

**DEFENSIVE AND COMPETITIVE BIDDING**

**LEADS AND SIGNALS**



<b>OVERCALLS(Style; Responses; 1/2level; Reopening)</b>	<b>OPENING LEADS STYLE</b>		
<b>Solid overcall : 1/1 natural, jump fit 4th + suit 5th</b>		<b>Lead</b>	<b>in Partner's Suit</b>
<b>Cue-bid : ENCRG</b>	<b>Suit</b>	odd even	odd even
	<b>NT</b>	4th best *	odd even
	<b>Subseq</b>		
	<b>Other:</b>		

ZONAL 2023 -
Country: <b>REUNION</b>
Event: <b>OPEN</b>
Players: <b>AOUATE Catherine – WAN HOI Régine</b>

<b>1NT OVERCALL (2nd/4th Live; Responses; Reopening)</b>	<b>LEADS</b>		
<b>1NT : 2nd = 16/18 HCP/4 th = 9/13 HCP</b>	<b>Lead</b>	<b>Vs.Suit</b>	<b>Vs. NT</b>
<b>Stayman – transfers</b>	<b>Ace</b>	A(xx) or AK(xx)	AKx – A(xx)
<b>1x- Pass – 1y – 1NT : 2-suiter 6-4</b>	<b>King</b>	AKQ(x) or KQ(x) or KQJ	KQJ() - KQ109
<b>JUMP OVERCALLS(Style; Responses; Unusual NT)</b>	<b>Queen</b>	QJ10xx or AQJx	QJ10xx – AQJx – Rqx
<b>2-suiter overcall : 2NT/Cue-bid/3T (5 losers)</b>	<b>Jack</b>	J10xx or KJ10x pr AJ10xx	J10xx or KJ10x pr AJ10
<b>1x- Pass – 1y – 2x : 5-5 others suits</b>	<b>10</b>	109x- Q109x – K109x- A109	109xx- Q109x – K109x
<b>2/3/4Maj , 3/4/5 minor : pre-empt</b>	<b>9</b>	9x	H9x- 9(xx)
<b>1♣-2♦ : Major 2-suiter</b>	<b>Hi-x</b>	even	Fourth best lead
<b>DIRECT and JUMP CUE BIDS ( Style; Responses; Reopening)</b>	<b>Lo-x</b>	odd	

<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
5 Card major - Best minor
2/1 Game Forcing, Forcing NT
1 NT opening (15 - 17 HCP) Maj 5th possible
2 ♣ = forcing game in general terms
2 ♦ = multi = 2 major WK or BLD 22-23 HCP or STR min 1-suiter
2 NT = 20/21 HCP - stayman/transfer
2 ♥ = 5 ♥ & 5 ♠/♦/♣, less than opening
2 ♠ = 5 ♠ & 5 ♣/♦, less than opening
3 NT = minor 7th

<b>1♣-2♣ : natural, 6 cards</b>	<b>SIGNALS IN ORDER OF PRIORITY</b>			
<b>1♦-2♦ : 5-5 major / 1♣-2♦ : 5-5 major</b>		<b>Partner's Lead</b>	<b>Declarer's Lead</b>	<b>Discarding</b>
	<b>Suit:1st</b>	HI ENCRG	HI/LO even	HI ENCRG
	<b>2nd</b>	HI/LO even		HI/LO even
	<b>3rd</b>	suit preference		suit preference
	<b>NT: 1st</b>	SMALL ENCRG	HI/LO even	HI ENCRG

3 ♣ 3 ♦ 3 ♥ 3 ♠ = preempt
1 m 2 ♥ = 5 ♠ + 4/5 ♥ (6 - 9 HCP)
1Maj opening flexible in 3rd position
After 2 Major jump overcall, Rubensohl
After overcall over 1NT opening, Rubensohl
Inverted min support

<b>VS. NT(vs. Strong/Weak; Reopening;PH)</b>	<b>2nd</b>	HI/LO even	SMITH	HI/LO even
<b>X = 5/6 minor + 4 major</b>	<b>3rd</b>			
<b>2♣ : landy</b>	<b>Signals (including Trumps):echo in trumps = S/P or ability to ruff</b>			
<b>2♦ = 6 cards major</b>	<b>SMITH = high - DECRG for leader, ENCRG for partner</b>			
<b>2 NT = 2 minors</b>	echo in trumps and ability to ruff = suit preference			
<b>2♥ or 2♠ = 5 major &amp; 4+ minor</b>				
<b>Reopening same</b>				

