



DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			
OVERCALLS (Style; Responses; 1/2 Level; Reopening)		OPENING LEADS STYLE			
Natural overcalls, 5+ card suits. 1level 8+ HCPs, 2 level 10+		Lead	in Partner's Suit		
Unassuming cuebids / pre-emptive responses.	Suit	Top of (internal) sequence; 2/4th level	Low from H, top of nothing, top of d		
	NT	Top of sequence or 4th highest of l	See above		Category:
	Subseq				Country: Northern Ireland
	Other:				Event: Junior Camrose
					Players: Jake Corry and Wayne Somerville
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY
Direct = 15-17HCPs.	Lead	Vs. Suit	Vs. NT		GENERAL APPROACH AND STYLE
Full system on.	Ace				Strong NT, 15-17
10-15 HCPs in reopening seat	King				5 card majors
	Queen				Better minor
	Jack				2D opening = weak 2 in major. 2H/S indicate weak 2suiter
JUMP OVERCALLS (Style; Responses; Unusual NT)	10				
1-Suit: Pre-emptive	9				
2-Suit: Unusual 2NT (lower 2suits)	Hi-x				1NT Openings: 15-17
	Lo-x				2 OVER 1 Responses one round forcing
Reopen:	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	
Michael's cuebids - weak or strong, not intermediate values.	Suit: 1st	Attitude (except on K l	Count	Suit preference	
	2nd	Count	Attitude		
	3rd				
	NT: 1st	Attitude	Count	Suit preference	
VS. NT (vs. Strong / Weak; Reopening; PH)	2nd	Count	Attitude		
Multi-Landy	3rd				
vs wk NT x = penalty	Signals (including Trumps): Standard count and attitude; Laventhal discards.				
vs Str NT x = 4M/5+m					
	DOUBLES				
	TAKEOUT DOUBLES (Style; Responses; Reopening)				
VS. PREEMPTS ( Doubles; Cue-bids; Jumps; NT bids)	10+ for t/o double with 4441, otherwise solid opening values. Natural responses.				
T/O doubles, natural overcalls	Cue of opener's suit = 4/4 in majors or minors. 3level cue enquires about stop.				
Lebensohl after doubles.	Responsive doubles and negative doubles to 3S				
	Lighter values in reopening seat.				SPECIAL FORCING PASS SEQUENCES
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES				
CRASH vs strong 1C opening.	After 1Nt doubled for penalty, xx requests opener rebid 2C				
	After 1NT doubled otherwise, xx indicated desire to penalise.				
					IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
					Raises of majors responses (eg 1C - P - 1H - P - 2H) can indicate 3card support.
OVER OPPONENTS' TAKE OUT DOUBLE					Next step bid requests information about this raise.
Negative doubles to 3S					
1M - x - 2NT = limit + raise in major (4c support).					Psychics:

OPENING BID DESCRIPTIONS

Opening	Artificial	Min.	Neg Dble th	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		3		11+ pts	inverted raises.	weak jump shifts. 2way checkback over 1nt. Checkba	
1♦		3		11+pts	inverted raises	weak jump shifts. 2way checkback over 1nt. Checkba	
1♥		5		11+pts	Jacoby 2NT. 3 level limit raises. 4level raise = distribu	Long suit trials. J2NT responses: 3C = min no shortag	reverse drury in response
1♠		5		11+pts	Jacoby 2NT. 3 level limit raises. 4level raise = distribu	Long suit trials. J2NT responses: 3C = min no shortag	reverse drury in response
1NT				15-17 HCPs. Balanced. Can conta	Stayman; 4way transfers. 3C 5/5+ minors invitational.	Lebensohl after opponent's intervention.	
2♣	y	n/a		9PTs, 19+ HCPs	2D waiting; 2M nat. 2NT solid 5cm. 3m 6 card suit.	2nt rebid - 22-24. 3nt 25-27. 3m rebid 6+ suit with out	
2♦	y	6		weak 2 in a major. 6card suits, 6-9	2/3M - p/c. 2NT - enquiry. 4C - requests transfer to m	After 2NT enquiry: 3C - H min; 3D - S mine; 3H - H m	
2♥				weak; 5H and 4+m	3/4m p/c. 3M - pre-empt. 4NT requests minor. 2S n/f.	after 2nt: 3C - Cmin; 3D - Dmin; 3H - Cmax, 3S - Sma	
2♠				weak; 5S and 4+m	3/4m p/c. 3S pre-empt. 4NT requests minor. 4H to pla	after 2nt: 3C - Cmin; 3D - Dmin; 3H - Cmax, 3S - Sma	
2NT				20/21 points, balanced	Puppet stayman, red suit transfers.		
3♣				weak pre-empt			
3♦				weak pre-empt			
3♥				weak pre-empt			
3♠				weak pre-empt			
3NT				gambling; 7+ card solid minor. No	4D - shortness ask. 4M to play. 4NT enquires length c	After 4D: 4M = sing. 4NT = 2272 shape. After 4NT 5m	
4♣				weak/intermediate pre-empt			
4♦				weak/intermediate pre-empt			
4♥				weak/intermediate pre-empt			
4♠				weak/intermediate pre-empt			
4NT	y			Asks for specific aces.			
5♣							
5♦							
5♥							
5♠							
5NT							

HIGH LEVEL BIDDING

RKC Blackwood 1403. (5nt for specific kings).

Exclusion Blackwood

Gerber only directly after 1/2 NT opening/rebid.

ROPI and DOPI

Cues showing 1st or 2nd round control.
