

## DEFENSIVE and COMPETITIVE BIDDING

### Overcalls (Style; Responses, Reopening)

1-Level: light, 2-Level: less light (based on shape)  
 Responses: 2/1 constructive NF, 1/1 and 2/2 F1, jump in opener's suit is a 4+ mixed raise, 2NT = 4+ INV+ (except NAT by UPH after 3<sup>rd</sup> seat passes).  
 Lowest cue is a good raise.  
 Transfer advances after 1M overcall is doubled.

### 1NT Overcall (2<sup>nd</sup>/4<sup>th</sup>; Responses; Reopen)

15-18 in 2<sup>nd</sup> seat, full system on  
 13-16ish in 4<sup>th</sup> seat, full system on

### Jump Overcalls (Style; Responses; Unusual NT)

1-suit: Pre-emptive, vulnerability dependent.  
 2-suits: 2NT = lowest 2 unbid suits, can be weak but not totally crazy.  
 1M-3♣: Ghestem, 5oM/5♦+

### Direct and Jump Cue bids (Style; Responses)

(1m)-2m = 5♠/5♥+  
 (1M)-2M = 5oM/5♣+  
 Jump cue-bid: asks for stopper

### VS. NT (vs. Strong/Weak; Reopen; PH)

Direct seat or vs Wk NT	Reopening vs Str NT; PH
Dbl = Strength/penalties	Dbl = 1 minor or both M
2♣ = Both majors	2♣ = clubs + major
2♦ = 6+ major suit	2♦ = diamonds + major
2M = 5M 4+m	2M = natural
2NT = 6+♣, any strength	2NT = both minors
3♣/3♦ = 6+♦ good/bad	3♣/3♦ = constructive

### VS. Preempts (Dbls; Cue bids; Jumps; NT bids)

T/O dbl with Lebensohl vs. weak 2s.  
 3M Cue and jump overcall 4♣ are Ghestem.  
 4♦ overcall = good 4oM overcall

### VS. Artificial Strong Openings

Over 1♣/2♣: Dbl = majors, 1NT = minors

### Over Opponent's Take Out Double

Over 1♣-(Dbl) and 1♣-(1♦), transfers are on.  
 Over 1m-(Dbl): 2♦/2♥ transfers, 2♠ cue raise.  
 Over 1M-(Dbl), transfers from 1NT up to 2M-1.

After 1any-(Dbl)-Rdbl, next double is penalties.  
 1♦-P-1M-(X)-1NT = 3-card support any, F1

## LEADS and SIGNALS

### Opening Leads Style

	Lead	In Partner's Suit
Suit	3 <sup>rd</sup> /low	3 <sup>rd</sup> /low or attitude
NT	4 <sup>th</sup> from honour, Top/2 <sup>nd</sup> bad suit	4 <sup>th</sup> or attitude
Subseq	ATT (or count)	ATT (or count)

Other: Overlead most honour sequences vs suit.  
 Versus suit contracts, we lead Ace for attitude and king for count at the five level or vs preempt.  
 In midgame, we often lead attitude (low=enc).

### Leads

Lead	Vs. Suit	Vs. NT
Ace	AK... (see above)	AK...
King	KQ... (see above)	KQ... (or AKJT...)
Queen	QJ, AKQ	QJ... (or KQ109...)
Jack	J10, KJ10	J10, HJ10
10	109, H109	109, H109
9	3/low or shortage	9x, 9xx, 98+
Hi-x	3/low	xx, xxx(x) etc, or 4 <sup>th</sup>
Lo-x	3/low	4 <sup>th</sup> from an honour

### Signals in Order of Priority

	Pard's Lead	Declarer	Discarding
Suit: 1 <sup>st</sup>	UD attitude	UD count	UD attitude
2 <sup>nd</sup>	UD count	S/P	UD count
3 <sup>rd</sup>	S/P		S/P
NT: 1 <sup>st</sup>	UD attitude	'Oddball'	UD attitude
2 <sup>nd</sup>	UD count	U/D count	UD count
3 <sup>rd</sup>	S/P	S/P	S/P

Signals: UDCA. 'Oddball' on declarer's first played suit vs NT: high from leader's partner likes the lead, high from leader dislikes the lead (if appropriate).  
 In general: Low is even or enc., High is odd or disc.  
 Standard suit preference. Trump hi/lo = ruff/SP

### Doubles

#### Takeout Doubles (Style; Responses; Reopen)

Can be light with more distribution. Support for unbid minor may be poor. Often 2NT = scramble.  
 Responsive X's can be bal or 2 places to play.

#### Special, ART and Comp Dbls/Rdbs

Support DBL's to 2♥, usually t/o dbls at low level.



