DEFENSIVE AND COMPETITIVE BIDDING

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

Sound, sometimes 4card at 1 level; Change of suit constructive

F 1/1, 2/2 NF 2/1

Jump shows fit, CUE= good raise

2NT= MIXED raise except after 2 level overcall

After raise in suit M then short suit G/T

1NT OVERCALL (2nd/4th Live, Responses, Reopening)

2nd: 15-18 HCP

4th: 10-14 (11-16 over M)

RESP: see 1NT opening (2C range enquiry when 11-16)

JUMP OVERCALLS (Style, Responses, Unusual NT)

1-suit: PREEMPTIVE

2-suit: 2NT= 2 lowest suits, CUE= 2 highest suits, 3C= other 2 suits;

REOPEN: jump= 11-15 1-suited; 2NT= 18-20

DIRECT AND JUMP CUE BIDS (Style, Respones, Reopen)

CUE= 2 highest

JUMP= ASK for Stopper

VS. NT (vs. Strong / Weak, Reopening, PH)

VS WK NT (14-16 or less): X= PEN, 2C= H + other, 2D= S + other, 2M= NAT, 2NT= ms, 3any= PRE

VS STR NT: X= ms or good hand, 2C= Ms, 2D= 1M, 2M= M + m, 5-4, 2NT= STR 2-suiter, 3any= PRE

VS PREEMPTS (Doubles, Cue-bids, Jumps, NT bids)

X= T/O

Natural defence to MULTI 2D (X= 13-15 or 20+ HCP)

VS 2M: CUE= ASK for stop; 4m= m + oM, GF

VS. ARTIFICIAL STRONG OPENINGS

VS strong club: X= H, 1D= S, 1H= 2-suiter same colours, 1S= 2-suiter same rank, 1NT= 2-suiter odd

VS 1C- 1D or STR diamond: X= 2 colour, 1NT= 2 rank, 2C= 2 odd

OVER OPPONENTS' TAKEOUT DOUBLE

RDBL= 10+, TRF over 1M X

Jump shift is FIT

2NT= good raise to 3+

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	4th ; 2nd from poor suit	3rd/low
NT	4th ; high from 3 low	3rd/low
Subseq	Att	att

Other: Ace ASK for Att, K ASK for count or unblock

LEADS

Lead	Vs. Suit	Vs. NT
Ace	A or K	A, AK, AKJ
King	AK or KQ	AKJ, KQJ, KQ10
Queen	KQ or QJ	KQ or QJ
Jack	J10(+), Jx, KJ10	AJ10, KJ10, J10x, Jx
10	109(+), 10x, H109	1098x, 10, H109
9	9x	H98, 98x
Hi-x	poor suit	poor suit not 9xx
Lo-x	HxS, HxxS, HxxS(+)	HxS, HxxS, HxxS(+)

SIGNALS IN ORDER OF PRIORITY

		Partner's Lead	Declarer's Lead	Discarding
Suit	1	HI= ENC	HI= EVEN	HI= ENC
	2	HI= EVEN	S/P	HI= EVEN
	3	S/P		S/P
NT	1	HI= ENC	HI= EVEN	HI= ENC
	2	HI= EVEN	Smith echo	HI= EVEN
	3	S/P	S/P	S/P

Signals (including Trumps):

Smith echo (HI= ENC from both sides), S/P in trumps

DOUBLES

TAKEOUT DOUBLES (Style, Responses, Reopening)

Most DBLs are T/O;

CUE is FG or suit agreement at 3 level

SPECIAL; ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES

Support DBL at 1-level and 2-level; support 1NT when they

Double; gametry DBL; lead directing

Responsive DBL up to 4D

1C/D – (1H) – X= Denies 4 S

If they DBL our 1NT for PEN XX forces 2C and shows a 1-suiter

(poss 3 suiter if followed by XX later) and 2 suit is low er of 2

4+card suits

International-Convention-Card

♠ ♥ © DBV e.V. ♦ ♣

Category: GREEN

NCBO: ***ENGLAND*** EVENT: 2007

PLAYERS: Justin Hackett

Jason Hackett

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

4 card M (maybe canapé if WK)

Frequent light opening

Semi-forcing NT response to 1D/H/S

5 card weak 2's (D/H/S)

Intermediate jump shifts at 3-level , WK at 2-level

1NT Opening: 14-16 (1st/2nd), 15-17 (3rd/4th), 5M, 6m poss.