<b>SPECIAL FORCING PASS SEQUENCES</b>
1SA - Double - Pass forcing -> opener suite 5th or Redouble

<b>Defense on weak NT</b>	<b>SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES</b>			
<b>X = &gt; 14 HCP + regular</b>	T/O double and redbl			
<b>2♦ 2♥ 2♠ 3♣ = transfer / 2♣ : landy</b>	Lead directing dbl			
<b>Reopening same, dbl= 12 HCP +</b>	redbl after 1 NT = trf to ♣			
	redbl after dbl 1 level opening = 10 + HCP			
<b>Defense on 3 minor or 3 major preempt</b>	After Pass, double and redbl : T/O or limit fit			

<b>IMPORTANT NOTES THAT DON'T FIT ELSEWHERE</b>

<b>Defense on T/O DBL</b>	
<b>Truscott Maj / Inverted min support</b>	
<b>RDBL : 10 HCP+ / Jump new suit : fit 4th + suit 5th</b>	
<b>RDBL after Pass : T/O or limit fit</b>	

Psychics: rare, only in 3th
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OPEN	TICK IF ART.	MIN NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1 ♣ / 1 ♦		3	4♣	12-19 HCP	Inverted minor support : 2min = fit 5th no Major, GF	2♣ = relay over rebid 1NT	no inverted minor supp
				Best minor	jump other min = fit 5th no Major, limit	Check-back stayman over rebid 2NT	2♣ over opening preempt
					2♥ = 5 ♣ and 4 ♥, 6-9 HCP		2♥ over opening : 5 ♣ -4/5 ♥
					2♠/3♥/3♠/ Jump min=preempt		
1 major		5	4♥	11-21 HCP	1 NT = forcing		Drury
					2 NT = fit, 13 HCP		Other suit Jump : fit 4th + 5 cards
					3 NT = fit -13/15 HCP		2NT : fit 4th + singleton, 9HCP+
					2 over one = forcing game		
1 NT				15-17 HCP, balanced	2♣ stayman	2NT Forcing after transfer	
				MAJ/ 5 possible	2♥/2♥/2♠/2SA transfer ♥/♠/♣/♦		
2 ♣	X	0		Forcing game	2♦ = automatic relay	NAT	
				24 HCP+ balanced, MAJ/ 5 possible			
				9 winners with major, 10 winners with minor	Rebid 3♥/3♠ : ACOL		
2 ♦	x	0		MULTI	2♥ = not forcing, 2♠ = not forcing with ♥ support		
				2 major weak	3♣/3♦ = natural forcing		
				22/23 HCP balanced	2 NT = artificial relay forcing		
				Minor one-suiter (9 winners)			
2 ♥	X	5		2-suiter : 5 ♥ – 5 other suit, 6-10 HCP	2♠ = not forcing		
					2 NT = forcing artifical relay asking for other suit		
2 ♠	X	5		2-suiter : 5 ♠ – 5 minor, 6-10 HCP	2 NT forcing artifical relay / 3♦ fit ♠ limit		
2 NT				20-21 HCP balanced, MAJ/ 5 possible	3♣ = Puppet stayman		
					3♥/3♥ = transfer to 3♥/3♠ only with fit, otherwise 3NT		
					3♠ = transfer to 3NT, hand with minor(s)		
3 ♣		7		preempt, solid suit in 1st an 2th	New suit = natural, forcing		
3 ♦		7		preempt, solid suit in 1st an 2th	New suit = natural, forcing		
3 ♥		7		preempt	New suit = natural, forcing		
3 ♠		7		preempt	New suit = natural, forcing		
3 NT		7		Gambling full in min, Max 1 Q in another suit			
4 NT				minor 2-suiter			
4♣/4♦/4♥/4♠		8		preempt, bad suit if minor			
5♣ / 5♦		8-9		preempt			
4 NT = RKCB				41/30			
5 NT				after 4NT, asking for Kings			
DOPI							