 2nd from bad suits		3rd and 5th	Category: Open
UCB = 3 card support or v strong hand	Subseq	attitude			Country: Ireland
After M overcalls then fit jumps and 2nt = 4 card raise	Other:	rusinow honour leads in own suit			Event: Warsaw 2006
ump raises pre		K for count unblock, other honours for attitude			Players: Tommy Garvey / John Carroll
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY
15 - 18 in 2nd with system as per open 1nt	Lead	Vs. Suit		Vs. NT	GENERAL APPROACH AND STYLE
10 - 14 protective with 2♣ = ask,	Ace	AKx (+), Ax (+)		AKx (+), Ax (+)	2 way club - 1♣ = 10 - 13 balanced or 17+ any distribution
15 - 18 in 4th live	King	AKx(+), KQ(J/T)x(+), KQ		KQJ(+), KQT9(+), KQ	5 card majors
(2nt protective = 20-22)	Queen	KQx(+),		KQx(+), AQJx(+)	canape response after 1♣ opening
	Jack	QJx(+), Jx, QJ		QJx(+), Jx, QJ	1♦ opening may have longer clubs
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	JTx(+), HJTx(+), Tx, JT		JTx(+), HJTx(+), Tx, JT	aggressive competitive style
1-Suit: weak jumps, 2♦ = Ms over 1♣, 3♣ = unbid over 1x	9	T9x(+), HT9x(+), 9x		T9x(+), HT9x(+), 9x	
2-Suit: 4 m over weak 2M = 5+ m / 5+ other M	Hi-x	xXx, xXxx, Xx		xXx, xXxx, Xx	1NT Openings: 14-16
	Lo-x	HxX, HxxX, HxxXx		HxX, HxxX, HxxXx	2 OVER 1 Responses: artificial
Reopen: jump is intermediate and cue is good 2 suiter	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	2♦ = weak in either major or bal 20-22
direct cue = extremes 5+ / 5+ strong vul, strong or weak non vul	Suit: 1st	Hi = disc	H = odd, L = even	E = enc, O = S/P	2♥ = 11-16 4/4/1/4 or 4/4/0/5
ump cue = looking for a stop for 3n with solid suit	2nd	Hi/Lo = odd	S/P	H = odd, L = even	2♠ = weak with 5♠ and 4+ other
	3rd	S/P		S/P	2nt = 11-16 with 6(5)+♦/5+♣ or 14-16 with 5+♦/4+♣ not 2/2 M
	NT: 1st	Hi = disc	H = odd, L = even	E = enc, O = S/P	2♥/♠ jump response weak to 1 level opening
VS. NT (vs. Strong / Weak; Reopening; PH)	2nd	Hi/Lo = odd	S/P	H = odd, L = even	2 level response artificial to 1 major opening
dbl = penalty	3rd	S/P		S/P	2nt rarely natural in comp auctions
2C = Hearts or (hearts + other with worse hearts)	Signals (including Trumps): Smith Peter in NT (Hi = enc)				
2D = Spades or (spades + other with worse spades)	S/P in trumps				
2♥ = ♥ and m	reverse remaining count				
2S = Spades and minor 2nt = minors	DOUBLES				
jumps = wide ranging	TAKEOUT DOUBLES (Style; Responses; Reopening)				
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	resp dbls thru 4♠, supp dbls thru 2♠				
dbl = to, 3nt = to play, 4nt over 3M = minors, 4nt over 3m = blackwood	reopening aggressive take out doubles except 1x - p - 1n - p - p - x = pen				
4♣/♦ over 3M = 6♣/♦ and 4 other M, 4♣ over 3♦ = 5(+)*♣ and 4 M	lebensohl style responses to most doubles				
	melc eg 1♠ - x - p - 2♣ - p - 2♦ can be min with 4♠/5♦				
VS. ARTIFICIAL STRONG OPENINGS		SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			SPECIAL FORCING PASS SEQUENCES
jumps pre	if we have found fit then game try doubles if no space else penalty			1x - dbl - rdbl = F to 2nt (unless penalty)	