2 over 1 Responses: GF (except 1M-2C)

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

WK TWOs often 5card suits, do not deny a side M suit and very wide range (3-10 1st/2nd, 3-13 3rd, 9-14 4th);

Jump shifts are FIT in competition

In competition 2NT is artificial

Jump overcalls are destructive, but do not explicitly deny values

SPECIAL FORCING PASS SEQUENCES

After RDBL or similar, after our side doubled 1NT

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

Lebensohl after 1NT opening and over WK twos;

We do not play canapé 1H- 1S- 2D, maybe 5-4 or 4-5

PSYCHICS:

Sometimes 1M with 3 card

OPENING	TICK IF ART	MIN No. OF C	NEG X THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1 ♣		3	4H	Maybe 3 card if 17-19 BAL if any 4333	LIMIT raise, 2NT= PRE, WJS, SPL, INV minors	After 1NT rebid 2C forces 2D : PASS or 3C to play, any other bid is INV, 2D= GF checkback ; After 2NT rebid : 3C checkback is any sign off	
1 ©		4	4H	May contain longer clubs	As 1C	As 1C	
1 €		4	4D	May hide longer m if MIN	2NT= GF with fit ; after 1M-2M short suit game try ; 2/1= GF apart from 1M- 2C= GF NAT or 9-12 3/4 card support ; 3S= sound SPL ;3NT=lightspl 4C= FIT with good CTRLs ; 4D= FIT with poor CTRLS	1M-3M is mixed. After 1M-2NT-3C=4 card M,3D= 5 card M no short or max 2 good suits, 3H=5M,min+short,3S=5M,max short m, 3N=5M max short M,4m=min 2 good suits,4M=min 2good suits incl other M	After 1M-2NT-3C-3D then 3H=club canape, 3S=d canape,3nt =weak nt,4C=17-19 bal(4-4Ms) After 1M-2nt-3D-3H asks then 3S-no short+min,3N-no short +max,4m/4H=max 2 good suits
1 «		4	4H	As 1H	As 1H except 1S- 3NT= sound SPL,4x=light spl		
1 NT				14-16 (1st + 2nd) 15-17 (3rd + 4th)	2C= Puppet Stayman (ASK for 5card M); 2D= H or INV (BAL or strong BAL); 2H= S ; 2S= C ; 2NT= D (for TRF to m complete shows FIT); 3m= NAT, F ; 3M= SI	1NT-2D-2H-2S= BARON (either raise to 2NT or SLAM interest) ; Break of M TRF shows doubleton (no Qx) ;	
2 Ë	X			22+ BAL or any GF (unless 22-24 BAL)	2D= Relay ; other bids= positive with good suit (usually 2 TOP honours)	KOKISH;	
2 ©		5		WK, (3-10 1st/2nd, 3-13 3rd, 9-14 4th);	2 new suit= NAT, constructive, NF ; Raise to 3-level= to play and shows A/K/Q ; TRF below opening	2D-2NT= ASK for stop	
2 €		5		As 2D	As 2D plus 2NT= ASK for feature	After 2H/S :3X=feature,3NT= 4card in oM	
2 «		5		As 2D	As 2H	As above	
2 NT				19-21 (1st/2nd), 20-22 (3rd/4th);	Puppet stayman ; TRF 3D >H, 3H>S, 3S>3NT ; 3NT= C+S F1 ; 4C= D+S ; 4D= 5-5 Ms ; 4H/4S= NAT, SLAM try		
3 bids		6		PREEMPT	3-level= NAT, F1		
3 NT	X			GAMBLING (1st/2nd); to play (3rd/4th)	4C= escape ; 4D= pass or correct	**HIGH LEVEL BIDDING**	
4 Ë	X	7		South african texas		Italian style CUE bidding with rolling 4NT; 4NT after m suit agreement is good raise to 5 m;	
4 ©	X	7		South african texas		DOPI ROPI; RKCB (3041) after which 5NT ASK for specific KINGS; Josephine 5NT;	
						LIGHTNER DBL; Forcing PASS followed by pull is inviting to SLAM	