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|---|--|---|----------------------------------|---|
| 8-18; rarely 4 cards at one level | LEADS AND SIGNALS | | | |
| Resp: CUE/jump CUE = high card raise; direct raise = weak; | OPENING LEADS STYLE | | | |
| new suit = F1; jump shift/double jump shift = FIT; | | Lead | In Partner's Suit | |
| DBL of raise by 3rd hand = takeout; | Suit | 4th; 2nd from xxx+ | 3rd/5th (maybe ATT if supported) | |
| 4THX = takeout | NT | 4th; 2nd from xxx+ | 3rd/5th (maybe ATT if supported) | Category: GREEN |
| 1NT OVERCALL (2ND/4TH Live; Responses; Reopening) | Subseq | same (ATT) | same (ATT) | Country: EBU |
| 1NT: 2nd/4th live = 15-18. RESP as 1NT OPEN, incl if 3rd hand bids reopen = 10-15. 2* range ask / 4 suit transfers | Other: | Top from xxx if promised exactly three. K asks for count vs suit, for unblock/count vs NT. A asks for REV ATT. | | Event: |
| 2NT: 2nd = highest + lowest, any strength; reopen = 19-21 BAL | LEADS | | | Players: Andy Bowles - John Howard |
| | Lead | Vs. Suit | Vs. NT | SYSTEM SUMMARY |
| | Ace | AKx(+) Ax(+) | AKx(+) AKJx(+) | GENERAL APPROACH AND STYLE |
| | King | AKx(+) AK KQJ(+) KQx(+) | AKJ10(+) KQ109(+) KQJ9(+) | Forcing multi-way 1C with transfer responses |
| JUMP OVERCALLS (Style; Responses; Unusual NT) | Queen | QJ(+) | QJ(+) KQx KQ98(+) KQJx | 5-card majors with artificial 2/1 responses |
| 1-Suit: PRE; 5+ cards NV, 6+ VUL [4]. Wide-range facing P/H. | Jack | J10(+) KJ10(+) | J10(+) AJ10(+) KJ10(+) | Aggressive openings (most 11 counts NV) and preempts. |
| 2-Suit: | 10 | 109(+) H109(+) | 109(+) H109(+) | Frequent takeout doubles, fit bids and transfers in competition |
| | 9 | 9x | 9x | |
| Reopen: | Hi-x | Sx TSx(+) xSx(+) | Sx xSx(+) | 1NT Openings: 14.5-17, often offshape |
| DIRECT and JUMP CUE BIDS (Style; Responses; Reopen) | Lo-x | Sx xSx(+) HxS HxxS(+) | Sx xSx(+) HxS HxxS(+) | 2 OVER 1 Responses Artificial |
| Simple CUE: highest 2 unbid suits, any strength | SIGNALS IN ORDER OF PRIORITY | | | SPECIAL BIDS THAT MAY REQUIRE DEFENCE |
| Jump CUE: asking for stop with SOL. | | Partners Lead | Declarer's Lead | Discarding |
| (1x) p (1y) 2x = 2 unbid suits. | Suit:1st | Hi=DISCRG | Hi/lo=E | Hi=DISCRG |
| (1x) p (1y) 2y = natural. | 2nd | Hi/lo=E | S/P | Hi/lo=E |
| VS. NT (vs. Strong / Weak; Reopening; PH) | 3rd | S/P | | S/P |
| Against weak notrump: 2* = • + another; 2* = • +, another, DBL = PEN | NT: 1st | Hi=DISCRG | Reverse Smith | Hi=DISCRG |
| (with •+• show the shorter, or worse if equal length) | 2nd | Hi/lo=E | Hi/lo=E | Hi/lo=E |
| Responses: next up = P/C; 2NT = ART FG; 3* = 3-card L/R | 3rd | S/P | S/P | S/P |
| Against strong notrump: DBL = • + another; 2*/• = nat + •; 2M = nat | Signals (including Trumps): U/D ATT; STND COUNT | | | 1M - 3 lower = NAT INV |
| Against any: 2NT = intermediate 1-suited minor or FG 2-suiter. | REMAINDER COUNT = STND; | | | By PH: 1M - 2*/• = DRURY |
| DBL of Stayman/TRF shows the suit bid | S/P in trumps; REV SMITH vs NT | | | Two suited overcalls: (1M) 2M = OM + •; (1M) 2NT = OM + • |
| | DOUBLES | | | (1m) 2m = • + •; (1m) 2NT = om + • |
| | TAKEOUT DOUBLES (Style; Responses; Reopening) | | | Transfer responses over intervention at 1/2 level |
| VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids) | CUE RESP INV+, not promising a rebid | | | COMPETITIVE CUE = LIMIT RAISE (or better) |
| DBL = T/O; Two suited 4*/• overcalls over 2 any, 3* and 3* | After (1M) DBL (2M): DBL = 4OM, 2NT = T/O. | | | WEAK JUMP RAISES IN COMPETITION |
| (2x) DBL (p) 2NT = LEB; After (2x) 2NT - respond as opening | RESP DBL at all levels. Over new suit: PEN DBL, NAT CUE. | | | FIT-SHOWING JUMPS in COMPETITION |
| | SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES | | | |
| | Most doubles are takeout. | | | |
| VS. ARTIFICIAL STRONG OPENINGS | DBL of SPL = lead highest unbid suit | | | SPECIAL FORCING PASS SEQUENCES |
| Strong 1*/2*: CRASH | DBL of artificial raise = L/D if INV+; T?O if weaker | | | |
| Strong 1*/2*: DBL = majors; NT = minors | | | | |
| In 4th after NEG or ART positive: DBL = majors; NT = minors | | | | |
| | | | | IMPORTANT NOTES THAT DON'T FIT ELSEWHERE |
| OVER OPPONENTS' TAKE OUT DOUBLE | | | | |
| Transfers from RDBL upwards. Fit jumps. | | | | |
| 2NT = high card raise + | | | | |
| Pass then double = takeout | DEFENSIVE AND COMPETITIVE BIDDING | | | Psychics: Rare |
| | OVERCALLS (Style; Responses; 1/2 Level; Reopening) | | | |

