



DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			
OVERCALLS (Style; Responses; 1/2 Level; Reopening)		OPENING LEADS STYLE			
Constructive o/calls, cues are const raises, new suit force, jump fits in m fo M, sp		Lead	in Partner's Suit		
Cue of weak 2 is NT asking	Suit	2nd and 4th	low from honour, high from XXX if s		
3c and 3 diamonds over Maj - values raises, jump fits over interference or in resp	NT	2nd and 4th	low from honour		Category:
	Subseq	count	high-low - even, low - odd		Country: Ireland
Cue of op suit is const. raise in partners suit, 2NT is const raise where unavailable	Other: First discard - ODD = enc, EVEN=s/p			Event:	European Championships 2010 - Ostende
	Smith Peter in 3NT - reverse - LOW-ENC			Players:	B J O'Brien + Peter Plgot
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY
15-18 HCP in 2/3rd position, 11-14 in 4th position	Lead	Vs. Suit	Vs. NT		GENERAL APPROACH AND STYLE
1x-P-1y-1NT = 15-18hcp	Ace	From A-K-x or A-K-x-x(x) (not AK)	ditto		14-16 No Trump, 2/1 forcing to game
1m-1NT - 2C = majors	King	from KQ-x, or A-K-x-x or AK or KQ-	ditto		Aggressive
Dble is penalty	Queen	from KQ, KQ-x-x (rare)	ditto		2 weak two's and Ekren 2D
	Jack	from QJ or j-10-x or J-x or K-J-10-x	ditto		
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	from 10-x, from H-10-9-x, not 10-9-	ditto		
1-Suit: weak - 6 card suit, jumps overcalls over weak bids constructive	9	from 10-9-x or 9-x	ditto		
2-Suit: ghestem - good or bad.	Hi-x	from 5 small, X-x or 3 card support			1NT Openings: 14 -16
	Lo-x				2 OVER 1 Responses FTG
Reopen: Natural and Ghestem	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	D/H/S - Weak 3-10, maybe five card suits when NV
1c-2C = natural, 1C-2D = majors, 1C - 3C extremes	Suit:1st	attitude or count	count	attitude or s/p	1M-NT - Limit raise or better in M
1/2X - 3x = no-trump askor GF	2nd	count/attitude	count	count	4C overcall except over hearts) or Wk 2 in spades is a good 4H overcall
3m-4m - majors	3rd				Leaping and non-leaping Michaels over wk 2's and wk 3's
1/2/3x - 5x - exclusion	NT: 1st	attitude or count	smith-Peter	attitude	Ghestem
VS. NT (vs. Strong / Weak; Reopening; PH)	2nd	attitude or count			
Anti versus NT, dble in pass out against ST NT show clubs	3rd	4th of remaining			
2NT enquiry - forcing over o/cal, 3C = wk with both majors over 2C	Signals (including Trumps):H-Lo in trumps odd - suggesting ruff.				
versus wk NT - dble is strong NT or better, dble in 4th is strong NT, even over t/o	H-lo - odd, low high even				
Dble in pass out is clubs, dble in pass out of t/o is t/o.	s/p when ruff looming				
	DOUBLES				
	TAKEOUT DOUBLES (Style; Responses; Reopening)				
VS. PREEMPTS ( Doubles; Cue-bids; Jumps; NT bids)	better shape - more aggressive, lebenshol applies at two level only				
Dble - t/o	Value jumps in response. Cue bid of suit are constructive raises in own suits				
Over 3NT, 4m(shorter) = t/o - 9+ 2 suiter	Responsive dble generally denies other major. responsive dble of m guarantees				
v Multi - Dble of 2D=one maj short or 19+, t/o Dble resp, v ekrens - Dble = strong	Negativ dble up to 4H, 1X-P-1Y-1Z-dble - extras and T/O				SPECIAL FORCING PASS SEQUENCES
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES				1X-Dble-Rdble is forcing to 2NT, all passes are forcing
V 1C - Dble - good hand unbalanced, ANTI, 1NT = minors.	Dble of agreed suit of oponents is t/o and competitive.				Over cue or strength show before game, all passes over intervention are forcing
V 2C - same as above	Rdble of doubled cue is 1st round control				in 2/1 auctions all passes are forcing
	Dble of cue of o/called suit is an honour card				IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
	Dnle of 3Nt after o/call is either beaten out of hand or try another suit				Weak Jump overcalls in all positions
OVER OPPONENTS' TAKE OUT DOUBLE	Dble of strong Nt in 4th seat is clubs				
2NT =- const raise, jumps - rubbish. RDBle - forcing to double or rebid of opnrs s	Rdble is forcing to the rebid of partner's opener.				
Bids are natural and forcing for 1 round	Rdble of 3Nt is doubt				Psychics: rare
	Dble of freely bid 3Nt in pass out is lead your shorter major				

OPENING BID DESCRIPTIONS

Opening	Artificial	Min.	Neg Dble th	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣	n	4	4h	11-19	nat, 2d/h/s - weak, 2Nt 9-10 4 card, 2C - inverted ftg, 4C - RKCB	new suit splinter, jump suit reverse, all force to 3m	2/1 - good suits
1♦	n	4	4h	11-19	nat, 2H/S/3C - weak, 2Nt 9-10 4 card, 2D - inv FTG, 4D - RCKB,	as above	
1♥	n	4	4h	11-19	nat, 2NT - forcing to 3H	3C= 14+ two suiter or 15-18 6card no singleton, 3D=v	
1♠	n	4	4h	11-19	as above	1H/1S - Pass 3NT - 4-3-3-3- 13-15  HCP	
1NT	n		4h	14-16	see notes		
2♣	Art		4h	game going or single suit F to 3	2D - neg suits - positive, 2NT-8-10, suit jumps - KQ10xxx		
2♦	n	5	none	3-10			
2♥	n	5	none	3-10			
2♠	n	5	none	3-10			
2NT	n		4h	20-22	Natural		
3♣	n	6	none	3-11			
3♦	n	6	none	3-11			
3♥	n	6	none	3-11			
3♠	n	6	none	3-11			
3NT	n	7	none	9+ no outside			
4♣	n	6	none	9+ - good suit with possible outside	next suit slam try		
4♦	n	6	none	9+ - good suit with possible outside	next suit slam try		
4♥	n	6		Pre-empt			
4♠	n	6		pre-empt			
4NT	art						
5♣	n						
5♦	n						
5♥							
5♠							
5NT							

HIGH LEVEL BIDDING

1m-4above- RKCB, 0/3,4/1,2-2+, two kings+2A+Q, 5any except m, king show

1M-4NT - 1/4,0/3,2-2+5NT = 2 kings, 6 min = specific K + 2+Q

Jump to 5 - exclusion b/wood

Dope and Rope. A bis at the 6 level asks in that suit, one step=xx, KXX, QJx, Bid

Dble of cue, pass = interest or secoind, RDBle = 1st.

5NT guarantees all 5 keys, 5Nt is jump seq asks about Trumps - steps apply

Pass and Pull = slam try. In save position, Pass = 0, dble =1

Only show 1st round cues over game

exclusion responses - 0/3, 1, 2-, 2+ 5Nt 2+2Kings