over strong 1♣(2♣) then dbl = ♣♥ or ♦♠, 1♦(2♦) = ♣♠ or ♦♥, NT = M's or m's	most lowlevel double = take out				
	dbl of cue in overcall suit = lead some thing else, dbl of cue in bid suit = lead suit			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
	some other lead directing doubles				
OVER OPPONENTS' TAKE OUT DOUBLE					
1M - dbl - 1nt/2♣/2♦ = xfers					
1♦(♥) - p - 1M(♠) - dbl - rdbl = 3 supp				Psychics: rare	
1♦ - dbl - 1♥/♠ = nat 4+ cards F1, 1♥ - dbl - 1♠ = nat 5+ cards F1, 1♦ - dbl - 2♣ = nf					
1♣ - dbl - rdbl = 12+ hcp					

OPENING BID DESCRIPTIONS							
Opening	Artificial	Min.	Neg Dble thr	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣	yes	0	4♥	10-13 balanced or 17+	1♦ = 0-7 or GF, 1♥/♠ 8+ maybe longer m, 2♥/♠ wk	1♣ - 1♦ - 1♥/♠ = 10-13 3+ cards or 17+ 4+ cards (canape)	
1♦	no	4	4♠	10-16 unbal, maybe longer ♣	2♦ inverted, 2♥/♠ weak, 3♣ support with void	2♣/3♣ canape, often support M with 3 cards,	
1♥	no	5	3♠	10-16 natural	raises pre, 2♣ art GF, 2♦ = 3 supp, 2♠ wk, higher = supp	1♥ - 2♣ - 2♦ = 11-13 bal or 4+ ♣/♦, 2♠ = nat, 2nt = 5/4/4	drury
1♠	no	5	4♥	10-16 natural	raises pre, 2♣ art GF, 2♦ = ♥, 2♥ = 3 supp, higher = supp	1♠ - 2♣ - 2♦ = 11-13 bal or 4+ ♣/♦, 2♥ = nat, 2nt = 5/4/4	drury
1NT	no		3♠	14-16 may have 5M, 6m or 5/4 m	2♣ = stayman, 4 suit xfers	1nt - 2♣ - 3♣ is better than 2nt	
2♣	no	5	3♠	11-16 6+ ♣ or 5+♣ / 4M	2♦ = ask (F3♣), 2♥/♠ = nat F, 2NT = Nat F1 or GF ♣	2♣ - 2♦ - 2♥/♠ = nat, 2NT = max 6♣, 3♣ = min 6♣	
2♦	yes		2♠	weak in ♥ or ♠ or bal 20-22	2♥/♠ = pass or correct, 2NT = ask, 3♣/♦ = nat nf	2♦ - 2M - 2NT - 3♣ = puppet stayman, 3♦/♥ = xfer, 3♠ = m	
2♥	yes	4		11-16 4/4/1/4 or 4/4/0/5	suits = nat to play, jumps = invite, 2nt = ask GF	2♥ - 2nt - 3♣ = min, 3♦ = med, 3♥ = max, 3♠ med 5♣	
2♠	yes	5		weak with 5♠ and 4+ other	2nt = ask for 2nd suit, 3♣ = invite if ♥, 3♦ = invite ♠		
2NT	yes			11-16 6(5)+♦/5+♣ or 14-16 5+♦/4+♣	3♣ = strong relay, 3♦/4♣ to play, 3♥/♠ = nat F	2nt - 3♣ - 3♦ = 6/4, 3♥/♠ = 3 cards, 3n = 5/5	
3♣	no			pre-empt	new suit = nat F, 4♣ = trump ask, jump = CAB		
3♦	no			pre-empt	new suit = nat F, 4♣ = trump ask, jump = CAB		
3♥	no			pre-empt	new suit = nat F, 4♣ = trump ask, jump = CAB		
3♠	no			pre-empt	new suit = nat F, 4♣ = trump ask, jump = CAB		
3NT	yes			4 level pre-empt in m	4♣/♦ = pass or correct		
4♣	yes			good 4♥ opening	one step = ST, 4nt = rkcb, 4♠ to 5♦ = CAB		
4♦	yes			good 4♠ opening	one step = ST, 4nt = rkcb, 5♣ to 5♥ = CAB		
4♥	no			pre-empt	4nt = rkcb		
4♠	no			pre-empt	4nt = rkcb		
4NT	yes			specific ace ask	5♣ = 0, 5nt = 2, 6♣ = ♣A		
5♣	no						
5♦	no						
5♥	no						
5♠	no						
5NT							
HIGH LEVEL BIDDING							
cue = 1st or 2nd round equally							
4nt = rkcb 1430 with 5nt ask for specific kings							
3rd round control asks after rkcb							
CABS - 1 step = 0, 2 step = 2nd round control, 3rd step = 1st round control							
DOPI, gerber over 1nt,							
rdbl of cue shows 1st round							
Josephine, lightner							
forcing pass and pull of dbl = st							
response to RKCB after 1♣ - 1♦: 5♣ = 0, 5♦ = Q, 5♥ = 1, 5♠ = 1 + Q							