



DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			
OVERCALLS (Style; Responses; 1/2 Level; Reopening)		OPENING LEADS STYLE			
Constructive o/calls, cues are const raises, new suit force, jump fits in m fo M, splinters		Lead		In Partner's Suit	
Cue of weak 2 is two suiter	Suit	fourth highest		low from honour	
	NT	fourth highest		low from honour	Category:
	Subseq	count		count	Country: Ireland
Cue of op suit is const. raise in partners suit, 2NT is const raise where unavailable or k	Other: First discard - ODD = S/P, EVEN=ENC			Event: BU Trials	
	Smith Peter in 3NT - reverse - LOW-ENC			Players: Mark Moran + Peter Plgot	
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY
15-18 HCP in 2/3rd position, 11-14 in 4th position	Lead	Vs. Suit		Vs. NT	GENERAL APPROACH AND STYLE
1x-P-1y-1NT = 15-18hcp	Ace	From A-K-x or A-K-x-x(x) (not AK)		ditto	14-16 No Trump, 2/1 forcing to game
1m-1NT - 2C = majors	King	from KQ-x, or A-K-x-x or AK or KQ-10		ditto	Aggressive
	Queen	from KQ, KQ-x-x (rare)		ditto	3 Weak two's
	Jack	from QJ or j-10-x or J-x or K-J-10-x		ditto	
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	from 10-x, from H-10-9-x, not 10-9-x		ditto	
1-Suit: weak - 6 card suit, jumps overcalls over weak bids constructive	9	from 10-9-x or 9-x		ditto	
2-Suit: ghestem - good or bad.	Hi-x				1NT Openings: 14 -16
	Lo-x				2 OVER 1 Responses: FTG
Reopen: Natural and Ghestem	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	D/H/S - Weak 3-10, maybe five card suits when NV
1c-2C = clubs, 1C-2D = majors	Suit:1st	attitude or count	count	attitude	1M-"NT - Limit raise or better in M
1/2X - 3x = no-trump ask(except 2S-3S and 2H-3H)	2nd	count/attitude	count	count	4C overcall except over hearts) or Wk 2 in spades is a good 4H overcall
3m-4m - two suiter	3rd				Leaping and non-leapiong Michaels over wk 2's and wk 3's
1/2/3x - 5x - exclusion	NT: 1st	attitude or count	smith-Peter	attitude	Ghestem
VS. NT (vs. Strong / Weak; Reopening; PH)	2nd	attitude or count			
Anti versus NT, dble in pass out against ST NT show clubs.	3rd	4th of remaining			
2NT enquiry - forcing over o/cal, 3C = wk with both majors over 2C	Signals (including Trumps): H-Lo in trumps odd - suggesting ruff.				
versus wk NT - dble is strong NT or better, dble in 4th is strong NT, even over t/o	h-lo - even cards, low - odd				
Dble in pass out is clubs, dble in pass out of t/o is t/o.					
		DOUBLES			
		TAKEOUT DOUBLES (Style; Responses; Reopening)			
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	better shape - more aggressive, lebenshol applies at two level only				
Dble - t/o, natural - cue = two suiter	Value jumps in response. Cue bid of suit are constructive raises in own suits				
Over 3NT, 4m(shorter) = t/o - 9+ 2 suiter	Responsive dble generally denies other major. responsive dble of m guarantees 3/4 in				
v Multi - Dble of 2D=one maj short or 19+, t/o Dble resp, v ekrens - Dble = strong NT+	Negaitiev dble up to 4H, 1X-P-1Y-1Z-dble - extras and T/O				SPECIAL FORCING PASS SEQUENCES
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES				1X-Dble-Rdble is forcing to 2NT, all passes are forcing
V 1C - 1D/H/S are constructive, dble = good hand, 1NT =Majora or minors.	Dble of agreed suit of oponents is t/o and competitive.				Over cue or strength show before game, all passes over intervention are forcing
2C constructive, twos are weak, 3C weak , 2NT = minors or majors	Rdble of doubled cue is 1st round control				in 2/1 auctions all passes are forcing
v2C = 2NT = majors or minors, 3D/3H/3S - weak, 2D-3C - constructive					IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
					Weak Jump overcalls in all positions
OVER OPPONENTS' TAKE OUT DOUBLE					
2NT =- const raise, jumps - rubbish. RDBle - forcing to double or rebid of opnrs suit					
Bids are natural and forcing for 1 round					Psychics: rare

OPENING BID DESCRIPTIONS

Opening	Artificial	Min.	Neg Dble thr	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣	n	4	4h	11-19	nat, 2d/h/s - weak, 2C - inv, 4c - RKCB, 2nt - 16+, sup	new suit splinter, jump suit reverse, all force to 3m	2/1 - good suits
1♦	n	4	4h	11-19	nat, 2H/S/3C - weak, 2D - inv, 4D - RCKB, 16+ supp	as above	
1♥	n	4	4h	11-19	nat, 2NT - forcing to 3H	3C= 14+ two suiter or 15-18 6card no singleton, 3D=wkn	
1♠	n	4	4h	11-19	as above	1H/1S - Pass 3NT - 4-3-3-3- 13-15 HCP	
1NT	n		4h	14-16	see notes		
2♣	Art		4h	game going or single suit F to 3	2D - neg suits - positive, 2nt - 8-10, suit jumps - KQJ10xx		
2♦	n	none	none	3-10			
2♥	n	5	none	3-10			
2♠	n	5	none	3-10			
2NT	n		4h	minors - weak	Natural		
3♣	n	6	none	3-11			
3♦	n	6	none	3-11			
3♥	n	6	none	3-11			
3♠	n	6	none	3-11			
3NT	n	7	none	9+ no outside			
4♣	art	6	none	9+ - good suit with possible outside			
4♦	art	6	none	9+ - good suit with possible outside			
4♥	n	6		Pre-empt			
4♠	n	6		pre-empt			
4NT	art						
5♣	n						
5♦	n						
5♥							
5♠							
5NT							

HIGH LEVEL BIDDING

1m-4above- RKCB, 1/4,0/3,2-2+, two kings+2A+Q, 5any except m, king show

1M-4NT - 1/4,0/3,2-2+5NT = 2 kings, 6 min = specific K + 2+Q

Jump to 5 - exclusion b/wood

Dope and Rope. A bis at the 6 level asks in that suit, one step=xx, KXX, QJx, Bid 7 with

Dble of cue, pass = interest or secoind, RDBle = 1st.

5NT guarantees all 5 keys, 5Nt is jump seq asks about Trumps - steps apply

Pass and Pull = slam try. In save position, Pas = 0, dble =1

Only show 1st round cues over game

exclusion responses - 0/3, 1, 2-, 2+ 5Nt 2+2Kings