Category:	Natural - GREEN
Country:	USA
Event:	Seniors (Orlando 2018)
Players:	Reese Milner – Hemant Lall

DEFENSIVE AND COMPETITIVE BIDDING

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

Sound at 2-level; up to about 17 HCP; New suit=NF; Jump new suit=F1 round

Jump RAISE=PRE; 1NT=8-11, stopper; RESP DBL: values or T/O, not PEN (depends on level)

After 1M overcall, jump to 2NT = LR (BPH or if both opponents have bid)

CUE: F with new suit or STR raise; Jump CUE= Mixed raise

3rd hand bids new suit: Double = 4th suit + tolerance

PH new suit jump = FIT, INV; ** of 1M o/c = 8+HCP with 2 trumps

1NT OVERCALL (2ND/4TH Live; Responses;Reopening)

15-18 HCP; System as over 1NT opening

MOD LEBENSOHL:2NtoC;3CtoD;3DtoH;3HtoS;3S=minors; exception: transfer Q asks stopper

REOPEN: 1NT= 10-16 HCP; 2NT= 18-19 HCP

4th LIVE: NAT, 15+-18 BAL

JUMP OVERCALLS (Style; Responses; Unusual NT)

1-Suit: PRE

2-Suit: 2NT=2 lowest suits, any strength [also 1NT by PH]

        Reopening: 2NT=BAL(18-19); Jump O/C=6+ good hand

DIRECT and JUMP CUE BIDS (Style; Responses;Reopen)

MICHAELS CUE: any strength, in DIRECT and over 1NT response

(1m)-2D:H+S,(1M)-2M:OM+m,2NT asks m INV+, 3C=P/C, 3D=INV+ in major

JUMP CUE: STOP ASK

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

Double = penalty vs. weak NT (may be as light as opener's minimum)

Double = 4cd major and longer minor vs strong NT

2C = Majors

2D = 1 major

2H= H + minor

2S= S + minor

VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)

LEB-SLOW after (WK2x)-DBL [13]; 2M-4m=OM + m; vs Multi: DBL=HCP Note#14

DBL=T/O thru 4S; 4NT: /4H=C +D, /4S=ANY 2-suiter,/4m=NAT

3-level CUE=stopper ask; 4-level CUE=H+S /m; OM +m=m /M;

VS. ARTIFICIAL STRONG OPENINGS

Double=Majors; NT=minors; 1N by advancer = Q bid

Applies vs STR 1C openings and WK, ART 1D responses

Vs strong 2NT: double = majors

1D precision: 2D=NAT, 2H=weak majors, 3D = strong majors

OVER OPPONENTS' TAKE OUT DOUBLE

New suit=F at 1-level only; JUMP raise=PRE;

1x-(DBL)-2NT=limit raise or better; JUMP SHIFT=NF;

Double jump in new suit at 4L=SPL; 3N/1M=Power raise

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	3rd=even; low=odd	same
NT	4th; 2nd from weakness	same
Subseq	ATT vs Suit NT	
Other:	DBL of splinter asks for higher of other two suits; but if favorable, suggests save	

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AKx(+); Ax(+)	AKJ10(+);asks UB or CT
King	AK; KQx(+);	KQ(x+), KQJ(x); asks ATT
Queen	QJ; QJx(+)	QJx(+); KQ109(+): asks J
Jack	J10(x+); KJ10x(+)	J10(x+);KJ10x(+)
10	109(x+); H109x(+)	109;109x(+);H109x(+)
9	9x	
Hi-x	Sx; HxSx;HxSxxx	xSx;
Lo-x	HxS; HxxxS ;xxxxS; xxS	xSxx; HxxS(x)

SIGNALS IN ORDER OF PRIORITY

	Partners Lead	Declarer's Lead	Discarding
Suit:1st	ATT: Hi=ENCRG	Count: Hi/lo=E	ATT
2nd	Count: Hi/lo=E	S/P	Count
3rd	S/P (dummy short)		S/P
NT: 1st	as above	as above	as above
2nd	S/P	Hi/lo=E	
3rd		S/P	

