DEFENSIVE AND COMPETITIVE BIDDING

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

- At 1 level: 8+ to 17 HCP
- At 2 Level- 10+ to 18 HCP
- Jump raise is weak
- Promises 4+ cards 0/7 HCP strictly pre-emptive
- At unfavourable V: 6 to 8 HCP

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

- Immediate O/C = 15 -17
- Balancing 1N: 11-15 now 2C Stayman = range and shape enquiry
- Balancing suit call at 1 Level or non-jump 2 level: 9-14

JUMP OVERCALLS (Style; Responses; Unusual NT)

Jump Suit O/C (except 3C) = Pre-emptive
(1m/1M) 2NT = highest & lowest available suits
(1m/1M) 3C = lowest two available suits

Reopen:

DIRECT & JUMP CUE BIDS (Style; Response; Reopen)

As indicated above
Jump Cue – STOP ask

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

vs strong 1NT: 2C=C + higher, 2D=D+M, 2H=MM, 2S=NAT
subsequent bids will describe them
Natural vs weak 1NT, double is penalty

VS.PRE (Doubles; Cue-bids; Jumps; NT Bids)

(2M) 4m = m + OM
Cue of PRE asks for stopper
Up to 2 level PRE Double we play LEB

VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣

(1C Precision/Strong Club) on Dir and Bal seat: Dbl=MM, 1N=mm.
On direct seat, all other bids are TRF. Bal Seat = NAT

OVER OPPONENTS' TAKEOUT DOUBLE

1M (dbl): 1S=NAT, everything else is a TRF (1N=C, 2C=D, etc),
2M=garbage raise, TRF to the M = LIM/better, 2N=4 card SUPP, 10+,
jump NS=7-9 Fit bid, double jump NS=SPL
1m (dbl): Now 2N = very weak long minor

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	4th Best, MUD, High Low, 2nd best from 4 rags	Low from H if count is known.
NT	4th best, top of nothing, 2nd highest from rags	4th best usually. If supported, may be from rags
Subseq	Normal	
Other	Journalist in NT	

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AKx+	AKx+
King	KQ x (+), KA tight or with side singleton	KQJ x (+) or, AKJx
Queen	QJ, QJ x (+)	QJx, KQ10x, AQ10xx, KQx
Jack	J109 (x+)	J109+
10	10x, 109 x, H109 (+)	HJ10(+), 109(+)
9	9x, 98x	H109_(+), 98(+)
Hi-X	Doubleton	Doubleton
Lo-X	3 or more	3 or more

SIGNALS IN ORDER OF PRIORITY

		Partner's Lead	Declarer's Lead	Discarding
Suit	1	Att on H, Else CTT	CTT	O/E
	2	CTT	SP	
	3	SP		
NT	1	Normally CTT, except on AQ	CTT	Laventhal
	2	Residual CTT	ATT	
	3	SP	SP	

Signals (including Trumps):

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

Of 1C/1D/1H: Can be light, but T/O of 1S: min opening hand, but balancing Dbl can be light if shape is good. Most doubles are shapely doubles with fewer values. Else it must have HCP

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

Support, Negative, co-operative, penalty-After GF is established

SYSTEM SUMMARY

General approach and style
- 2/1, 5533, UDCA
- NT (unpassed seat) semi forcing over 1M
- 2D/2H/2S = Pre-emptive
- 2C = Strong 22+, Balanced or game in hand
- 2N = 20-22
- Namyats

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

Help suit trials, short suit trials

1H 2S & 1S 3C = 4 card SUPP, 7-11. Next suit asks. reverse responses.

