

DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			
OVERCALLS (Style; Responses; 1/2 Level; Reopening)		OPENING LEADS STYLE			
Natural		Lead	In Partner's Suit		
Responding: 2/1=NF; 2/2 = F1	Suit	3rd from even, lowest from odd	3rd from even, lowest from odd		
Cue of opponent's suit = good raise	NT	Attitude (low=like)	Attitude (low=like)	Category:	Green
2N in response to 1M overcall = 4 card support and INV+ (if responder passes or facing 1M protective overcall then 2N = Natural)	Subseq	Attitude (low=like)	Attitude (low=like)	Country:	England
	Other:			Event:	
				Players:	Heather Bakhshi & Claire Robinson
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY
Direct: 15-18 with system on	Lead	Vs. Suit	Vs. NT	GENERAL APPROACH AND STYLE	
Protective: 11-14 with system on	Ace	Asks for std Attitude	AK(+)	5CM, 2/1 = GF	
2N = 19-21 in protective seat with systems on	King	AK; KQ(+) Asks count vs 4M or X'd	KQ(+); AKJ10+	1NT (14-16) 1st & 2nd seat; (15-17) 3rd & 4th seat. May contain 5M or 6m	
	Queen	QJ(+)	QJ(+); KQ109+	1♣ =2+ - either clubs or balanced (may have 5♦)	
	Jack	J10(+); HJ10(+)	J10(+); HJ10(+)	2♦ = bad weak 2M (3-8)	
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	109(+); H109(+)	109(+); H109(+)	2M = good weak 2M (9-11)	
1-Suit: Weak then (2N = forcing, strength ask)	9	9x	9x; H98x(+)	Stayman is non-promissory if Invitational	
2-Suit: 2N = lowest 2 unbid	Hi-x	Sx	Sxx(+); xSx(+)	1NT Openings: 14-16 (1st/2nd seat) 15-17 (3rd/4th)	
	Lo-x	xxS; xxSx; xxxxS	HxxS; HxxxxS	2 OVER 1 Response GF	
Reopen: intermediate in protective seat	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	3N = Good 4M opener
(1♣)-2♣ = 55 Majors unless 1♣ <3 then 2♦ = 55Majors; (1♦)-2♦ = 55 Majors; (1♥)-2♥ =5♠ 5m; (1♠)-2♠ =5♥ 5m	Suit:1st	Low=ENC except Ace	Low=Even	Low=ENC	1♣-2♦ weak 2M (NV 3-7 hcp: V 4-8 hcp)
Jump Cue asks for a stop	2nd	Low=Even	suit preference	Low=Even	
	3rd				
	NT: 1st	Low=ENC	Low=Even	Low=ENC	
VS. NT (vs. Strong / Weak; Reopening; PH)	2nd	Low=Even	suit preference	low=even	
Dbl=Penalty vs Weak NT; Dbl=5m & 4M vs Strong NT or by a Passed Hand	3rd	suit preference			
2♣ =MM	Signals (including Trumps): Opening Lead ACE - High = Encourage				
2♦ =One Major then 2♥/♠ = P/C; 2N asks strong enquiry	suit preference in trumps				
2M = 5M & 4m					
	DOUBLES				
	TAKEOUT DOUBLES (Style; Responses; Reopening)				
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	Mainly T/O without a fit				
Dbl=T/O; 4m(Jump)= 5m + 5M; (2M) 3M ask for stopper; 2♦ -3♦ =55 Majors GF	Equal Level Conversion after Double				
Lebensohl					
2N with Puppet Stayman, transfers and 4♣/♦ = ♥/♠ slam interested					SPECIAL FORCING PASS SEQUENCES
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES				
Dbl=MM	Mainly T/O without a fit				
NT=mm	Game Try				
(1♣) P (1♦) Dbl = Majors	Support through 2♥				IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
