



DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS			
OVERCALLS (Style; Responses; 1/2 Level; Reopening)	OPENING LEADS STYLE			
1L = 5+ CARDS 7+ HCP		Lead	In Partner's Suit	
2L = 5+ CARDS 10+ HCP	Suit	4th and 2nd	4th and 2nd	
	NT	4th and 2nd	4th and 2nd	Category: U26
	Subseq	low from Honour	low from Honour	Country: England: EBU
	Other:			Event: Junior Camrose
				Players: Liam Sanderson & Daniel Winter
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)	LEADS			SYSTEM SUMMARY
Direct 1NT = 15-18 with systems on	Lead	Vs. Suit	Vs. NT	GENERAL APPROACH AND STYLE
Protective 1N = 11-14 with systems on	Ace	Attitude	AKx(x), Ax(x)	5 card Majors
	King	Count	Unblock	better minor
	Queen	QJx+, Qx	K(Q)xxx, QJx(x)	three weak twos
	Jack	J10x+, AJ10, KJ10, Jx	J10x(x), (J)109xx	
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	109+, 10x, H109	109+, 10x, H109	
1-Suit: 2L JUMP = 6+ CARDS Weak(5-10)	9	9x	9x	
2-Suit: UNUSUAL 2NT = at least 5/5	Hi-x	4th and 2nd	4th and 2nd	1NT Openings: 15-17
	Lo-x	4th and 2nd	4th and 2nd	2 OVER 1 Responses: Game Forcing
Reopen:	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
michaels cue bid = at least 5/5	Suit: 1st	attitude (unless King)	count	attitude
jump cue asks for a stop	2nd	count	suit preference	count
	3rd			
	NT: 1st	attitude (unless King)	count	attitude
VS. NT (vs. Strong / Weak; Reopening; PH)	2nd	count	suit preference	count
X = 5m 4M (penalties if weak NT)	3rd			
2C = majors	Signals (including Trumps): Attitude Low = discouraging High = encouraging			
2D = one major usually 6+ cards	Count High = even Low = odd			
2H/2S = 5M 4m				
3C/3D = to play	DOUBLES			
2NT = strong two-suitor	TAKEOUT DOUBLES (Style; Responses; Reopening)			
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	Generally Takeout			
Dbf = Takeout				
Leaping Michaels				
Lebensohl				SPECIAL FORCING PASS SEQUENCES
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			
Dbf = majors	NEGATIVE			
1NT/2NT = minors	SUPPORT			
	RESPONSIVE			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
	GAME TRY			
OVER OPPONENTS' TAKE OUT DOUBLE				
XX = 10+ HCP				
				Psychics: rare

OPENING BID DESCRIPTIONS

Opening	Artificial	Min.	Neg Dble thr	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		3+		10+ HCP	1C - 2C = 10+ 1C - 3C = weak 5+ cards	1m-1M-2m-Om = Art GF	
1♦		3+		10+ HCP	1D - 2D = 10+ 1D - 3D = weak 5+ cards	1m-1M-2m-Om = Art GF	
1♥		5+		10+ HCP	3C/3D = 3/4 limit raise, 2NT = 4+ card support GF		2C/2D = 3/4 limit raise, 2NT = best possible raise
1♠		5+		10+ HCP	3C/3D = 3/4 limit raise, 2NT = 4+ card support GF		2C/2D = 3/4 limit raise, 2NT = best possible raise
1NT				15-17 HCP (could be 5M or 6m)	2C = STAY 2D = ♥ or BARON, 2H = ♠ 2S/2N = ♣/♦		
2♣				23+ or GF	2D = negative/waiting, 2H/2S/ = natural positive	2C - 2D - 2H - 2S - 2NT shows 25+ HCP	
2♦				6+ cards weak	2NT = 15+ relay	3D = min, 3C/3H/3S = max, 3N = two of AKQ	
2♥				6+ cards weak	2NT = 15+ relay	3H = min, 3C/3D/3S = max, 3N = two of AKQ	
2♠				6+ cards weak	2NT = 15+ relay	3S = min, 3C/3D/3H = max, 3N = two of AKQ	
2NT				20-22 balanced	3C = puppet stayman 3D/3H = ♥/♠, 3S = minors	3C puppet: 3D = 4CM(s), 3H/3S = 5CM, 3N = neither	
3♣				6+ cards weak			
3♦				6+ cards weak			
3♥				6+ cards weak			
3♠				6+ cards weak			
3NT				gambling	4C5C = P/C		
4♣				7+ cards pre-emptive			
4♦				7+ cards pre-emptive			
4♥				7+ cards pre-emptive			
4♠				7+ cards pre-emptive			
4NT				asks for aces	5C = 0, 5D = 1, 5H = 2, 5S = 3		
5♣				8+ cards pre-emptive			
5♦				8+ cards pre-emptive			

HIGH LEVEL BIDDING

1st/2nd control cue bids

after minor suit has been agreed 4m = RKCB (1430)

RKCB = 1430 responses

Exclusion Blackwood = 3041

DOPI ROPI (dbl = 0, pass = 1) (rdbl = 0, pass = 1)