



DEFENSIVE AND COMETITIVE BIDDING	LEADS AND SIGNALS				
OVERCALLS(Style; Responses; 1/2level; Reopening)	OPENING LEADS STYLE				
General Style = Sound (good suit or hand)		Lead	in Partner's Suit		
Responses: jump raise = preemptive, cuebid = good raise, jump cue = mixed raise	Suit	4th	4th	Category: Green	
New suit non-forcing constructive	NT	4th	4th	Country:	USA (ACBL)
Xfer over 1M - (X)	Subseq			Event:	
	Other:	2nd from 4 small against NT		Players:	Brian Zhang / Andrew Chen
1NT OVERCALL (2nd/4th Live; Responses; Reopening)	LEADS			SYSTEM SUMMARY	
Direct position = 15-18	Lead	Vs.Suit	Vs. NT	GENERAL APPROACH AND STYLE	
Balancing position = 11-16	Ace	AK+	AKJ+; AKQ+	2-over-1 Game Force	
Responses: System on	King	KQ(+); AK	KQJx(+); KQT+; KQ9xx	Forcing 1NT over 1-major opening	
	Queen	QJ(+)	QJ(+); AQJ+; KQx	Semi forcing 1NT over 1M for passed hand	
	Jack	JT(+); KJT(+)	JT; JTx(+); KJT(+)		
JUMP OVERCALLS(Style; Responses; Unusual NT)	10	T9(+); HT9(+); Tx	T9(+); HT9(+); Tx		
1-Suit: Natural	9	9x; 98x(+)	9x; 98x(+)	1NT Openings:	15-17
2-Suit: 2NT = 2 lowest unbid suits	Hi-x	Xx	Xx; Xxx; xXxx	2 OVER 1 Respon	Game Forcing
	Lo-x	xxX; xxxX	HxX; HxxX	SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
Reopening: Good hand (6+ cards in suit); 2NT = 18-20	SIGNALS IN ORDER OF PRIORITY				
DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)	Partner's Lead	Declarer's Lead	Discarding		
Direct Cue = Michaels	Suit: 1st	Attitude	Count	Attitude	
Jump Cue of 1-Major = stop asking	2nd	Count			
Jump Cue of 1-minor = natural	3rd	Suit Pref			
	NT: 1st	Attitude			
VS. NT(vs. Strong/Weak; Reopening;PH)	2nd	Count			
2♣ = Majors; 2♦ = 1 Major; 2NT = Minors	3rd	Suit Pref			
2♥ / 2♠ = This major + one minor	Signals (including Trumps):				
vs. Strong: Double = 4-card M + longer m	UDCA				
vs. Weak: Double = penalty					
	DOUBLES				
	TAKEOUT DOUBLES(Style;Responses;Reopening)				
VS.PREEMPTS(Doubles; Cue-bids; Jumps; NT bids)					
Take out double with Lebensohl response	Responses: natural				
Leaping Michaels	Cuebid = forcing (inv+)			SPECIAL FORCING PASS SEQUENCES	
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES				
Over strong 1♣ (also artificial 1♣ P 1♦): Double = Majors, 1NT = Minors	Negative / Responsive double through 4♥				
	Support Double / Redouble through 2M			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
	Snapdragon Doubles				
OVER OPPONENTS' TAKE OUT DOUBLE					
New Suit forcing 1 round				Psychics:	
2NT = limit raise or better with four card support					

OPEN	TICK IF ART.	MIN NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4♥	11-21 HCP	Single Raise = forcing to 3♣	4th suit game forcing	Cuebid = inv+ raise
					Double Raise = weak	Reverse by opener forcing; by responder GF	Jump Cuebid = splinter
					Weak Jump Shift at 2-level	XYZ; wolffe signoff	Jump in new suit = preemptive
1♦		3	4♥	11-21 HCP	Single Raise = forcing to 3♦	4th suit game forcing	Cuebid = inv+ raise
					Double Raise = weak	Reverse by opener forcing; by responder GF	Jump Cuebid = splinter
					Weak Jump Shift at 2-level	XYZ; wolffe signoff	Jump in new suit = preemptive
1♥ / ♠		5	4♥	11-21 HCP	1NT = FORCING, semi-forcing by passed hand		Reverse Drury
					2NT = 4+ card Jacoby GF raise		Cuebid = inv+ raise; Jump
							Jump in new suit at 3-level = preemptive
					Splinter		Jump in new suit at 4-level minor = splinter
1NT			2/3 level	15-17 HCP	Stayman; Jacoby & Texas Transfer	Smolen	Lebensohl (fast denies)
					2♠ = range asking / clubs; 2NT = diamonds / weak minors		Negative double at 2&3 level
					3♣ = puppet stayman GF; 3♦ = minors (5-5 or better) GF		System on over Double / 2♣
					3♥ / ♠ = singleton, 3-card in OM, 45/54 in minors, GF		
2♣	X			Artificial Strong, 22+ HCP or 8.5+ tricks	2♦ = GF waiting; 2♥ = bust; 2NT = positive ♥	After 2♣ - 2♦/♥ - 2NT: same as 2NT opening	After overcall, pass=GF, Double=bust
2♦		5		5-10 HCP Pre-emptive	Ogust, RONF		
2♥		5		5-10 HCP Pre-emptive	Ogust, RONF		
2♠		5		5-10 HCP Pre-emptive	Ogust, RONF		
2NT				20-21 HCP	Puppet Stayman; Jacoby & Texas Transfer; 3♠ = relay to 3NT (minor suit slam try)		
3♣		6		5-10 HCP Pre-emptive	New Suit Forcing		
3♦		6		5-10 HCP Pre-emptive	New Suit Forcing		
3♥		6		5-10 HCP Pre-emptive	New Suit Forcing		
3♠		6		5-10 HCP Pre-emptive	New Suit Forcing		
3NT		7		Gambling (solid minor suit without outside A or K)	4♣/5♣ = p/c; 4♦ = singleton asking; 4♥/4♠ = to play	4NT = RKC1430	
4♣		7		Pre-emptive		Gerber over 1NT/2NT opening (04-1-2-3)	
4♦		7		Pre-emptive		Control bids (1st & 2nd round control)	
4♥		7		Pre-emptive		5NT pick-a-slam	
4♠		7		Pre-emptive		DOPI / DEPO over interference (Double = 14, Pass=30)	
4NT						Splinters	
5♣				Pre-emptive		Exclusion 0314	
5♦				Pre-emptive		Conditional Minorwood 1430	
5♥				Asking to raise with a trump honor (A/K)			
5♠				Asking to raise with a trump honor (A/K)			
5NT							