



DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			
OVERCALLS (Style; Responses; 1/2 Level; Reopening)		OPENING LEADS STYLE			
Sound. Occasionally 4-card.		Lead		In Partner's Suit	
Cue = LR+.	Suit	4th		same	
Fit jump shifts (not game bids unless PH).	NT	4th		same	Category: Open - Brown Sticker
Jump cue = mixed 4T raise.	Subseq	4th		same	Country: England
R/O transferred king.	Other:				Event: 2006 European Championships
					Players: Tom Townsend & David Gold
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY
15-18 (system on).	Lead	Vs. Suit		Vs. NT	GENERAL APPROACH AND STYLE
R/O 11-15 (system on).	Ace	Demands attitude.		Demands attitude.	Natural.
Sandwich = 16-20 (all advances natural).	King	AK KQ demanding count.		Demands unblock/count.	Four-card majors frequently when minimum.
	Queen	QJ (KQ) demanding attitude.		KQ QJ demanding attitude.	1C = 18-20 balanced (no other 5-card suit) or natural.
	Jack	KJ10 J10		HJ10 J10.	Transfer responses to 1C.
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	H109 109.		H109 109.	
1-Suit: Weak.	9	H98x+ 9x.		H98x+ 9x.	
2-Suit: 2NT = lowest two suits, weak or very strong in principle.	Hi-x	Top of doubleton. Second from xxx+.		Top of doubleton. Second from xxx+.	1NT Openings: (14) 15-17
Over 1C: 2D = majors, 3C = diamonds + spades.	Lo-x	Low from Hxx. 4th from an honour.		Low from Hxx. 4th from an honour.	2 OVER 1 Responses: 11+ normally
Reopen: Intermediate. 2NT = natural (system on).	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	2D = Multi: WK 2M or 22(+)-24 balanced.
Cue = 5/5 highest two suits. (1C)-2C = natural.	Suit: 1st	Count	Count	Count	2H = Flannery.
4th seat live "cues" = natural.	2nd	Attitude	SP	Attitude	2S = Bad pre-empt in any suit (SEE BROWN STICKER FORM).
R/O cue = any strong two-suiter FSA.	3rd	SP		SP	
Jump cue = asking for a stopper in bid suit.	NT: 1st	Count	Count	Count	
VS. NT (vs. Strong / Weak; Reopening; PH)	2nd	Attitude	SP	Attitude	
2C = majors.	3rd	SP		SP	
2D = one major Multi-style.	Signals (including Trumps): High = even / encouraging in all cases.				
Jump = intermediate.	SP in trumps.				
2M = major + minor.					
X = penalty. PH = 5m + major.	DOUBLES				
2NT = minors or any FG two-suiter.	TAKEOUT DOUBLES (Style; Responses; Reopening)				
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	Mostly shape-suitable unless very strong.				
X = T/O. 2NT = natural (system on).	R/O transferred king.				
Leaping Michaels.					
X of Multi = 13-15 balanced or very strong.					SPECIAL FORCING PASS SEQUENCES
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES				
Over strong club:	Support X (and support NT).				
X = majors. 1NT = minors. 2NT = reds.	Most doubles take-out before fit or definition.				
2any = suit OR suit above.	No space game-try double.				IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
OVER OPPONENTS' TAKE OUT DOUBLE					
XX = 10+ penalties.					
One of a Suit = natural F1. 1NT+ transfer. Jump shift = fit. Double jump shift = SPL.					Psychics:
Jump raise = PRE. 2NT = LR+. (Switched when minor agreed)					
1M-(x)-3NT = co-operative raise with defence, 4M = unilateral.					