	1m (1♥) X = denies four spades				
OVER OPPONENTS' TAKE OUT DOUBLE	XX of negative X shows 8-10 doubleton support				
XX=strong	X of 4N = lead lowest unbid suit; X of SPL suggests sacrifice at favorable else lead				
1M (X) transfers from 1N (2M-1 = weak raise & 2M = good raise)	lowest unbid suit except X of ♠ SPL always shows spades				Psychics: Very Rare
1m (X) 2N = support and invitational	(1N)-P-(3N) X = lead spades				

OPENING BID DESCRIPTIONS							
Opening	Artificial	Min.	Neg Dble thr	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		2		natural or balanced may have 5♦	2♣=5+♣ INV+; 2♥/♠ = Strong Single suited	1♣-2♣-2♦ = less than 4♣	2M=fit jump
1♣				1st/2nd 11-13 or 17-18 balanced	2♦ = six+ card Major weak (less than 8 hcp)	2♣/♦ checkback after 1N rebid;	
1♣				3rd/4th 12-14 or 18-19 balanced		3♣ relay to 3♦ after 2N rebid	
1♦		4		diamonds 4+	2♦ =INV+ raise; 2♥/♠ =Strong Single suited	2♣/♦ checkback after 1N rebid (17/18 1 <sup>st</sup> & 2 <sup>nd</sup> or 18/19 3 <sup>rd</sup> & 4 <sup>th</sup> );	2♣=5♣; 2M=fit jump; 3M=SPL
1♦					3♣= six card 9-11 hcp		
1♥		5		Nat	2♣/♦ = nat GF; 2♠ =mixed raise; 3♣/♦ =3/4 INV raise;		2♣/2♦ = 3/4♥ (7-10); 2N=4+♥ INV; 2♠=fit jump
1♥					2N= Jacoby GF; 3♠= unspecified SPL; 3N/4L = void		
1♠		5		Nat	2♣/♦ = nat GF; 3♥ =mixed raise; 3♣/♦ =3/4 INV raise		2♣/2♦ =3/4♠ (7-10); 2N=4+♠ INV; 3♥=fit jump
1♠					2N= Jacoby GF; 3N= unspecified SPL; 4L=void		
1NT				14-16 (1st/2nd seat)	2♣=Non-Promissory Stayman, four suit transfers		
1NT				15-17 (3rd/4th seat)	2♣=Non-Promissory Stayman, four suit transfers		
2♣	X			22+NT or any FG	2♦ =waiting; 3M=4M&5♦ ; 2M/2N/3m=nat and positive	2N (22+) -PUP STAY; 3♠=mm; 2♣-3♣-3♦ = STAY or ♦	
2♦	X	0		Weak 2♥/♠ (3-8 varies acc to Vul)	2N= ART inquiry; 2/3M = P/C; 4♣/♦ =xfer/bid Major	3♣/♦ =max with ♥/♠; 3M = weak with Major	
2♥		6		Good weak 2 (9-11)	2N= ART inquiry; New Suit=NF if NV	3♥ = min; 3N=2 of AKQ; 3♠ =Natural, 3♣/♦ =feature,	
2♠		6		Good weak 2 (9-11)	2N= ART inquiry; New Suit=NF if NV	3♠ = min; 3N=2 of AKQ; 3♥ =Natural, 3♣/♦ =feature	
2NT				19-21 (1st/2nd) 20-22 (3rd/4th) (can be off-shape)	3♣=PUP STAY; 3♦/♥ =♥ /♠ ; 3♠=mm; two below S/T	2N-3♣-3♦ =4M; 3♥ =no 5M; 3♠ -5♠ ; 3N=5♥	
3♣		6		pre-empt	3M=NF if NV; F1 if Vul		
3♦		6		pre-empt	3M=NF if NV; F1 if Vul		
3♥		6		pre-empt	3♠=NF if NV; F1 if Vul		
3♠		6		pre-empt			
3NT	X			good 4M	4♣=transfer to Major; 4M=To play, 4♦ =bid your Major		
4♣		7		pre-empt			
4♦		7		pre-empt			
4♥		7		♥ pre-empt			
4♠		7		♠ pre-empt			
4NT	X			asks for specific aces	5♣=0, 5♦ =♦ A, 5♥ =♥ A, 5♠ =♠ A, 5N=2aces, 6♣=♣A		
5♣		8		♣ pre-empt			
5♦		8		♦ pre-empt			
5♥							
5♠							
HIGH LEVEL BIDDING							
RKCB 3041 unless ♥ trump (1430)							
step one below 5L of our suit asks for Queen; step two asks for Kings							
Exclusion = 3041							
5N usually pick a slam unless clearly GSF or in competition RCKB							
D0P1; R0P1							