## System Card



### Category:

Green (Natural)

Country/team:  
Australia Open

Players:  
Liam MILNE  
James COUTTS

Event:  
2024 World Bridge Games (Buenos Aires)

System:  
2/1 GF

### System Summary

#### General Approach and Style

1♣ = 2+♣, can choose to open with longer ♦  
 1♦ = 4+♦, balanced is possible/common  
 2♣ = strong; 2♦ = Flannery; 2M = weak

Light action including openings (especially third seat deviations), defensive actions, responses and non-vulnerable pre-empts.

Very light action at favourable vulnerability.

HCP are a guideline only. Judgement rules.

1NT Openings: 15-17, unless 1<sup>st</sup> NV/V = 14-16

2-over-1 Responses: Game Forcing

#### Special Bids that may require defence

Transfer responses to 1♣  
 Flannery 2♦ (4♠, 5-6♥ 10-15)  
 Transfers and switches in competition

#### Special Forcing Pass Sequences

When obvious, like in a GF auction etc.  
 Pass and pull usually shows a strong hand.

#### Important Notes that Don't Fit Elsewhere

After 1NT is doubled for penalty, bids are natural (system off). Redouble is strong and pass is ambivalent/to play.

#### Psyches

Can occur in any situation (more common NV/V)

Opening	ART	Min. #	Neg. D. Thru	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣	✓	2	4♠	Can be short; Can choose to open 1♣ with longer diamonds	Transfer responses to 1C (1S denies 4M unless GF) Inverted minors (invitational or better) Invitational jump shifts 1C-3x = preemptive, like opening 3x	Accepting transfer response shows 3M; Others usually deny 3M; Relays after inverted minors	Fit-showing jumps P-1C-2NT = good fit with some shortage
1♦		4	4♠	Natural 4♦ Can be balanced	1M=natural, others as per 1C 1D-3C = natural invitational 1D-3M = preemptive	Mostly natural	As per 1C
1♥		5	4♠	Natural 5♥	1S=5+S, 1NT=(0)5-12 NF, 2m=GF 2NT=4+M GF, 3C=3M limit, 3D=4M limit 1H-2S = natural invitational Limited splinters	1M-2NT: 3C min, others extras NLMH 1M-3m-4 either minor=natural slam try After 1H-1S, opener's rebids are transfers. In 2/1 auctions, rebidding 2M may be 5	P-1M-2C=Drury 3+M Others as per 1C
1♠		5	4♥	Natural 5♠	As per 1H. 1S-3H = natural invitational	As per 1H	As per 1H
1NT			4♥	14-16 (1 <sup>st</sup> NV/V) 15-17 otherwise	Stayman and transfers 2S=clubs/invite, 2NT=5cM ask, 3C=diamonds 3D=minors GF, 3M=splinter, 4m=two-under transfer	1NT-2NT-3C(no 5M)-3D asks for 3cM New suit after minor transfer = shortage	
2♣	✓		4♠	Game-forcing	2D=waiting, others positive	Kokish, then transfer rebids next. 2C-2D-3M = 4M/5+D	
2♦	✓		N/A	Flannery 4♠, 5-6♥, 10-15	2NT=GF INQ, 3C=NF, 3D=invitational 3M=invitational 4m=slam try in tied M with shortage in other M	2D-2NT: 3m = fragment, 3H = 6+H, 3S/3NT = 4522 min/max, 4m = 45(40)	
2♥ 2♠		(5) 6	N/A	0-6 dealer fav. Otherwise normal but aggressive	Dealer fav.: 2NT Ogust-style, new suits NF. Otherwise: First step=inq., 2H-2NT=spades, 2S-3C=hearts New suits F when vul., NF when not vul.	Dealer fav. 2M-2NT: 3C/3D=min/max bad suit, 3H/S=min/max good suit, 3NT=6M. Otherwise 2M-2M+1 inquires and opener shows range and shortage with relays.	
2NT			4♥	20-21 balanced	Puppet Stayman and transfers 3S=minors, 4x=two-under slam try transfers	2NT-4m (showing M): step=like, 4NT=RKC 2NT-4M (showing m): 4NT=dislike, other new suit step=RKC.	
3♣/♦ 3♥/♠		6	N/A	Aggressive NV/V	New suits forcing (occasionally passed at NV/V)	<b>High Level Bidding</b>	
3NT	✓		N/A	5♠/6♥ 9-13	4m agrees tied major, slam interest	1430 RKCB. Non-Serious 3♣/3NT frequently when M slam is possible. 01122 EKCB, DOPI vs. interference over Roman Keycard. 1 <sup>st</sup> or 2 <sup>nd</sup> round control cue-bids, 'Last Train' cue bids. 5NT is usually pick a slam, rarely GSF. Lightner double.	
4♣/♦		7					
4♥/♠		7					
4NT	✓						