

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses; 1/2 Level; Reopening)
10-18, gen sound at the 2 level or higher, new suit F1, jump raise weak, cuebid = limit raise or more, SPL[8], FIT JUMPS[5] at 2 or 3 level
re-opening overcalls 8-18
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
2ND SEAT = 15-18, systems on
IN LIVE 4TH SEAT = 15-18, systems on
IN PASSOUT 4TH SEAT = 11-15, systems on
IN PASSOUT 4TH SEAT, 2NT = 18-20, systems on
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak EXCEPT CHEAPER MINOR (GHESTEM [3])
over weak jump overcall, new suit F1, 2NT asks PQ[24]
jump overcall in passout = 12-16 with good 6+ card suit
UNT (GHESTEM[3])
DIRECT AND JUMP CUE BIDS (Style; Responses; Reopen)
Direct Cuebid = GHESTEM [3]
Jump Cuebid = minors (natural, weak), majors (asks stopper)
Reopening Cuebid = FG one or two-suiter (suit or suits unspecified)
VS. NT (vs. Strong/ Weak; Reopening; PH)
DBL = penalty orientated
Direct Seat = transfers
Reopening Seat = 2♣ LANDY[2], others natural
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)
doubles are takeout, with doubles of 4♣ or higher = transferable values
cuebids at 3-level are stopper asks, higher show strong 2-suiter
jumps are strong but NF
NT bids are natural, with NT bids at 4 level or higher = 2 places to play
VS. ARTIFICIAL STRONG OPENINGS
CRASH[9] versus strong 1♣ and strong 2♣
jumps are natural and preemptive
OVER OPPONENTS' TAKEOUT DOUBLE
RDBL = 10+, new suit at 1 level natural F1, new suit at 2 level natural NF
JUMP SHIFTS are FIT JUMPS[5] except for 2♥/2♠ over 1m
after 1M - DBL - 2NT is JORDAN [15]

LEADS AND SIGNALS			
OPENING LEADS STYLE			
Suit	Lead	In Partner's suit	
4th, top of sequence, low from 3+	4th, top of sequence, low from 3+	top of sequence, low from 3+	
NT	4th, top of sequence, low from 3+	top of sequence, low from 3+	
Subseq	low=interest, high=no interest	low=interest, high=no interest	
generally do not lead worthless doubletons preferring to attack instead			
King from AK(?) at 5 level or higher in a suit contract			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Ax, AKx(+)	asks unblock with honor or count	
King	Kx, AK, KQ(+)	asks attitude, could be AK	
Queen	Qx, QJ(+)	QJx, QJT(+), QJ9(+), KQT9(+)	
Jack	Jx, JT(+), KJT(+)	JTx, JT9(+), JT8(+), A/KJT(+)	
10	Tx, T9(+), QT9(+), KT9(+)	T9(+), T98/7(+), A/KQT9(+)	
9	9x, 98(+)	9x, 987(+)	
Hi-x	doubleton or length	doubleton or length	
Lo-x	3 or more cards	3 or more cards	
SIGNALS IN ORDER OF PRIORITY			
Suit	Partner's Lead	Declarer's Lead	Discarding
1	attitude STD	count STD	attitude STD
2	count STD	preference STD	count STD
3	preference STD		preference STD
NT	1 attitude STD	count STD	attitude STD
2	count STD	preference STD	count STD
3	preference STD		preference STD
occasionally hi/lo in trumps to show odd number			
DOUBLES			
TAKEOUT DOUBLES (Style; Response; Reopening)			
LIGHT WITH GOOD SHAPE			
simple responses 0-8, 1NT 7-10, jumps 8-12, cuebid forcing to raise of suit			
SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES			
NEGATIVE DOUBLES through 4♣, higher doubles = cards			
RESPONSIVE DOUBLES through 4♣			
OPENER'S DOUBLES show 15-17 bal or str (1NT shows 15-17 with stopper)			

SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Five Card Majors
Three Plus Minors
WEAK NT (11+ to 14), 5-card major common
Strong 2♣ (balanced 22+ OR one-suiter)
Aggressive Preempts
Takeout Doubles may be weak with good shape
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
2♦ FLANNERY [1] (4♠'s & 5(6)♥'s, 11 to 15 or bad 16)
over opps 1NT, transfers in direct seat, LANDY [2] in passout
GHESTEM [3] two-suited overcalls
GAMBLING 3NT [4] - solid minor (7+) with no outside stoppers
FIT JS [5] in competition and by passed hand (except 2♥/2♠ to 1m)
2♥ response to 1♣/1♦ = Mini-Flannery [6] (4♠'s&5/6♥'s, 4 to 7)
2♠ response to 1♣/1♦ = Mini-Limit Raise [7] (4+ support, 6 to 9, no major)
Other Jump Shifts by Responder = good suit, weak two, not forcing
NAMYATS
SPECIAL FORCING PASS SEQUENCES
1NT-DBL-PASS (if 4th hand passes, opener forced to RDBL or bid 2♣ with 4+)
see Escape Sequences [22]
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
PSYCHICS: Rare