OPENING BID DESCRIPTIONS							
Opening	Artificial	Min.	Neg Dble thr	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣	Yes	2	4♠S	18-20 balanced or natural.	1R = TRF. 1S = no 4CM non-FG. 1NT = 4+D FG.	1C-1R-1NT = 18-20. 2-way Checkback.	Fit jumps.
1♣					2NT = 11-12 balanced. WJS. 3D/H/S PRE.	Various artificial jump rebids.	1NT = roughly 11 balanced.
1♦		4	4♠S		INV jump shifts 3-level.	1D-2C-2H = min balanced or normal reverse.	
1♦					3H/S/4C = void SPL.		
1♥		4	4♠S	Can open either with 4H 4m min.	1M-2NT = FG raise. 3S = singleton somewhere.	1H-2H-2S asks for shortage, 2NT/3C/D = shortage.	1M-2NT = NAT.
1♥				4H 5m (22) occasionally.	3NT/4C/D = void.	TRF after 1M-1NT.	
1♠		4	4♠H	Can open either with 4S 4m min.	3NT = singleton somewhere. 4C/D/H = void.	1S-2S-2NT asks for shortage.	
1♠				4S 5m (22) occasionally.		1S-2S-3C/D/H = shortage.	
1NT			4H	(14)15-17 balanced.	STAY, does not promise 4-card M. TRF. 2S = minors.	Smolen. Lebensohl. Retransfers.	
1NT				5M routinely and other deviations.	2NT/3C TRF. 3D = 5-card STAY. 3M = INV.		
2♣	Yes			Any game force.	2D = values. 2H = second negative. 2NT = H positive.		
2♦	Yes	(5) 6M	2S	WK 2M or 23-24 balanced.	majors = P/C. 2NT = relay. 3C/D = natural F1.		4th seat weak option hearts only.
2♥	Yes	5		Flannery 11-16 5H 4S.	2NT = INV. 3C = FG relay. 3D = puppet to 3H.		
2♠	Yes			Bad pre-empt in any suit.	2NT = relay. 3C = P/C.	SEE BROWN STICKER FORM	4th seat = WK 9-11.
2NT				20-22 balanced.	3C = STAY. 3D/H = TRF. 3S = minors.	Smolen.	
3♣		6		Constructive PRE.	4D = RKCB.		
3♦		6		Constructive PRE.	4C = RKCB.		
3♥		6		Constructive PRE.			
3♠		6		Constructive PRE.			
3NT	Yes			Solid minor no outside A/K 1st/2nd.	4C/5C/6C = P/C. 4D = singleton ask.		3rd/4th seat = to play.
4♣		6		PRE.	4D = RKCB. 4NT = natural.		
4♦		6		PRE.			
4♥		6		PRE.	Suit = cue. Raise asks for suit playable opposite void.		
4♠		6		PRE.	Suit = cue. Raise asks for suit playable opposite void.		
4NT	Yes			Ace asking.	5C = none. 6C = CA.		
HIGH LEVEL BIDDING							
RKCB 3041 then 5NT for specific kings.							
ROPE DOPE in competition.							
Splinters.							
4NT in competition generally shows two places to play.							
GSF demanding seven opposite two of top three (6C = no top honour).							

BROWN STICKER OPENING BID ANNOUNCEMENT FORM

Names: David GOLD – Tom TOWNSEND
Country ENGLAND **Event** European Championship
Opening bid of 2♠ **in** any **seat at** all vulnerabilities
Shows: A non-constructive pre-empt in any suit, nominal range 0-6 HCP with 6+ cards
Detailed Description:

Non-vulnerable, we may open 2♠ on any hand in the 0-6 range with a six-card or longer suit (but it is not compulsory to do so). Vulnerable, the suit is likely to be seven cards, or a good six cards (say QJ109xx).

Responses and Rebids in Uncontested auctions

With what hands will responder pass the opening bid?

Responder may pass with any hand – pass does not promise length in spades, nor is it based on any inference that opener “must” have spades.

Meanings of other responses and rebids:

2NT = relay asking for opener's suit, may be constructive. Subsequent new suit by responder FG. This response requires opener to bid his suit at the three-level, at the three-level in competition, and double if the opponents bid it at any level.

3♣ = Pass or correct, not constructive.

3♦ and higher = natural NF.

Competitive Agreements

Responses after opponent's DBL (including Pass, RDBL and expected follow-ups)

Pass = Pass or correct, not constructive.

RDBL = Pass or correct inviting opener to compete as per 2NT response above.

