



DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			
OVERCALLS (Style; Responses; 1/2 Level; Reopening)		OPENING LEADS STYLE			
Usually 5 cards		Lead	In Partner's Suit		
New suit = F1	Suit	4th, 2nd from bad suits	Low from odd		Category: Open
UCB usually promises 3 card support	NT	4th, 2nd from bad suits	Low from odd		Country: Ireland
After 1M overcalls: Jump fits and 2NT = 4+ support	Subseq	Attitude			Event: European Teams 2006
Jump raises pre-emptive	Other:				Players: Hugh Mc Gann & Tom Hanlon
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY
15+ - 18+ HCP in 2nd: As for 1NT opening		Lead	Vs. Suit	Vs. NT	GENERAL APPROACH AND STYLE
10 - 14 in 4th: 2♣ = ask range, ask shape, otherwise as opening		Ace	Akx(+) Ax(+)	AKx(+) Ax(+)	1♣ = 11 - 13 balanced or 17+ any
		King	AKx(+) KQ(J/10)x(+) KQ	KQJ(+) KQ109(+) KQ	1♦ opening may have longer clubs and is usually unbalanced
		Queen	KQx(+)	KQx(+)	5 card Majors
		Jack	QJx(+) QJ	QJx(+) QJ	Canape responses after 1♣ opening
JUMP OVERCALLS (Style; Responses; Unusual NT)		10	J10x(+) HJ10x(+) J10 10x	J10x(+) HJ10x(+)	
1-Suit: Weak except vul v nonvul (INTERMEDIATE), 2NT = Ask	9	109x(+) H109x(+) 9x	109x(+) H109x(+)		1NT Openings: 14 - 16
2-Suit: Ghestem 5+/5+ (note 9)	Hi-x	xSxx xSx Sx	xSxx xSx		2 OVER 1 Responses: Artificial after 1M opening
	Lo-x	HxxS HxS	HxxS HxS		SPECIAL BIDS THAT MAY REQUIRE DEFENCE
Reopen: 2NT = 20 - 22, Suits = Intermediate, Cue = Any 2 suiter	SIGNALS IN ORDER OF PRIORITY				2♦ opening = weak with ♠ or ♣ or 20 - 22 balanced
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)		Partners Lead	Declarer's Lead	Discarding	2♥ opening = (4 = 4 = 1 = 4) or (4 = 4 = 0 = 5), 11 - 16
Ghestem (note 9)	Suit: 1st	Hi = DISCRG	Hi/lo = E	Hi/lo = E	2♠ opening = weak with 5+♠ + another suit
Jump cue asks stop	2nd	Hi/lo = E	S/P	E = ENCRG	2NT = 5+♦ 4+♣, 11 - 16 (usually 14 - 16)
	3rd	S/P			3NT = pre-empt in ♣ or ♦
	NT: 1st	Hi = DISCRG	Hi/lo = E	Hi/lo = E	Weak jumps at the 2 level after 1X opening
VS. NT (vs. Strong / Weak; Reopening; PH)	2nd	Hi/lo = E	S/P	E = ENCRG	Transfers when opps double or overcall at one level (except after 1♣)
2♣ = ♥ + any, 2♦ = ♠ + any (anchor to the weaker M if both M)	3rd				2NT usually not natural in competitive auctions
Then 2♥ / ♠ = (3)4+ and 2NT = ask, invitational +	Signals (including Trumps): Smith Signal vs NT				1M-4M is pre-emptive but we sometimes bid this on good balanced hands without
2NT = Distributional 2 suiter (minor orientated)	Remainder Count = Standard				slam interest
X = Penalty vs weak. Vs 15+ or passed hand = 1m	S/P in Trump Suit				
		DOUBLES			
		TAKEOUT DOUBLES (Style; Responses; Reopening)			
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	May be light (10+) with classic shape				
Dble = T/O. LEB after (WK2x)-DBL-(P)-(WK 2♦): 4♣=♣+M, 4♦=♠+♥, cue=stop ask	Cue bid promises rebid				
(WK 2M): 4♣=OM+♣, 4♦=OM+♦. Cue Bid after 3minor is 5/5+ in Majors	Lebensohl in responsive double position				
after 3M, 4m=♣/♦ +4OM. (3M)-4NT= m 2 suiter					SPECIAL FORCING PASS SEQUENCES
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES				(1NT) - DBL - (any) - Pass: Semi forcing through 2♠
Against 1♣(2c) dble=♥, 1♦=♠ 1♥=♣&♠ or ♦&♥, 1♠=♣&♦ or ♥&♠, 1NT=♣&♥ or ♦&♠	Negative DBL through 3♠ (4♣ after 1♦ opening) Higher X = cards				
All 4+/3+ 0-12 hcp. Jumps are weak in suit bid or suit above or 3 suiter.	Responsive DBL though 4♥				
Responses are random until doubled. NT is game try	Support DBL through 2♠				IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
	Most low level DBLs = Take Out				Tend to pass COMP DBL at 3+ level when BAL especially when we open 1♣
OVER OPPONENTS' TAKE OUT DOUBLE	Game try DBL when no space otherwise competitive or responsive				
After 1♣, 2NT = 5/5, RDBL = 12+ HCP	When we have agreed a suit and opp bids unsupported then double is usually pen.				
RDBL = 10+ then subsequent DBLs takeout forcing to penalty or 2NT					Psychics: Seldom
After 1♦ / M = 1NT to 2 under = transfers (show NF or F1, TRFS to opening suit =					

OPENING BID DESCRIPTIONS							
Opening	Artificial	Min.	Neg Dble thr	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣	Yes	0	3♠	11-13 BAL or any 17+	1♣ = 0-7 or GF, 1NT=8-11, 2NT=12/13/3NT=14-18, 1♥/♠=8+ hcp (minor suit canape). 2M=Artificial INV+, 2♣/♦=8	After 1♦ : 1M = 11-13 3+cards or 17+ 4+ cards, 1NT = 17 - 19 2♥-3♦=Game forcing, 2NT=23/24	
1♦							
1♦						3♣ / ♦ INV opp 11-13 opener. 3♥ and higher as opening	
1♦						3♣ - 3♠ = control ask. 3NT = 25+	
1♦						After 1M:1NT=11-13, 2♣ = Artificial GF	
1♦	No	4	4♣	10-16, Unbalanced.	1NT= 6-10, Inverted Raises, 2M = weak	1NT rebid = 11 - 16 unbalanced	2♥/♠ = jump fit
1♥				May have longer ♣ (note 2)	Splinters, 3♣=any void splinter		
1♠		5	3♠	10-16 (note 3)	1NT= 6-12, Raises PRE, 2NT-3♦ = 4 supp. 2♦= 3 supp.	After 2♣: 2♦=4+♣or4+♦or11-13balanced, 2NT = (5-4-4-4)	Jump fits. 2♣♣ = 3 card drury.
1♠		5	3♠	10-16 (note 4)	2♦=♥s. 2♣ is Art. GF over 1♥/♠ OP. 3♥NT=void splinter	After 2♦/♥ then 2♥/♠=min no extra shape	2NT = 4 card support
1NT		2	3♠	14-16, 5M ,6m or 5/4 minors	2♣♣ = stayman, 2♦/♥♠/NT are transfers. 3♣/♦ both m	Break Major transfers with 4 trumps	After artificial double system on. XX = penalty try
1NT		1		are possible (note 5)	3♥♥ / ♠ = Slam try 4♦♦ /♥ = transfers	Break minor transfers with 3 trumps and suitabe hand	
2♣		5	3♠	10-16, 6♣ or 5+♣ and 4 Major	2♦ = Ask. 2M natural F1, 2NT F with support or bal.	(note 6)	
2♦			2♠	Multi. Weak in ♥/♠ or 20-22 bal	2♥/♠ = Relay. 4♣/♦ = TRFs to resp. major. 2NT = ask	After 2NT: 3♣/♦ = min(2nd relay). 3♥♥/♠ =max	
2♦				weak 2 NV may be 5 and v weak		weak 2s	
2♥				(4-4-4-1) or (4-4-0-5) short ♦ 11-16	Raises invitational. 2NT = ask GF	After 2NT: 3♣ =min, 3♦/♠/NT=medium, 3♥ =max,	
2♠		5,4		Spades and another 5+/5+(4+) 2-9	2NT=Ask 2nd suit. 3♣ = inv if ♥. 3♦ = inv in ♠	(note 7)	
2NT		5,4		5+♣/4+♦ 11-16. Usually 14-16	3♣ = Ask. 3♦/4♣ to play. 4M natural (note 8)	After 3♣ : responses show shape artificially	
3♣		6		Preempt. Reasonable 1/2 seat	New suit nat F1, 4♣=trump ask, CABS		
3♦		6		As 3♣	As above		
3♥		6		Random Preempt	As above		
3♠		6		As 3♥	As above		
3NT		6		Preempt in ♣ or ♦	4♣/♦ for correction. 4♥ and ♠ to play		
4♣		7		Strong 4♥ opening	4♦♦ = Ask		
4♦		7		Strong 4♥ opening	4♥ = Ask		
4♥		6		Pre-empt	CABS		
4♠		6		Pre-empt	CABS		
4NT				Specific ace Ask			
HIGH LEVEL BIDDING							
CUE=1st + 2nd round equally. Positive & negative Cue bids.							
RKCB-1430, EXCLUSION RKCB, Then 5NT asks specific Kings/none, 5♠-6♥ may be							
3rd round control ask. DOPI GERBER							
Control asks after PRE Openings: 1 step =0, 2 step = 2nd, 3 step =1st							
Response to RKCB after 1♣-1♦: 5♣ = 0, 5♦ = 0+TQ, 5♥ = 1, 5♠ = 1+TQ							
JOSEPHINE							
LIGHTNER double							
PASS, then pull is SLAM TRY in Forcing Pass Auctions							