Category: GREEN  
 NCBO: Costa Rica EVENT: \_\_\_\_\_  
 PLAYERS: \_\_\_\_\_



OPENING	TICKET	MINOR	OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		3	4♣		1♣ with 3-3 minors 11 to 25 (longest suit first)	4 card suits UTL, 1NT 7-10, 2NT 11-12 [10], 3NT 13-15, 4NT 16-18, SPL, 2♥ Mini-Flannery[6], 2♠ Mini-Limit[7],	4th suit FG except at 1 level, REV by opener F1 (lebensohl [11]), REV by responder FG, jump shift by opener FG, jump shift on responder's rebid FG, SPL,	FIT JUMPS by PH F1 (except for 2♥/♠), all others natural.
1♦		3	4♦		1♦ with 4-4 minors or 45 min 11 to 25 (longest suit first)	2/1 forcing to 2NT (or raise), JS m good WK 2, INV raises. COMPETITION - PJR, cuebid is limit+, FITJUMPS [5].	after 1m-2m show stoppers, quantitative NT raises. 1X-1Y-1NT = 15-17 bal [12]	
1♥		5	4♣		11 to 23 (longest suit first), gen 5+ BULKY 3NT & Void SPL [14], 4 trump limit raises, JS are good suit Weak 2's, 2 over 1 forcing to 2NT (or raise).	1♣ over 1♥ 5+ cds, 1NT 6-10 NF, 2NT JACOBY [12], BULKY 3NT & Void SPL [14], 4 trump limit raises, JS are good suit Weak 2's, 2 over 1 forcing to 2NT (or raise).	4th suit FG, REV by opener F1 (lebensohl[11]), REV by responder FG, JS by opener FG, JS on responder's rebid FG, SPL [8]	2NT = bal 10+to12-, FIT JUMPS passed hand F1, others natural
1♣		5	4♥		11 to 23 (longest suit first), gen 5+ 12 to 14, 5 card M possible, 6 card m possible if bad suit and 3 in M, 45 or 54 possible if bad 5 carder	COMP - PJR, cuebid is limit raise +, JORDAN 2NT [15]. 2♣ STAY, 2♥/♠ JTB, 2♠ (R) to 3♣ (♠s or minors), 3♣ TRF, 3♦ 5+5+ majors FG, 3♥ 3154/3145 FG, 3♠ 1354/1345 FG, 4♠/4♣ TRF, 4♥/4♠ to play, 2/4/5NT INV	1X-1Y-1NT = 15-17 bal [12] see STAY[16], JTB [17], 2♣ RELAY [18], 3♣ TRF [19], 3M over 1NT [20], 3♦ over 1NT [21], 3M over 1NT [22], 4♠/4♣ over 1NT [23]. COMP - lebensohl [11], redouble of double is penalty orientated	systems on
2♣	✓		7♣		22+ balanced OR 9+ tricks in major OR 10+ tricks minor. One-suited if unbalanced.	2♦ waiting, others nat FG 5+cds good suit, jump in suit shows a 6+ card suit max 1 loser, 2NT 8-10, 3NT 11-13. COMP - DBL/RDBL neg, PASS pos, suit bids nat as above	cheaper minor is 2nd negative, SPL[8], simple raises are positive, 2NT by opener is 22-24, 3NT by opener is 25-27, 4NT by opener is 28-30 (system same as over 2NT)	systems on
2♦	✓				FLANNERY [1]	2♥/♠ NF, 3♥/3♠ INV, game to play, 4♠♦ transfer, 2NT FG inquiry, 3♠♦ F1	over 2NT opener bids 3 card minor at 3 level or 4 card minor at 4 level or 3♥ 4522 min or 3♣ 4522 max or 3NT 4522 max with stoppers in minors. COMP - DBL Penalty	2NT by responder is NF
2♥		5+			weak, 5-10, generally 6 cards	Raises are NF, New suit F1, 2NT PQ [24] COMP - DBL penalty	see 2NT PQ [24]	systems on, new suits L/D
2♠		5+			weak, 5-10, generally 6 cards	same as over 2♥	same as over 2♥	same as over 2♥
2 NT		3♠			19+ to 21, maybe 5 card major	Stay, Trans 3&4, 3♠ min 45 or 54 minors FG, 3NT-♣, 4♠♦	See Supplemental Notes COMP - DBL penalty, cuebid Stayman	systems on
3 bids		6+			weak, generally 7 cards	Raises are NF, New suit F1, game to play	over a new suit by responder, opener can bid NT to just deny support	new suit is lead directing
3NT					GAMBLING - solid minor, no outside stoppers, 7+ cards	any number of ♠s is pass or correct, 4♦ asks for any singletons, 4NT asks for extra length	over 4♦, opener bids 4NT with no singletons over 4NT, opener bids 5♣ with 7 cards, 5♦ with 8 cards, etc	same
4♣	✓	7+			good 4♥ opener, solid suit plus some outside values	4♥ to play, 4♦ relay to 4♥, 4NT RKCB, new suits are asking bids	after relay to major, new suit is cuebid, 4NT asks location of outside values	
4♦	✓	7+			good 4♠ opener, same as above	4♠ to play, 4♥ relay to 4♠, same as above		
4♥/4♠		7+			preemptive	4NT is RKCB		
4NT					simple Blackwood for Aces	5♣ = 0/4, 5♦ = 1, etc. (COMP - 5-level dopi, 6-level depo)	<b>HIGH LEVEL BIDDING</b>	
5♣+		8+			preemptive	new suit is natural and NF but with slam interest	Cuebidding generally 1st round controls before 2nd round controls Roman Keycard Blackwood (RKCB) : 5♣=1/4, 5♦=0/3, 5♥=2/5 without Q, 5♠=2/5 with Q, 5NT=2 with useful void, 6 of a suit= 1 with useful void. Followups by asker include the Queen ask over 5♠♦, the lowest King ask of 5NT, or specific King asks. Over Interference = DBL 1/4, Pass 0/3 RDBL 1/4, Pass 0/3 SPL in all cases may be a singleton or a void (except in [14]) IN CERTAIN CASE, ONE MORE THAN A SPLINTER WILL BE EXCLUSION RKCB 3NT = Serious Slam Try when good major suit fit is known in a game forcing auction	