



DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			
OVERCALLS (Style; Responses; 1/2 Level; Reopening)		OPENING LEADS STYLE			
Constructive		Lead		In Partner's Suit	
	Suit	4th, 2nd from bad suits		same	
Change of suit forcing by non-passed hand	NT	same		same	Category:
Cue Bid = sound raise	Subseq				Country: Northern Ireland
raises - pre-emptive	Other:				Event: Junior Canrose 2021
					Players: Lucy O"Kane & Xander Todd
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY
15 - 18	Lead	Vs. Suit		Vs. NT	GENERAL APPROACH AND STYLE
	Ace	AK(+), A, Ax		AKx (+)	ACOL 5 card M
responses - stayman & transfer to Majors	King	KQx(+), Kx, K		KQxxx, KQJx(+)	♠ can be 2, ♢ - 4+
	Queen	QJx(+), QX, Q		AQJ(+), QJT(+)	
reopening - 10 - 14	Jack	KJT, JTX(+), Jx, J		AJT(+), KJT(+), JT9(+)	
JUMP OVERCALLS (Style; Responses; Unusual NT)		10	KT9(+), QT9(+), Tx, T	HT9(+)	
1-Suit: weak 6 - 10 - 6 card suit	9	9x(+)		9x(+)	
2-Suit:	Hi-x	even number, 3+ bad		TON	1NT Openings: 12 - 14
	Lo-x	Hxx, xxx		Hxx, Hxxxx, Hxxxxx	2 OVER 1 Responses:
Reopen: intermediate 10 - 15 - 6 card suit	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	weak 2's in ♠, ♥ & ♣ - may be 5 cards
Michaels - 1 minor - 2 minor = at least 5/4 in the Majors	Suit:1st	Count	Count	natural	Gambling 3NT
1 Major - 2 Major - at least 5/4 in other Major + minor	2nd				
6 - 10 pts or 15+ points	3rd				
	NT: 1st	count	count	natural	
VS. NT (vs. Strong / Weak; Reopening; PH)	2nd				
X = penalties, 2♣ = 6 card major , 2♦ = both Majors at least 4/4,	3rd				
2♥ = 5+♥ + 4+ minor, 2♠ = 5+♠ + 4+ minor, 2NT = both minors at least 5/5	Signals (including Trumps):				
	DOUBLES				
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	TAKEOUT DOUBLES (Style; Responses; Reopening)				
opt X	CONST 15+ or shape				
VS. ARTIFICIAL STRONG OPENINGS	10+ in balancing position				SPECIAL FORCING PASS SEQUENCES
Natural	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES				4th Suit Forcing - forcing for 1 round unless at 3 level when forcing to game
	sputnick double to 3♠				
					IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
OVER OPPONENTS' TAKE OUT DOUBLE					
XX - 10+ no fit, New uitS - Non Forcing					
					Psychics:

