



OVERCALLS (Style; Responses; 1/2 Level; Reopening)	LEADS AND SIGNALS			
Overcalls usually 8+	OPENING LEADS STYLE			
Jump RAISE=PRE	Lead		In Partner's Suit	
New suit=NF	Suit	3rd=even;low=odd	3rd=even;low=odd	
Jump cue=MIXED RAISE 7-9	NT	2nd/4th	3rd=even;low=odd	Category: Natural - GREEN
Transfers after dbl of 1M;2NT=LR+	Subseq	ATT	ATT	Country: USA
	Other:	6th or 7th is void showing		Event: OPEN;TEAMS
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)	Vs NT, K asks CT/UB;A asks ATT			Players: Steve Robinson Peter Boyd
15+-18+HCP direct 7.	LEADS			SYSTEM SUMMARY
Balancing 11-14HCP NV 14-16HCP Vul	Lead	Vs. Suit	Vs. NT	GENERAL APPROACH AND STYLE
Sandwich notrump 15-18 8.	Ace	AKx(+) 16.	AKx(+)	
Moscow escapes after penalty doubles(rdbl = 1suiter 2♣=♣&higher; 2♦=♦ & higher 2♥=M;rdbl =sos	King	KQ(J/10)x(+)	AKJ10(+);KQ109(+)	5-card M; 1NT resp:semi-F/1M
JUMP OVERCALLS (Style; Responses; Unusual NT)	Queen	QJx(+);AKQ	KQx(+); QJx;QJ	Minor opener denies 5-card major
1-Suit: 5-card possible	Jack	J10x(+);AKQJ	QJxx(+);KQJx(+);J10x;	Open most 11 point hands
2-Suit: Michaels; 2NT = two lowest unbid suits	10	KJ10x(+);109x(+)	J10xx(+);HJ10x(+);109x	
	9	H109x(+);9x	109xx(+);H109x(+);98x	
	Hi-x	Sx;	xSx;Sx	1NT Openings: 14+ - 18-
Reopen: 2NT=BAL19-20	Lo-x	xxxxS	xSx;HxxSx	2 OVER 1 Responses:FG
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)	SIGNALS IN ORDER OF PRIORITY			SPECIAL BIDS THAT MAY REQUIRE DEFENCE
		Partners Lead	Declarer's Lead	Discarding
Michaels any strength	Suit:1st	Hi=DISCRG	Hi/lo=O	Hi=DISCRG
	2nd	Hi/lo=O	S/P	Hi/lo=O
	3rd	S/P		S/P
VS. NT (vs. Strong / Weak; Reopening; PH)	NT: 1st			
MULTI-LANDY;2♣=M; then 2♦ asks for longer M 19.	2nd			
2♦ = 18.	3rd			
2M= 5M+maybe a minor (could be 5332)	SMITH SIGNAL vs NT			1NT- 2♥ = Multi-Landy 19.
double= 4M & 5+minor or one minor or strong hand				4♣ = solid major with outside ace or king
Penalty doubles of 10-12				4♦=solid major without outside ace or king
				Transfers after 1m - double 5.
				Transfer responses to natural 1♣;1♦=♥,1♥=♠,1♠=♦
	DOUBLES			
	TAKEOUT DOUBLES (Style; Responses; Reopening)			
VS. PREEMPTS ( Doubles; Cue-bids; Jumps; NT bids)	EQUAL LEVEL CONVERSION			
2M - 3M = Michaels	May be light with classic shape			
2M - 4m = Michaels				
Better minor Lebensohl				
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			SPECIAL FORCING PASS SEQUENCES
1♦=reds or blacks; Double = majors or minors	SUPP DBL THRU 3♠; MAX DBL;			
1NT=♠+♦ or ♥+♣ (shape)	1♣-(1♦)-DBL: 4+-cards in both Ms			
	neg free bids 2-lev in majors only; 3M GF			
	1M - Dbl - 2M - Dbl = 4OM			
OVER OPPONENTS' TAKE OUT DOUBLE	1♦-2♣-Dbl = both M or one M and diamonds or GF 5M			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
1M-(DBL)-2♣=7-9 3-card raise; 2♦=7-9 4-card raise	Double of third suit shows fourth suit			1m p 1NT; Multi-landy
JORDAN 2NT:				Capp
Transfers after takeout double of 1m 5.				Psychics:
	DEFENSIVE AND COMPETITIVE BIDDING			
OPENING BID DESCRIPTIONS				

