



OVERCALLS (Style; Responses; 1/2 Level; Reopening)	LEADS AND SIGNALS				
1-level - normally 5+, aggressive	OPENING LEADS STYLE				
2-level - often 6+, sound		Lead	In Partner's Suit		
CUE = limit raise +, F1	Suit	4th, 2nd from bad suit	4th, 2nd from bad suit		
New suit = F1	NT	4th, 2nd from bad suit	4th, 2nd from bad suit	Category: Green	
Raise = pre-emptive, aggressive, LOTT	Subseq	ATT	ATT	Country: England	
Splinter raises after overcalls	Other: AQ for ATT, K for count or unblock. Top of touching honours			Event: Peggy Bayer	
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)	Occasional unsupported honours in partner's suit			Players: Mungo Jackson - Alex Roberts	
15-18 HCP, stop may be weak (e.g. Qx). 11-14 when reopening	LEADS			SYSTEM SUMMARY	
Continuations as over 1NT opening	Lead	Vs. Suit	Vs. NT	GENERAL APPROACH AND STYLE	
2NT = 19-21 when reopening. Continuations as over 2NT opening	Ace	AKx(+), AKJ10(+)	AK, AKJ10(+)	5-card majors, (semi-F 1NT), light openings, light responses	
1NT overcall shows 2 lowest suits by passed hand 5-5 7-11 or 16+ HCP	King	AK, KQx(+)	KQ, KQx(+)	Wide ranging simple rebid, weak jump shifts at 2-level, constructive at 3-level	
	Queen	KQ, QJx(+)	AQJx(+), QJx(+)	NEG DBL to 4] , competitive at higher levels. NAT weak 2-bids in { / } / [
JUMP OVERCALLS (Style; Responses; Unusual NT)	Jack	J10, J10x(+), KJ10x(+)	(A/K)J10x(+), J10x(+), KJ10x(+)	Intermediate jump overcalls and 2-level openings in passout seat	
1-Suit: Weak (may be 5-card suit, little defensive strength)	10	109, H109x(+)	109, H109x(+)	Frequent and aggressive pre-empts at FAV. Frequent non-penalty DBL	
2-Suit: UNT (PRE or STR; 55+) (1x) - 2NT: 2 lowest unbid suits. New suit NF	9	9x	9x	Pre-empts are aggressive especially NV or in 3rd.	
Reopen: Intermediate.	Hi-x	Sx	Sx	1NT Openings: 14+-17	
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)	Lo-x	xSx, HxS, HxxS	xSx, HxS, HxxS	2 OVER 1 Responses: FG	
MICHAELS CUE (PRE or STR; 55+)	SIGNALS IN ORDER OF PRIORITY			SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
(1m) - 2m:] + [. 2NT is constructive and NAT		Partners Lead	Declarer's Lead	Discarding	Two-suited Overcalls
(1M) - 2M: OM+m. 2NT asks for minor.	Suit:1st	Hi=even	Hi=even	Hi=even	1} - 1] / 1[may conceal longer { s on less than GF hands
Jump cue: asks for stop, shows long solid minor. New suit NF, 3NT shows stop	2nd	Hi=ENCRG	S/P	S/P	4-way transfers over 1NT with breaks possible
VS. NT (vs. Strong / Weak; Reopening; PH)	3rd	S/P			1X - 2Y = Weak
DBL = PEN, 2} = 4+] , 4+ [. (1NT) - 2} - (P) - 2{ asks for major preference	NT: 1st	Hi=even	Hi=even	Hi=even	1X - 3Y = Intermediate
(1NT) - 2x (not 2}) is NAT and usually 6+ suit, 10+ HCP	2nd	Hi=ENCRG	S/P	S/P	1M - 1NT = Semi-forcing (can be passed with 11-14 BAL)
Jump overcall is weak, may be destructive over STR NT	3rd	S/P			LEB-FAST after 1NT - 2x. Also applies with 1NT overcall
DBL by passed hand = 5+m and 4+M	Signals (including Trumps): Smith peters against NT (Hi-lo=ENCRG)			COMPETITIVE CUE=LIMIT RAISE (or better)	
	Trumps:Hi-lo is S/P			GAMBLING 3NT (No outside A or K)	
	S/P when dummy/declarer is known to have shortage				
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	DOUBLES				
DBL = T/O	TAKEOUT DOUBLES (Style; Responses; Reopening)				
4NT = non-specific 2-suiter	Aggressive, especially NV. May be light when re-opening.				
LEAPING MICHAELS	DBL common when reopening to cater for trap pass				
VS. ARTIFICIAL STRONG OPENINGS	Cue-bid is GF.				
Aggressive pre-empts, especially jumps	After RESP DBL 2NT=SCRAMBLING, DBLer bids cheapest suit			SPECIAL FORCING PASS SEQUENCES	
X = 4+/4+ in s] + [s after STR ART 1} / 2}	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			Pass = Forcing after 1NT (x)	
Over STR 1} : 1NT = 4+/4+ in } s+{ s	NEG DBL to 4]			Forcing pass over (1NT) X (2m)	
	Gametry double after 1M - P - 2M - 3x			STR ART ... -(any)-PASS:F thru	
OVER OPPONENTS' TAKE OUT DOUBLE	RESP DBL thru: 4] denies length in unbid major			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
INV FIT-JUMPS	Lightner DBL against suit and NT slams			LEB-FAST after 1NT - 2x and WK 2 - X - P	
New suit = F1	1} -(1{)-DBL: 4+-cards in both Ms			LEB-FAST after Multi 2{ - X - P	
2NT = limit raise +	1m-(1[)-DBL suggests 4+] , 8+ HCP			LEB-FAST after WJO - P - P - X	
RDBL = 9+ HCP, no support	1m-(1[)-DBL: exactly 4[4NT = RKCB 1430 when unclear	
OPENING BID DESCRIPTIONS	DEFENSIVE AND COMPETITIVE BIDDING			Psychics: Rare, more frequent opposite passed hand or with FIT.	