L/D over opp's artificial bids

Support double not mandatory

1D 1H 1S shows unbal hand. Rarely can be 3+ cards

SPECIAL FORCING PASS SEQUENCES

When GF is established

IMPORTANT NOTES

PSYCHICS:

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4H	11/21, 3+C	1D/H/S=NAT, 5+ HCP, 2C=Inverted 10+, 2D=9/11 with 5+C, 1N=8 to 10, 2H/2S=weak suit, 2N=10/11, 3x= SPL , 4C=wild pre-empt,	Generally NAT, jump to 2N=18+ long C, Various artificial reverses to shows 17+ hand, 2 way CB, FSF	**1m (1X):** Cue bid OPP suit=LIM/better **1m (1H):** Dbl=4+S, 1S=Denies S **1m (1N):** 2C=MM, 2D=H, 2H=S, 2S=6+ om, 2NT=mm
1♦		3	4H	11/21, 3+D	1H/S=NAT, 5+ HCP, 2C=NAT GF, 2D=Inverted 10+, 3C=9/11 w/ 5+D, 1N=6-10, 2H/2S=weak suit, 2N=10/11, 3x= SPL , 4D=wild pre-empt	Generally NAT, jump to 2N=18+ long D, Various artificial reverses to shows 17+ hand, 2 way CB, FSF	
1♥/♠		5	3S	11/21, generally 5+M	1N=F1 can be 0+ HCP at fav V, 2M =7-10, 2C=Unconditional GF. 3M=PRE. 4M=Catch all, 2N=4+SUPP, 12-14, 1H-2S & 1S-3C=7-11, 4+ SUPP, double jump NS= SPL, 4N=RKC	1M 1N 2N = artificial, F1	**Third seat 1M**: we play fit bids and modified Drury. 2C=3 or 4 card SUPP, 10/11 HCP, 2D=3 or 4 card SUPP 8-10 HCP. (Drury is off in competition.) **1M (1x):** we play fit bids, SPLs, cue bids=3+ SUPP, LIM+, 2N=4+SUPP, LIM+ **1M (1N):** 2M = weak raise, 2C = mm 5/4, 2D = 2oM. 2N = 55 mm 10+
INT			3S	15-17. may have a rag singleton, 5M, 6m	2C=STAY, 2D/H=TRF, 2S=TRF to C, 2N=TRF to D, 3C=5C, 4M GF, 3D=5D, 4M, 3H/S=short with 5/4m, 4C/D –TRF to H&S, 4H/S-QUANT w/ 5C/5D	1N 2C 2D 2N is Inv. Inv/GF sequences after M TRF 1N 2C 2H 2S=no spade, INV 1N 2C 2H 2N= 4S, INV 1N 2C 2M 3D= SUPP in M, S/T	
2♣	x	0	3S	22+Bal or any Game in Hand/18+ with 3/4.5 losers	2D=GF Relay, 2H=Bust, 2N= Heart suit, 5+ HCP, NS = NAT, 5+ HCP	2H=NAT or Bal, 2S=suit, 2N=C oriented, 3C = D oriented, 3D=D&C	**2C (Dbl):** Pass=5+, Rdbl=Bust. **2C (2x):** Pass=5+, Dbl=Bust **2C (3x):** Pass=Bust, Dbl=5+ System on post Dbl, System off post suit intervention.
2♦		6+		4-10, PRE on 1st, 2nd and 3rd seat	2N=INQ. Now 3C=good D, no AK in other suit. 3D=weak. 3H/S = control		
2♥/♠		6+		4-10, PRE on 1st, 2nd and 3rd seat	2N=NQ: 3C=poor suit, poor HCP, 3D=good suit, poor HCP, 3H=poor suit, good HCP, 3S=good, good		
2NT				20-22, BAL	Muppet STAY & TRF. 3S=3NT		
3♣/♦/♥/♠		6/7+		Standard PRE	NAT. NS is F1, Jump = control ask		
4♣/♦	x	8+		4H/4S on 1st, 2nd or 3rd seat. Weak on 4th	One suit lower = enquiry for 2 quick losers. NS shows losers in bid suit, 4M shows no loser but kx, 4NT shows no loser no k to protect		
4♥/♠		7+		To play	NS= Control ask		
5♣/♦		8+		To play	NS= Control ask	**HIGH LEVEL BIDDING**	

| | | | | | RKC: 14/03, Minorwood, Signals – Upside Down; Support double and redouble: 3 card SUPP, 3N serious S/T DOPI (shows Double 0, pass 1, Next step2 etc) ROPI (Redouble 0 pass 1 next bid 2 etc) | | |