2NT = own two-suiter.

3♣ and higher = natural NF.

Responses after opponent's overcall:

Immediate new suit by responder over suit overcall = own suit, not pass or correct

Rebids after 4th hand DBLs the response:

Opener bids his suit if asked to do so (by a P/C response) or judges whether to correct a NF new suit response

Rebids after 4th hand overcalls:

Opener bids his suit at the three level if the response was 2NT.

Defence to 2♠ Opening = Bad Pre-empt in any Suit As Devised by John Armstrong

General Principle

Treat as a multi-coloured 2♦ opening.

1. Directly Over 2♠ Opening

Dbl = 14+ balanced or any strong (19+) hand.

2NT = natural with source of tricks.

3Y (including 3♠) = natural, sound opening values.

3NT = natural with source of tricks.

4♣/♦ = ♥+bid suit, FG.

2. After (2♠) X (P/XX)

Pass = penalty, but does not create a forcing pass situation if 2♠x is rescued.

2NT = Lebensohl, with subsequent ♠ bids being cues.

3Y = natural FG.

3NT = denies a ♠ stop.

3. After (2♠) X (P) P (3Y) or (2♠) X (XX) P/2NT (3Y)

Pass = not forcing.

X = take-out, but any subsequent X from either side is penalty.

3Z = strong, NF.

4. After (2♠) X (2NT)

X = FG with subsequent X from either side being penalty.

Pass then X = take-out.

3Y = FG with subsequent X from either side being penalty.

Pass then 3Y = constructive NF.

5. After (2♠) X (2NT) P (3Y=P/C)

X = strong take-out.

3Y = strong, NF.

6. After (2♠) X (3Y=nat) or (2♠) X (3Y=nat) P (P)

Pass = NF

X = take-out.

3Y = constructive NF.

4Y = any 2 suits excluding bid suit, FG.

7. After (2♠) 2NT (P)

Continuations as over 2NT opening.

8. After (2♠) 3Y (P/3Z)

Bid = FG.

X of 3Z = take-out.

9. After (2♠) P (P)

Dbl = 11+ balanced or any good (16+) hand.

2NT = natural with source of tricks.

3Y (including 3♠) = natural, opening values.

4♣/♦ = ♥+bid suit, FG.

10. After (2♠) P (P) X (P)

Pass = happy to defend 2♠x, but does not create a forcing pass if 2♠x is rescued.

2NT = Lebensohl, with subsequent ♠ bids being cues.

3Y = constructive NF.

3NT = denies a ♠ stop.

11. After (2♠) P (P) X (P) P (any rescue, incl those via XX or 2NT)

X of suit = take-out until our side has bid or doubled again. X = penalty thereafter.

X of 2NT = extra values, creates a forcing pass situation and hence penalty doubles.

3Y = constructive NF.

12. After (2♠) P (P) X (XX/2NT=rescue)

As in 11 above.

13. After (2♠) P (P) X (3Y)

X = take-out. Any subsequent double by either hand is penalty except when opponents have bid and supported a suit.

3Y = constructive NF.

14. After (2♠) P (P) 2NT (P)

Continuations as over 2NT opening.

15. After (2♠) P (P) 3Y (P)

3Y (including 3♠) = natural, constructive NF.

16. After (2♠) P (2NT)

X = 14+ balanced or any strong (19+) hand.

3Y (including 3♠) = natural, sound opening values.

3NT = natural with source of tricks.

17. After (2♠) P (2NT) P (3Y)

X = take-out.

18. After (2♠) P (2NT) X (3Y)

X = take-out.

3Z = constructive NF.

19. After (2♠) P (2NT) P/X (3 suit) P (P)

X = take-out.

20. After (2♠) P (2NT) 3 suit (P/3Y)

3Z = constructive NF.

21. After (2♠) P (3♣=P/C or 3Y=nat)

X = take-out or strong hand

3Z = natural.

4♣ (over 3♣) = two suits excluding ♣, FG.

22. After (2♠) P (3♣=P/C) X (3Y)

X = penalty.

Pass = not forcing.