OPENING BID DESCRIPTIONS							
Opening	Artificial	Min.	Neg Dble thr	Description	Responses	Subsequent Auction	Passed Hand Bidding
1}		3	4]	Open 1} with 3-3 or 4-4 in minors	WJS at 2-level, iNV at 3-level.	"2-WAY CHECKBACK", 4SF = GF	Jump shifts= INV FIT
1}				May be light in 3rd seat	INVERTED MINOR RAISES;	3} =CHECKBACK STAYMAN /1X - 1Y - 2NT	
1}					M before m if not GF	1m - 2m - 2M may be FRAG	
1{		3	4]	May be light in 3rd seat	WJS at 2-level, iNV at 3-level	"2-WAY CHECKBACK", 4SF = GF	Jump shifts= INV FIT
1{					INVERTED MINOR RAISES	3} =CHECKBACK STAYMAN /1X - 1Y - 2NT	
1{						1m - 2m - 2M may be FRAG	
1]		5	4]	May be light in 3rd seat	WJS at 2-level, iNV at 3-level, SEMI-F 1NT	3} =CHECKBACK STAYMAN /1X - 1Y - 2NT	Jump shifts= INV FIT, 2-way DRURY FIT
1[5	4]	May be light in 3rd seat	AS FOR 1]	As for 1]	As for 1]
1NT				14+-17 HCP, 5M, 6m, 5422 OK	STAY, does not promise 4-card M. 3x=INV.		Same as by UPH Note#1
1NT					4-SUIT TRF		
2}	X			STR/ART, 23+HCP if BAL	2{ = NEG	2} = puppet to 2[then 2NT = 25-26 BAL	
2}					3]/3[= SOLID SUIT	Others NAT confirming] s	
2{		5	4]		New suit=NF at 2-level/F1 3-level 2NT=asks for feature	3NT = solid suit; rebid suit denies feature	
2]		5	4]		New suit=NF at 2-level/F1 3-level 2NT=asks for feature	3NT = solid suit; rebid suit denies feature	
2[5	4]		New suit=NF at 2-level/F1 3-level 2NT=asks for feature	3NT = solid suit; rebid suit denies feature	
2NT				20-22HCP BAL	PUP STAY, JACOBY TRF, 3[=MINOR SUIT STAY		
3}		6		PRE			
3{		6		PRE			
3]		6		PRE			
3[6		PRE			
3NT	X						
4}		7		PRE			
4{		7		PRE			
4]		7		PRE			
4[7		PRE			
4NT	X			Asks for cheapest Ace	5} = no ace, 5{/ /[/ /6} = A of suit bid, 5NT = 2 As		
5}		7		NAT, PRE			
5{		7		NAT, PRE			
5]		7		Raise once for each AK trumps			
5[7		Raise once for each AK trumps			
HIGH LEVEL BIDDING							
SERIOUS 3NT after] s or [s agreed in GF auction							
5NT: GSF - 6} = 0, 6-level = 1, 7-level = 2							
CUE=1st + 2nd round equally							
RKCB-1430 then 5NT for specific Ks							
DOPI, ROPI in competition							
If opps interfere in GF auction, DBL = PEN, Pass = F1. PASS, then pull is SLAM TRY							
EXCLUSION RKCB 1430							
AUTOSPLINTER after 1NT - transfer or 1M - 1NT							
GERBER							

