



DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS				
OVERCALLS (Style; Responses; 1/2 Level; Reopening)		OPENING LEADS STYLE				
CUE-BID RESP=Support 10+HCP		Lead	In Partner's Suit			
Jump raise=PRE		Suit	3RD & 5TH	3RD & 5TH Note#4		
Simple raise=courtesy, 3 card SUP or Hx		NT	4TH	4TH	Category: STANDARD AMERICAN - GREEN Note#3	
New suit=F1 unless by passed hand		Subseq	ATT	ATT	Country: JAMAICA	
New suit jump=F1 splinter		Other:			Event: WORLD MIND GAMES - BEIJING 2008	
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)		LEADS			Players: CAROL COORE & ELIZABETH WILLIAMS	
15-17HCP, Reopen may be light (13+HCP)		Lead	Vs. Suit	Vs. NT	SYSTEM SUMMARY	
(1x)-1NT-(p)-2♣=Staymen, JACOBY TRF, 4 ways		Ace	AKJ10(+)	AKJ10(+)	GENERAL APPROACH AND STYLE	
(1x)-1NT-(2x)-2NT=LEBENSÖHL (2)		King	AK, KQ, KQ(J/10)x, KQJ(+)	AKx(+), KQ, KQ(J/10)x (+), KQ109	STANDARD AMERICAN	
		Queen	AQJx(+), QJ, QJx(+)	AQJx(+), QJ	1M=5 CARDS IN 1/2 SEAT, MAYBE 4 IN 3/4 SEAT	
		Jack	(A/K)J10x(+), J10, KJ10x(+)	J10, KJ10x(+), HJ10x(+)	2♥/2♠NAT WK (5-10 FLANNERY 2♦ (11-16)	
JUMP OVERCALLS (Style; Responses; Unusual NT)		10	109, H109x(+)	H109x(+), 109x(+)	1 Level o/c may be weak	
1-Suit: week, 5 card suite possible, usually 6+		9	9X	98x(+), 9X		
2-Suit: (1x)-2NT=2lower unbid		Hi-x	Sx	xSxx	1NT Openings: 15-17 HCP	
		Lo-x	HxS, HxSx, hxxxS, xxxxS, xxS	HxxS	2 OVER 1 Responses 2/1M FG with unpassed hand	
Reopen: week		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	FLANNERY 2♦ (1)	
MICHAEL'S CUE PRE or STR (3)		Suit:1st	O=ENGRG/E=DISCRG	HI/LO=COUNT	HI=ENCRG	LEBENSÖHL (2)
		2nd	HI/LO=ENCRG	HI=ENCRG	HI/LO=ENCRG	MICHAEL'S CUE (PRE OR STR) (3)
		3rd	S/P	S/P	S/P	DRURY (6)
		NT: 1st	HI/LO=E	HI/LO=E	S/P	Note#1
VS. NT (vs. Strong / Weak; Reopening; PH)		2nd	HI=ENGRG	HI=ENCRG	HI=ENCRG	
CAPELLETTI vs WK or STR NT direct or BAL		3rd	S/P	S/P	HI/LO=ENCRG	
DBL (direct seat) 14+HCP vs WK NT, 16+HCP vs STR NT		Signals (including Trumps): HI/LO in trumps shows 3 when ruff possible				
DBL (BAL) 11+HCP						
		DOUBLES				
		TAKEOUT DOUBLES (Style; Responses; Reopening)				
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)		May be light (10+HCP)w/classic shape Note#2				
DBL=T/O over WK 2=15+HCP; 2NT=any 1 suiter (3♣ asks)		T/O DBL of M promises 4 cards OM unsell very strong				
4♣-DBL=PEN; (4♠)-4NT=♣/♦; (4♥)-DBL=OPT (penalty inclined)		Jump RESP shows 8+HCP				
		Reopening DBLS may be WK, OBAR DBLS (8+HCP)			SPECIAL FORCING PASS SEQUENCES	
VS. ARTIFICIAL STRONG OPENINGS		SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES				
NATURAL		NEG DBL thru 3♣				
		1m-(1♠)-DBL suggests 4+♥ (8+HCP)				
		1M-(1♥)-DBL=exactly 4♣ 1m-(1♥)-1♠=5+♠			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
OVER OPPONENTS' TAKE OUT DOUBLE						
IGNORE DBL						
RDBL=10+HCP may or may not have fit					Psychics: RARE	
Jump raise=PRE						

Supplementary notes file (notes1.txt) CAROL COORE & ELIZABETH WILLIAMS (JAMAICA)

Note...1:FLANNERY (11-16 HCP)45XX

2♠=(p)-2♥/2♣/3NT/4♥/4♠ = Sign off

2♠-(p)-3♥/3♣/4♣/4♦ = PRE

2♠-(P)-2NT=ASKS: 3♣=MIN (11-14) 4522

3♦=MAX (14-16) 4522

3♥=MAX (14-16) 4531

3♠=MAX (14016) 4513

3NT=MAX (14-16) 4540

4♣=MAX (14-16) 4504

2♠-(P)-2NT-(P)-3♣-(P)-3♦=ASKS: 3♥=4522

3♠=4531

3NT=4513

4♣=4540

4♦=4504

Note...2:LEBENSOHL

1NT-(2x)-2NT=relay to 3♣, responder will pass or correct

1NT-(2x)-2NT-(p)-3♣-(P)-3NT=game values stopper in O/C suit

1NT-(2x)-3NT=game values, no stopper in O/C suit

1NT-(2m)-3m=STAYMAN

1NT-(2M)-3M=4 cards in other M, but no stopper in O/C suit

1NT-(2M)-2NT-(P)-3♣-(P)-3M=4 cards in other M, + stopper in O/C suit

Also used after 1NT overcall: i.e. (1x)-1NT-(2x)- etc

Note...3:MICHAEL'S - PREEMPTIVE OR STRONG

(1m)-2m=♥ & ♠ (54+) 3♦/3♣ advance shows equal length

(1M)-2M=OM + m (55+) 2NT or DBL asks m. m-bid NAT NF

All jumps inknown suits LIMIT

Note...4:DRURY

ONLY after 3rd & 4th seat opening

1M-(p)-2♣=Ask (p)-2♦-not full opening hand, responder S/O 2M