



DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS			
OVERCALLS (Style; Responses; 1/2 Level; Reopening)	OPENING LEADS STYLE			
Aggressive @ 1 level with either shape or strong suit		Lead	In Partner's Suit	
NSNF @2 level if over 1 level else F1. Jump Raise if PRE	Suit	3rd=even;low=odd	same	
Jump Q or to 1 under M = mixed raise (7-9 support points), 2NT in comp over 1M=limit	NT	4th	3rd=even;low=odd	Category: Strong ♣ - BLUE
Transfers after our 1M overcall is dbl beginning with 1nt	Subseq	4th, ATT	same	Country: USA
Transfers after our 2M jumpovercall is dbled beginning with 2NT	Other: Vs NT, K asks CT/UB. when dummy is unusually short, we give attitude.			Event: BERMUDA BOWL 2005
Similar style in reopening position	vs NT A requests Att signal. Often lead 2nd through with weak holding			Players: Eric Greco & Geoff Hampson
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)	LEADS			SYSTEM SUMMARY
14+-18 direct seat. System as if opener	Lead	Vs. Suit	Vs. NT	GENERAL APPROACH AND STYLE
11-15(16) in balance then range ask stayman and transfers	Ace	Ax(+)	AKx(+),Ax(+)	1♣ 16+ F1. 1♦ may be 2cards 11-15 can be lighter. 5 Card M in 1st/2nd
Balance of 2NT shows 18+-20 and 2NT opener system is on	King	AKx(+), KQ(J/10)x(+)	KQ109(+), AKJ10(+)	Light initial action, frequent upgrading, seldom downgrade.
ESCAPING FROM 1NT DOUBLED [meckwell style]	Queen	QJx(+)	AQJxx+, KQJxx+	1NT resp:semi-F1/1M. 2/1 NAT GF after 1M (2♣ can be 2♣).
	Jack	J10x(+),KJ10x(+)	QJx(+), KQJx, AQJx	Frequent non-PEN DBL
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	109x(+), H109x(+)	HJ10x(+), J10x(+)	
1-Suit: shapely to 2 level, good suit to 3 level vul, 3level NV is tricks	9	9x, 3rd best from even	109x(+), H109x(+)	
2-Suit: 2NT over 1 any shows bottom 2 unpromised suits	Hi-x	Sx, 3rd best from even	HxS, Sx, xSxx	1NT Openings: 15-17 3rd vul and all 4th, else 14-16 active upgrade
	Lo-x	lo from odd	4th best	2 OVER 1 Responses:FG/1M. not in comp.2 of new M is NF in comp.
Reopen: intermediate, NSF thereafter	SIGNALS IN ORDER OF PRIORITY			
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)		Partners Lead	Declarer's Lead	Discarding
MICHAELS (1M)-2M=oM+m 5+5+. (1m)-2m=5+5+M's. (1m)-p(1M)-2m=55 unbid, 2M=	Suit:1st	low=enc	low = even	low = enc
after (1M)-2M, 2NT=values with interest in m, ♣=p/c, ♦=constructive in M, M=weak	2nd	low=even	S/P	low=even
after (1m)-2m, 2NT=GT+ in ♥, 3m=GT+in ♠. Major suit bids are weak(ish)	3rd	S/P	S/P	S/P
Jumps in shown suits show fit more than High card strength	NT: 1st	same	same	same