OPENING BID DESCRIPTIONS

| Opening | Artificial | Min. | Neg Dble thr | Description | Responses | Subsequent Auction | Passed Hand Bidding |
|---------|------------|------|--------------|--------------------------------------|---|---|--------------------------------------|
| 1• | Y | 0 | 7• | 5+ clubs / 11-14 bal / | 1• = hearts; 1• = spades; 1• = 0-10 no M or FG •; 1NT = INV+ •; 2• = INV •; | Complete TRF to M = 3 cards | Same |
| 1• | | | | 11-14 4414 / any FG | 2• = Multi, weak 1-suited M or 18+ BAL; 2• = INV+ BAL; 2• = 5-8 •+•; | | |
| 1• | | | | | 2NT = weak •; 3• = 9-11 •+•; 3•/•/• = Nat weak good suit | | |
| 1• | | 4 | 7• | 5 cards unless 11-14 4441 type | 1M = NAT F1; 1NT = INV+ •; 2•/• = NAT NF; 2M = NAT weak 1-suited; | 1•-1M; 1NT = 3-card raise | Same |
| 1• | | | | | 3• = INV 1-suited | | |
| 1• | | 5 | 7• | NAT, not 15-17 BAL | 2• = INV+ BAL / FG • / FG •; 2• = 3-card raise, weak/INV; 2• = CONSTR | 1M-2•-2• = ART, < 15; 1M-2•-2• = ART, 15+ | 2• = 3-card raise; 2• = 4-card raise |
| 1• | | | | | 2• = weak; 2NT = INV+ 4-card support; 3m = iNV 1-suited | | |
| 1• | | 5 | 7• | NAT, not 15-17 BAL | 2• = INV+ BAL / FG • / FG •; 2• = INV+ •; 2• = 3-card raise, weak/INV | See 1• opening | 2• = 3-card raise; 2• = 4-card raise |
| 1• | | | | | 2• = CONSTR; 2NT = INV+ 4-card support; 3•/•/• = iNV 1-suited | | |
| 1NT | | | 3• | 14.5-17 BAL. | 2• = ART, various INV+; 2•/• = TRF (5+ cards if weak; usually 4 if INV+); | | Same |
| 1NT | | | | 5M/6m/5422 type common | 2• = S/O • or INV+ BAL or various FG; 2NT = one minor, FG; | | |
| 1NT | | | | | 3• = S/O • or various FG; 3•/• = TRF INV+; 4•/• = TRF | | |
| 2• | Y | 0 | 7• | 8-13, 4+-4+ majors | 2• = INV+ relay; 2M = S/O; 2NT/3• = TRF; 3• = INV 4•; higher = PRE | | Same |
| 2• | | 1 | 3• | 18-20 BAL/4441 | 2• = • or BAL ST; 2• = • or to play 2NT; 2NT = S/O • or various FG | | Same |
| 2• | | | | | 3• = majors; 3•/• = TRF INV+; 3• = S/O 3NT or •+•; 4•/• = TRF | | |
| 2• | | 5 | | 3-9, usually 6 except 1st NV/3rd | 2NT asks shortage; 2• = NF; 3x = F1 | | |
| 2• | | | | 10-13 4th | | | |
| 2• | | 5 | | Same as 2• | | | |
| 2NT | | | 3• | 21-22 BAL or 4441 | 3• = majors; 3•/• = TRF; 3• = minor(s); 4• = •; 4• = •; 4• = •; 4• = • | | Same |
| 3• | | 6 | | Aggressive PRE (0-12 3rd) | New suit = FG | | |
| 3• | | | | Aggressive PRE (0-12 3rd) | New suit = FG | | |
| 3• | | | | Aggressive PRE (0-12 3rd) | New suit = FG | | |
| 3• | | | | Aggressive PRE (0-12 3rd) | New suit = FG | | |
| 3NT | û | | | SOL m, no o/s A/K (stronger opp P/H) | | | |
| 4• | | 6 | | Aggressive PRE (0-12 3rd) | | | |
| 4• | | 6 | | Aggressive PRE (0-12 3rd) | | | |
| 4• | | 6 | | Loose PRE | New suit = CUE | | |
| 4• | | 6 | | Loose PRE | New suit = CUE | | |

HIGH LEVEL BIDDING

CUE style: Usually up the line.

RKCB (30 41 2 2+Q); next suit (except trumps) asks for Q - step 1 denies.

5NT guarantees all key cards and asks for specific kings.

With minor agreed, 4NT natural if we have bid NT already and then bid 4NT

immediately after the move past 3NT. Otherwise RKCB

In constructive auctions where we are already at the five level, 5NT = RKCB.

Jump to 5NT = GSF with suit agreed (1/0/2), otherwise pick a slam.

With clubs agreed: 5S = GSF; 5NT = a 5S bid.

NON-serious 3NT with M agreed.

FREQ SPL and auto SPL.

Direct raise of SPL = void inclusion RKCB.