Signals (including Trumps): STD present count

Trumps: S/P

Standard Smith signal vs NT (but S/P if ATT already clear)

DOUBLES

TAKEOUT DOUBLES (Style; Responses;Reopening)

May be light with classic shape; CUE-BID=F 1 round

RESP DBL; Continuations [16]

1NT=7-10, stopper

Support DBL/RDBL (below 2 of RESP suit); 1C-(P)-1D-(1S): DBL=support

SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES

NEG DBL thru 3S(including opener's suit) and at 3-level; 1C-(1D)-DBL: 4+ cards each Major

after 1NT opening:1m-(1H)-DBL: exactly 4S: 1m-(1S)-DBL

suggests 4+H, 6+ HCP;

Game try doubles; most low level DBLs = Cards

RESP at 2-level/overcall,/preempt.

MAXIMAL OVERCALL DBL of raised suit; SUPP DBL and RDBL

when raise to two is available, ex. 1C-(P)-1D-(1S);DBL = support

4th seat DBL of third suit=4th suit + tolerance.

1M-P-1NT-(2X): DBL T/O

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

5-card Majors in 1st,2nd;

Forcing 1NT over 1H/1S

Weak 2D/2H/2S

Balanced minimum opening=11 HCP

1-level response may be light (including 1NT/1M)

2 OVER 1 Responses: 2/1=FG, but 1 round force after overcall

1NT Openings:14+ to 17 HCP

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

GAMBLING 3NT with little outside strength; Transfer responses after T/O double of 1M or 2M

WEAK JUMP RESPONSES after overcall or T/O double

COMP: CUE=LIMIT+ RAISE, JUMP RAISE=PRE, JUMP CUE=SPL

MOD LEBENSOHL:2NtoC;3CtoD;3DtoH;3HtoS;3S=minors; exception: transfer Q asks stopper

Drury, mixed raises, 2H/1m =5S&4/5H LT INV, 2S/1m=5S&4/5H INV

VS 2-suited O/C: cheapest cue= raise, next cue=unbid suit, unbid suit=NF

1M RESP may bypass 1D; Inverted minor raises

FIT-SHOWING JUMPS by passed hand

VS M MICHAELS:TRF:2N=C,3C=D,trf to opp=GF 3 trump;trf to our=LR,3N=GF 4 trump;4m=spl

VS m MICHAELS: DBL=cards, unbid suit=NF, H= inv+ C, S= inv+D

VS FLANNERY2D: DBL=HCP, 2H=T/O, 2NT=15-18; vs FLANNERY2H:as for WK 2H

VS NAMYATS: DBL of opening (relay)=T/O of suit; delayed DBL=PEN

VS TRF and unspecified openings: DBL=HCP but no force created

Transfers after major doubles (open & overcall)

SPECIAL FORCING PASS SEQUENCES

Pass and pull=STR in forcing auction

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

Psychics:

Infrequent

OPENING BID DESCRIPTIONS

Opening	Artif.	Min.	Neg Db	Description	Responses	Subsequent Auction	Passed Hand Bidding
1C		3	3S	11-21HCP;11+ if BAL	2m=F1(10+,no M);2C=GF; 2D=LR;3m=PRE, game opposite 18-19;1NT=6-10;	1m-2m:GF; Responder SPL 12-14; Delayed SP=15+;1m-2NT: 12-15	1m-2m: INV; jump to 3L = SPL
1C				4D/5C or 4C/4D MIN OK	1m: 2H&2S = 5S+4(5)H, LT INV & INV;double JS=SPL; triple JS=NAT	2 way checkback over 1NT; 4TH suit GF:mod Wolff S/O over 2NT rebid	JUMPS: 2-level in new suit=FIT;
1D		3		11-21HCP;11+ if BAL	2m=F1(10+,no M);2D=LR+;3m=PRE, game opposite 18-19;1NT=6-10;	1m-2m:LR+; Responder SPL 12-14; Delayed SP=15+;1m-2NT: 11-12	1m-2m: INV; jump to 3L = SPL
1D				4D/5C or 4C/4D MIN OK	1m: 2H&2S = 5S+4(5)H, LT INV & INV;double JS=SPL; triple JS=NAT	2 way checkback over 1NT; 4TH suit GF:mod Wolff S/O over 2NT rebid	JUMPS: 2-level in new suit=FIT;
1H		5	3S	11-21 HCP	F1NT (6-12); 2x =FG; 2M=constructive; 3D=LR; 3S=9-11 unspecified SPL;	1M-3M: 3M+1=shortness ASK, /3H, 3NT=SCTRL	1NT=6-12, Semi-forcing
1H				4-cards in 3rd/4th possible	3N,4C,4D=12-14SPL;2NT=FG 4+H	1M-2M: 3M=Trump ask, 2NT=F1, new suit =natural try	2C= raise, M rebid=no interest
1H						1H-1S: Opener's NT rebid may have SSPL	3C=NAT; other jump shift=FIT
1S		5		as 1H	as 1H	as 1H	as 1H
1NT			3S	14+ to 17 HCP	JACOBY (4-suits-2S=C, 2NT=D); TEXAS (then 4NT=KCB)	/2-level TRF: new suit=NAT, game raise=slam try;	
1NT				5M, 6m, 4H5m OK	3C = Puppet	New suit jump="auto splinter". / STAY: RESP 2H= WK,	
1NT					3D= 5-5 minor FG; 3H=SPLH, both minors, FG	both majors; 2S=INV; 3M=INV if raise or SMOLEN;	
1NT					3S=SPLS, both minors, FG; 4C=Gerber	3OM=slam try in opener's M	
2C	Y			ART, STR	2D=neutral, weak or not right for NT or suit	/2D:2H=ART, then2NT=24+;3M=4M&5+D;2nd NEG=cheap m to 3D	
2C					others=NAT POS, good suit; 3H->4D=1-loser suit		
2D		6		WK, NAT	New suit F1;2N asks; 4C=key-card ask	/2NT response: 3C=good, 3D=bad,3M=4oM,4x=2nd suit	
2H		6		WK, NAT	New suit F1;2N asks; 4C=key-card ask	/2NT response: 3C=good, 3D=med,3H=bad;3oM=natural,,4x=2nd suit	
2S		6		WK, NAT	New suit F1;2N asks; 4C=key-card ask	/2NT response: 3C=good, 3D=med,3H=bad;3oM=natural,,4x=2nd suit	
2NT				20 to 21 HCP	JACOBY; TEXAS; STAY; 3S=Transfer to 3NT;3NT=Xfer to C;4C=Xfer to D	Smolen;/TRF: self raise = slam try, new-suit jump=SPL	
3X				All 3x=PRE, NAT	new suit=F1; 4C=keycard except 3C-4D=keycard; 4M=NAT		
3NT	Y	7		SOLID minor, little outside	C bids=P/C; 4D=asks shortness;4NT=INV	/4D: 4M=S/S; 4NT=no S/S; 5m=short om	
4C				All 4x = PRE, NAT	/4m: Game bids are NAT; /4M, new suit=ASK		
4NT				Ace ask	5C=0, 5D=1, 5H=2, 5S=3		
5C,5D				Natural, PRE			
5H,5S				Natural, Strong	Asks responder to bid 6M with A or K of M; 7M with both		

HIGH LEVEL BIDDING

Slam methods: KCB-0413, 6KCB ; Exclusion Blackwood;

Interference over our 4NT: ignore double; DOPI; DEPO

Pass and pull=STR in forcing auction

Last Train

Double new suit jump after 1NT response; "auto-splinters".

Lightner doubles

5NT is usually pick a slam

Splinters

Single jump in 4TH suit is 5-5 INV