Jump cue overcall in m =NAT, in M=stopper ask western style (same style in bal)	2nd	same	same	same
VS. NT (vs. Strong / Weak; Reopening; PH)	3rd	same	same	same
vs. str 2♣=♣+(♥/♠), 2♦=♦+(♥/♠), 2M=Nat, DBL=♣ or ♦ or (♥+♠) or strong	Signals (including Trumps): REMAINDER COUNT HI= EVEN, LO = ODD			2♦ opener in 3rd/4th is 4414,4405,4315,3415 11-15
dbl relays 2♣, after 2♣&2♦ next bid asks clarify.over dbl rdbl asks clarify	Trumps:Hi-Lo shows interest in ruff			competitive transfers, either just to show suit, or for lead direct with fit
dbl then 2NT is like 2nt opener (bid over is same) direct 2NT is strong2 suits not m's	Trumps:Hi-Lo is S/P			
vs. weak 2♣=♠+(♥ or ♣), 2♦=♦+(♥ or ♠) BROZEL at 3 level with strong.	DOUBLES			
vs weak DBL by UPH is 14+ 2NT is 1 suit overcall 10-14. ph defend all NT like str	TAKEOUT DOUBLES (Style; Responses; Reopening)			SPECIAL FORCING PASS SEQUENCES
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	Emphasize Ms;2m ok, (1m)-DBL-(1M)-2M=NAT. EQUAL LEV CONV ♣ to ♦			some forcing pass sequences we play that Pass requests Dbl, and that Dbl
DBL is T.O. CUE is MICHAELS. 4D jump is STRONG bid of 4M, 4♣/NT=m's NF/F,	LEB-Variations, Pass is NEU over 1 level rdbl. TRANSFER ADVANCES TO T/O DBL			reflects flexible/optional type of hand. all these auctions begin with 1♣.
LEB after (WK2x)-DBL-(P)-	Jump is PRE over rdbl, and dble jump is pre. Reopening Dbl can be light.			Pass and pull always shows strongest slam try hand.
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			
DBL=M's, NT=m's	1♦-(1♥)-1♠ denies 4♠, DBL shows 4♠ or 5♠, 2♥ shows 6+♠			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
OVER OPPONENTS' TAKE OUT DOUBLE	MAX DBL SUPP DBL THRU3♥			1♦ FREQ with 4♦5♣ or 2♦5♣
Transfers suit/lead after 1M (dbl) beginning with 1NT. 2NT=strong with fit. 2M=bad	Most low-level DBLs=TO or show cards			In auctions where no suit agreement at high level, we use out of focus
Pass of 1♦-(dbl) may be inv+ in ♦. transfers over 1♦-(dbl) beginning with rdbl	DBL of CUE=T/O after 1M opener			suit to raise most recently proposed suit strongly, and raise is weaker.
1♦-(dbl)-rdbl=4+♥, 1♥=4+♠, 1♠=7+bal, 1NT=♣ no game int, 2♣=♣ constr, 2♥♠=5+♠4	In m agreed auction, dbl of 3M may ask stopper			
Transfers after 1♦(2♣) and 1♦(3♣) by unpassed hands. may be relatively weak	many competitive dbls show shortage in named suit			Psychics: tactical non specific.
Transfers after (1♦)2♣-p and 1♦(2♣)dbl	after 1♣(1any) dbl=5+-7 hcp. after 1♣(2any)dbl=5-7 any, or 8+ bal no stopper			

OPENING BID DESCRIPTIONS

Opening	Artificial	Min.	Neg	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣	X	0	5♦	strong 17+ if bal, 16+ else	1♦=0-7, 1♥=8-11, 1♠, 1NT, 2♣, 2♦ are 5+♠♥♣♦ FG 12+hcp	after 1♦, 1M rebid =f1, may be canape, 2m is nf, no 4M	1♠, 1NT = ♠♥ pos, good suit, 2♣♦=6+pos
1♣	X	0			2♥=12-13 bal, no 5 suit. 2♠=12+ 4441 any, 2NT=14+bal	1♣-1♦-1M then 2♣=6-7 <3M 2♦=3M 5-7, 2M=4M, 0-4	
1♣	X				3♣♦♥♠ show 7 card goodish suit and out	Nat rebids after GF pos. 2NT shows fit after M pos.	
1♦	X	2	4♠	10-15 can be 2 cards only if bal 11-13(14)	1♥=4+♥, F1, 1♠=4+♠ F1, 1NT =7+-11 NF, 2♣2♦=F1	2 way cbs after 1NT rebid, 2NT relay to 3♣, s-o or GF	
1♦	X	2			2♥2♠=5+♠4+♥ 4-9, 10-12. 3♣=♣+♦ NF, 3♦♥♠=weak	opener may rebid 2♣ on 1435, 1534, 1444 or minors	
1♦	X				1♦-(p)1♠(p)2♥=4♠ + short. 1♦-1M-2nt=3 M max 6+♦, wolff	responders competitive 2NT asks opener for primary m	
1♥		5	4♠	10-15	1♠=4+♠ F1, 1NT semi F1, 2♣=2+FG, 2♦=4+FG,	2way cbs after 1NT rebid, 4SGF after suit rebid	2♣=reverse drury. 2♦=NAT, NF
1♥		4			2♥=3♥CR. 2♠=invite ♣or♦. 2NT=4+♥FG, 3♣♦ 4+♥Lim, mix	direct splinters show voids, 3 ways to splinter (1♥&1♠)	
1♠		5	4♥	10-15	1NT=semi F1, 2♣=3+♣ FG, 2♦♥=5+FG, 2♠=3♠CR	special response to Jacoby 2NT (1♥&1♠)	2♣ reverse drury. 2♦♥ natural constructive.
1♠		4			2NT4+♠ FG, 3♣=6+♣ inv, 3♦=4+♠ limit(+), 3♥=4+♠ mixed	1♠-1nt-2♥-2NT and 1♠-1n-2♥ then 3♣relays	
1NT			4♠	15-17 4th, 3rd vul. else 14-16 we upgrade	2♣=stay, 2♦♥=trans, 2♠=size ask/♠, 2NT=♦ or m's weak	texas transfer and smolen after 1NT-2♣-2♦,	
1NT				may have 5M, 5/6m, 4M5m, single K pos	3♣=puppet stayman, 3♦=5+♣5+♦ FG, 3M= short 4♦♥ trs	trf to m then new suit is short GF, trf to M and NS=nat FG	
2♣		6	4♥	10-15	2♦ asks, 2M N.F. 2NT- 3♣ for ♣ s/o or 55 other FG	2♣-2♦ then 2♥= some 4M, 2♠= useful hand, not NT	
2♣		5			3♣♦♥=inv+♦♥♠. 3♠=6♠4♥FG	2NT=NAT, good hand, 3♣=bad hand, 3♦♥♠=6-5.	
2♦	X	0		weak 2♥ 2♠ in 1st/ 2nd pos.	2♥♠3♥4♥=p/c. 3♣♦=fg long m/M. 3S inv with 6+♠	over 2♠ p/c, opener bids 2NT or 3♣ to show ♥ (may not play ♥)	
2♦	X	0			2NT asks and shows values for game try.	3♣=5M, 3♦=5♥max, 6♥min, 3♥=6♠min, 3♥/nt=6♠min/max	
2♦	X	0			4♣/4♦ jump or cue in comp ask pard to trans/bid 4M	dbl of 2M=p/c other dbl is penalty, 3♦/3♣=asking 2nt asks	
2♦	X	0		short ♦ 11-15 (4414 4405 (43)15) 3rd/4th	2♥♠/3♣ to play. 3♥♠4♣ inv. 2NT =Game+ interest asking		
2♥	X	0		10-15 3415, 4315, 4414, 4405 in 1st, 2nd	then 3♣=min, 3♦=4414max, 3♥♠=3 max 3nt=4405 max	relays after 3M+ description. sys on/dbl, rdbl=play, p=nf opp4♥	
2♥		6		in 3rd and 4th position 6+♥ 4-13 hcp	2NT shows fit and asks natural bid if cooperating		
2♠		6		6♠ or 7♠, 9 t o 12	2NT=inv+ ask. 3♣=4♣or♦, 3♦♥♠=1 suit good med bad	NSF, after asks step 1 asks short (blmh) 4♣ pkcb	
2NT				19/20-21	stayman and transfers. 3♠ is conditional MSS	NEG dbl, smolen, texas. some art slam try bids	
3♣		6/7		6♣ or 7♣, can be very poor at favourable.	3♦ relays 3♥ for play 3M or ♣ slam try	4♦ is special KCB	
3♦		6/7		6+♦ wide range based on Vul	NSF, 4♣ is special KCB	natural(ish)	
3♥		6/7		6+♥	NSF, 4♣ is special KCB	natural(ish)	
3♠		6/7		6+♠	NmF, 4♣ is special KCB	natural(ish)	
3NT				solid 7/8M not much else in 1st 2nd	4♣= slam try in M, 4♦ asks bid M, M's are p/c		
4♣		7/8		7(8)♣			
4♦		7/8		7(8)♦			
4♥		7/8		7+♥, not solid			
4♠		7/8		7+♠ not solid			

HIGH LEVEL BIDDING

1st + 2nd round equally Exclusion RKCB RCK Lackwood Lightner Dbl's

RKCB ♠ FOR ♥, UNFOCCUSED M FOR m 0314 style. specific k's then cuebids

SERIOUS 3NT and Last Train in M agreed auctions

Many artificial suit agreement bids in compressed auctions.

in comp after 1M opener or overcall, 4 of unbid m jump is fit M and suit

4♣ RKCB with Special resp's over 2♠3♦3♥3♠ opener 4♦ over 3♣. 0, 1 no q, 1q, 2no q, 2q