



Category: Blue
 NCBO: England EVENT: Camrose 2009
 PLAYERS: Jeremy Dhondy
Alan Kay

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

Strong Club
 5 Card Majors
 1♦ may be as few as two cards

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

2♦ which is 3 suited 10-16, always short in ♦, no 5cM
 2NT which shows 9-13 with at least 5-5 in ♣♦

SPECIAL FORCING PASS SEQUENCES

1♣ Positive then Intervention below Game

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

PSYCHICS:

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's suit
Suit	3rd/5th	3rd/5th
NT	3rd/5th K+10 Strong	3rd/5th
Subseq		

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AKx(+)	AKx
King	AK, AKx(+), KQx	AKJ10 KQ109
Queen	QJx	KQx QJx
Jack	J10x	J10x
10	K109 Q109	HJ10x H109x
9	109x	9x 109x H98x
Hi-x	3rd/5th	3rd/5th
Lo-x	3rd/5th	3rd/5th

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
Suit	1 Hi/Lo=O	Hi/Lo=O	Lo(1st)=ENC
	2 Hi=DISC	S/P	Lo(2nd+)=E
	3 S/P		
NT	1 Hi/Lo=O	Smith	As Suits
	2		
	3		

Top from xxx in partner's suit if we have supported

A=Rev Attidue, K=Reverse Count

DOUBLES

TAKEOUT DOUBLES (Style; Response; Reopening)

Standard

Cue in response promises another bid

Re-opening x may be an Ace weaker

SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES

Responsive to 4♦

Negative to 4♦

Competitive

Game Try

Support, Action

DEFENSIVE AND COMPETITIVE BIDDING

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

Natural, maybe 4 cards at the one level

Change of suit at one and two level is constructive

2NT in competition is often a 4 card raise

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

15-18 in 2nd

10-15 in 4th

Responses as 1NT opening

2♣ after protective NT=Range and shape enquiry

JUMP OVERCALLS (Style; Responses; Unusual NT)

Weak, maybe 5 cards non vulnerable

2NT=lowest two suits and Strong, Balanced in 4th seat

DIRECT AND JUMP CUE BIDS (Style; Responses; Reopen)

Cue bid shows 4♣ and a longer suit. Strength about 9-14

(1♠)2s♠ shows at least 5-5 in ♥ and a minor

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

2♣=♠ and another

2♦=♥+♥

x of a strong NT or by a passed hand=♣ and either ♦or♥ or a single suiter in ♦

VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)

Double for take out

NT=Balanced NF

Cue of a minor=♥♠

(2M) 3M=Bid 3NT with stop, (2D) 3D=Michaels

Leaping Michaels

VS. ARTIFICIAL STRONG OPENINGS

vs 1♣ Strong x=♥♠ 1NT=♣♦

After (1♠)No(1♦)x=♥♠ 1NT=♣♦

After 2♣♦ Strong x=♥♠ 2NT=♣♦ (2♣)No(2♦)x=♦

OVER OPPONENTS' TAKEOUT DOUBLE

xx of major=10+ xx of 1♦=5+♦ 5-9

1♦(x)2NT=at least 5-4(or 4-5) in ♣♦

New suit=F1. Jump=Weak

OPENING	TICKET	ARTIF	OF MINORS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣	✓	0	4♠		Strong F1, 16+	1♦=0-7 1♥2♣♦=Nat. GF 1♠=8-13 bal. 1NT=GF 5+♠ 3♣♦♥♠=4-4-4-1 8+	1♣1♦-1♥=relay 1♣2♣2d=relay 1♣2♣2NT=♦ 1♣2♦-2♥=relay 1♣1♦-2♣2♦=relay	
1♦	✓	2	4♦		♦ or ♣(11-16) or 11-13 balanced	2♦=F1 Natural 2NT=Baron(16+)	1♦-1♥♠-1NT-2♣Relay 2♦=GF ART 1♦(1♠)3♣♦♥=Weak	After 1NT rebid 2♣♦=Nat NF
1♥		5	4♦		10-17(only 16-17 if 4-5)	1♣=ART F1 1NT=5+♠ 2♣♦=GF 2NT=GF Raise 3♣=Sound raise, 3♦=Mixed raise, 3♥=pre 2♣=GF Nat or 16+ Bal	1♥-1♠-1NT=4♠ 1♥-1♠-2♣=Nat or balanced 1♥2♣2♦=ENQ 1♦1NT2♣=NAT or 2-5-3-3	2NT=Sound Raise Jumps are FIT 3♥=Mixed
1♠		5	4♥		10-15	1NT=F1 2♣♦♥=GF 2NT=GF Raise, 3♣♦♠ as 1♥ 2♣=Stayman 2♦♥♠NT=xfer 3♣♦♥♠=FG Natural	1♠-1NT-2♣=Nat or bal. 1NT2♣3♣=Fit, 1NT2NT3♦=Fit 1NT-2♣-2♥-2♠=F1 with 4♠	2NT=Sound Raise, 3♠=Mixed raise
1 NT					14-16 balanced			
2♣		6	4♦		Natural NF 10-16	2♦=Relay 2♥♠=Natural INV 2NT=GF 5♥or♠or bal. 3♣=Pre-emptive raise	2♣2♦-2♥♠=F1 2♣2♦-2NT=Max and no major	
2♦	✓	0			3 suits, short ♦ 10-16	2NT=Enquiry 3♦=Control Ask 3♥♠=Pre-emptive	Penalty doubles of intervention	
2♥		5			5-9	2NT=Relay for feature 2♠+INV, 3 new suit=F		
2♠		5			5-9	2NT=Relay for feature, 3 New suit=F		
2 NT	✓				At least 5-5 in ♣♦ 9-13	3♥♠ F, 4m=PRE		
3 bids		6			Pre-emptive	Change of suit=F1		
3NT	✓				Solid Minor	4♦=relay		
4♣		7			Natural, pre-emptive			
4♦		7			Natural, pre-emptive			
4♥♠		7			Natural			
							HIGH LEVEL BIDDING	
							RKCB with 5♣=1-4 and 5♦=0-3 5NT=2 Aces+Void, 6any=void	
							Standard Blackwood over 1♣1♦ opening, 1NT-4♣=Gerber	
							DOPI if opponents interfere	