SUPPLEMENTARY SHEET 1 (1)

"2-WAY CHECKBACK"

After 1NT rebid, 2♣ is PUP 2♦ then:

Pass = S/O in ♦s
2M = INV with 6M
2♠ = 5M-4♠ INV
2NT = 5M(332) INV
3m = 5M-4m INV
3M = INV+ with 6M

2♦ is GF after which:

2 of bid major shows 3-card support
2 of unbid major shows 4-card suit
2NT denies extra length in major
3X = MAX with support for partner and good suit

MICHAEL'S CUE BIDS/UN2NT

(1m) - 2m = 5+♥-5+♠

(1M) - 2M = 5+♠-5m

2NT asks for minor

(1X) - 2NT = 5+-5+ in 2 lower unbid suits

(1X) - P - (1Y) - 2NT = 5-5 in 2 unbid suits

All bids are PRE or STR. May be weak NV.

CHECKBACK STAYMAN/2NT REBID

After 1X - 1Y - 2NT, 3♣ asks for more detail:

3♦ = 8 playing tricks in X

3♥/♠ = 3 card support if suit bid by responder, 4 cards

if not

3NT = no extra length in majors

LEAPING MICHAELS

Over weak 2M/Multi 2♦:

4♣ = ♣ + OM

4♦ = ♦ + OM

Over weak 2♣:

4♣ = ♥ + ♠

4♦ = ♦ + M

4♥ = P/C

Over weak 2♦:

4♣ = ♣ + M

4♦ = ♥ + ♠

All bids show at least 5-5 and are GF

LEB-FAST over 1NT opening or overcall

After 1NT - (2X):

DBL = T/O

2Y = S/O

3Y = INV if Y lower ranking than X, GF if higher ranking

3X = Asks for 4-card major, shows stop in X, GF

3NT = To play with stop in X

2NT = PUP 3♣:

Pass = S/O in ♣s

3Y = S/O if Y lower ranking than X, INV if higher ranking

3X = Asks for 4-card major, denies stop in X, GF

3NT = BAL, values for 3NT, no stop in X

LEB-FAST after T/O DBL of NAT WK 2X or Multi 2D or WJO

2Y/3Y = 8+ HCP, 4+ suit (11+ HCP if jump)

3NT = To play showing stop in X

3X = ART STR F

2NT = asks DBLer to bid 3♣ (only not bid with GF hands):

Pass = S/O in clubs

3Y = 0-7 HCP, 4+ suit, NF

3NT = BAL, values for 3NT, no stop in X

HALMIC DEFENCE TO 1NT (PEN DBL):

DBL in direct seat:

Pass = PUP RDBL

Pass = To play

2♣ = 4+♣s 4+M

2♦ = 4+♦s 4+♠s

2♥ = 4+♥s 4+♠s, preference for ♠s

2♣ = 4+ ♣s 4+ ♦s

2♦ = 4+ ♦s 4+ ♥s

2♥ = 4+ ♥s 4+ ♠s, preference for ♥s

RDBL = PUP 2♣ to play in 5+ suit

Pass = S/O

2♦/♥/♠ = S/O

DBL in R/O seat:

RDBL = RDBL = PUP 2♣ to play in 5+ suit

Pass = S/O

2♦/♥/♠ = S/O

2♣/♦/♥/♠ = scrambling, 4+ suit

DEFENCE TO 1NT (DBL) WHEN DBL IS NOT PENALTY:

RDBL = To Play

All else = System On

2-WAY DRURY FIT:

By a passed hand, 2♣ and 2♦ both show 9-11 HCP and support

2♣ shows 3-card support

2♦ shows 4+ support

New suit is natural and constructive, F1. Raises NF.