OPENING BID DESCRIPTIONS							
Opening	Artificial	Min.	Neg Dble thr	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		3	4♠	1♣ w/ 3♣3♦	INV BUPH 2.; Transfer responses15.		FIT; 2♦=INV Note#2
1♦		3	4♠		2♦ Inverted by UPH	3. 17.	4th Suit=NF;3♣=INV
1♥		5	4♠	may be 4-card in 3/4th	JACOBY 2NT=FG raise;4.;3♣=mixed		2-way DRURY FIT:
1♠		5	4♥	may be 4-card in 3/4th	JACOBY 2NT=FG raise;4.;3♣=mixed	Bart 14.	2-way DRURY FIT:
1NT			1.	14+-18- HCP	PUP STAY;JACOBY & TEXAS TRF: 13.		Note#1
2♣	Yes			Strong artificial	CONTROLS 9.	Kokish 10.	Note#1
2♦	Yes			MULTI(... weak 2M;)	11.		
2♥				FLANNERY(11-15)	6.		
2♠		6		10-13			
2NT		20-21	3♠				
3♣		6		undisciplined12.			
3♦		6		undisciplined	3M NF; 4♣ art		
3♥		6		undisciplined	4♣ PRKC; 4♦ Last train		
3♠		6		undisciplined	4♣ PRKC; 4♦ Last train		
3NT				GAMBLING no OS A or K			
4♣				solid major outside A or K	4M P/C		
4♦				solid major no A or K	4M P/C		
4♥				Denies solid suit			
4♠				Denies solid suit			
4NT				Blackwood			
5♣				Natural			
5♦				Natural			
5♥				Natural			
5♠				Natural			
5NT							
HIGH LEVEL BIDDING							
RKCB;EXCLUSION RKCB							
DOPI;DEPO							
KICKBACK							
Inclusion RKC (4NT don't show void;5♣= count void as ace)							
In major-suit auctions 5-level cuebids deny control							
1st + 2nd round equally below game							
Non-serious 3NT							

# Supplementary notes file (boyd.txt) Steve Robinson Peter Boyd (USA)

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1 Penalty doubles of two suited majors suit bids. Negative other

2 After inverted minor next suit could be 11-12 balanced

3 After 1♠ - 1M 2♣ art then 2♦ asks

2M = 11-14 3-card raise; 2OM=15+3-card raise; 3♦ GF m

4 2♣ could be two (clubs or balanced hand)

1NT semi-forcing

3♣, mixed raise

3♦ invitational

1♠-3♥ Invitational (does not want to play 6-2 spade fit)

1♠ - 3NT; 1♥ - 3♠ ART 8-11 Splinter

5 After 1♣-Dbl -- Rdbl = ♠'s; 1♦=♥'s; 1♥=♠'s; 1♠ = ♣'s

After 1♦-Dbl; Rdbl=♥'s; 1♥=♠'s; 1♠=♣'s; 2♣=♦'s

6 2NT asks distribution for minors; 3♣ = Limit or better in hearts

3♦ = limit or better in spades; 3M = mixed raise

7 2♠ transfer to clubs; 2NT transfer to diamonds or both minors; 3♣ = puppet

3♦ = short hearts; 3♥ = short spades; 3♠ = 5-5 m GF

8 2 level natural nf; 2NT inv; 3♣ Stayman; 3 red transfer

9 2♦=0 or 1; 2♥=2; 2♠=3; 2NT=3 same suit; 3♣=4; 3♦=5+

In comp thru 2♠ Double = less than bid; pass = bid; other same

10 After 2♣ - 2♥ --- 3♣=hearts, 3♥=clubs

Afer 2♣-2♠---3♣=hearts; 3♦=spades; 3♥=clubs; 3♠=diamonds

11 2NT asks then 3♣/3♠ = min/max hearts, 3♦/3♥ = min/max spades

3♣ game force with hearts; 3♦ game force with spades

2♥/2♠, P/C (could be best major with minor signoff) 3♥/3♠ P/C

Pass could be anything; 4M to play

12 3♦ signoff in major or invitational 3NT; 3M forcing

13 2♣ puppet; 2♠=clubs; 3♣=diamonds; 3♦=Hearts (weak or GF) 3♥=spades (weak or GF)

3♠=5-5m GF;

After 2♣ - 2♦; 3♣=GF 4+both majors; 3♦=13 majors; 3♥=2-2 majors; 3♠=bal hand

14 1♠ - 1NT - 2♣ (could be two if 5332)

Then 2♦ art asks opener to bid 2♥ with two or three

1♠ - 1NT - 2♣ - 2♦ - 2♥ - 2♠ = 9-10 HCPs with two spades

15 1♦=♥'s; 1♥=♠'s; 1♠=♦'s

16 Lead K from AK at five-level or higher and bid and raised suits

17 two way checkback after 1♦- 1♥ - 1♠

18 2NT asks; then 3♣, min either M; 3♦/♠=good/very good ♥; 3♥/3NT=good/very good ♠

3♣ game force with hearts; 3♦ game force with spades

2♥/2♠, P/C (could be best major with minor signoff) 3♥/3♠ P/C

Pass could be anything; 4M to play

19 Multi-Landy; 2♣ = both majors; then 2♦ asks for longer major

2♦ = one major (see note 18)

2♥ = 5♥ & usually a minor could be 5332

2♠ = 5♠ & usually a minor could be 5332

dbl = 4M & 5+m or m or strong hand