



DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			
OVERCALLS (Style; Responses; 1/2 Level; Reopening)		OPENING LEADS STYLE			
Aggressive at one-level. Occasionally 4-card.			Lead	In Partner's Suit	
Facing one-level overcall new suit response = constructive, jump shift natural FG.		Suit	4th	same	
Facing two-level overcall new suit response = forcing, jump shift fit.		NT	4th	same	Category: Open - Brown Sticker
Jump shift in further competition = fit (excepting game bids)		Subseq	4th	same	Country: England
Jump cue = mixed raise		Other:			Event: 2008/9
R/O transferred king.					Players: Tom Townsend & David Gold
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY
15-18 (system on).		Lead	Vs. Suit	Vs. NT	GENERAL APPROACH AND STYLE
R/O 11-15 (system on).		Ace	Demands attitude.	Demands attitude.	Natural.
Sandwich = 16-20 (all advances natural).		King	AK KQ demanding count.	Demands unblock/count.	Four-card majors frequently when minimum.
		Queen	QJ (KQ) demanding attitude.	KQ QJ demanding attitude.	1C = 18-20 balanced (no other 5-card suit) or natural.
		Jack	KJ10 J10	HJ10 J10.	Transfer responses to 1C.
JUMP OVERCALLS (Style; Responses; Unusual NT)		10	H109 109.	H109 109.	
1-Suit: Strongish		9	H98x+ 9x.	H98x+ 9x.	
2-Suit: 2NT = lowest two suits, weak or very strong in principle.		Hi-x	Top of doubleton. Second from xxx+.	Top of doubleton. Second from xxx+.	1NT Openings: (14) 15-17
(1C)-2D = majors		Lo-x	Low from Hxx. 4th from an honour.	Low from Hxx. 4th from an honour.	2 OVER 1 Responses 11+ normally
Reopen: Intermediate. 2NT = natural (system on).		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
Cue = 5/5 highest two suits. (1C)-2C = natural. (1C)-3C = diamonds+spades.		Suit: 1st	Count	Count	Count
4th seat live "cues" = natural.		2nd	Attitude	SP	Attitude
R/O cue = any strong two-suiter FSA.		3rd	SP		SP
Jump cue = asking for a stopper in bid suit.		NT: 1st	Count	Count	Count
VS. NT (vs. Strong / Weak; Reopening; PH)		2nd	Attitude	SP	Attitude
2C = majors.		3rd	SP		SP
2D = one major Multi-style.		Signals (including Trumps): HIGH + EVEN/ENCOURAGING IN ALL CASES			
jump to 3m = natural, jump to 3M = weak.		SP in trumps.			
2M = major + minor. PH = 5M + minor.					
X = 5m + major (pen vs weak NT or vs third seat NV 1NT).		DOUBLES			
2NT = minors or any FG two-suiter.		TAKEOUT DOUBLES (Style; Responses; Reopening)			
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)		Mostly shape-suitable unless very strong.			
X = T/O. 2NT = natural (system on).		R/O transferred king.			
Leaping Michaels.		Double in competition by opening side often just shows a good hand.			
X of Multi = 13-15 balanced or very strong.		Support doubles to 2C.			SPECIAL FORCING PASS SEQUENCES
VS. ARTIFICIAL STRONG OPENINGS		SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			
Over strong club:		Support X (and support NT).			
X = majors. 1NT = minors. 2NT = reds.		Most doubles take-out before fit or definition.			
2any = suit OR suit above.		No space game-try double.			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
OVER OPPONENTS' TAKE OUT DOUBLE					
XX = 10+ penalties. 1C-(X)-1R = TFR. 1C-(X)-1S = diamonds. Otherwise one of a suit =					
1C-(x)-1NT = inv. Otherwise 1NT+ = TFR. Jump shift = fit. Double jump shift = SPL.					Psychics:
Jump raise = PRE. 2NT = LR+. (Switched when minor agreed)					
1M-(x)-3NT = co-operative raise with defence, 4M = unilateral.					

OPENING BID DESCRIPTIONS

Opening	Artificial	Min.	Neg Dble thr	Description	Responses	Subsequent Auction	Passed Hand Bidding
1	Yes	2	4S	18-20 balanced or natural.	1R = TRF. 1S = no 4CM non-FG. 1NT = 4+D FG.	1C-1R-1NT = 18-20. 2-way Checkback.	Fit jumps.
1					2NT = 11-12 balanced. WJS. 3D/H/S PRE.	Various artificial jump rebids.	1NT = roughly 11 balanced.
1		4	4S		INV jump shifts 3-level.	1D-2C-2H = min balanced or normal reverse.	
1					3H/S/4C = void SPL.		
1		4	4S	Can open either with 4H 4m min.	1M-2NT = FG raise. 3S = singleton somewhere.	1H-2H-2S asks for shortage, 2NT/3C/D = shortage.	1M-2NT = NAT.
1				4H 5m (22) occasionally.	3NT/4C/D = void.	TRF after 1M-1NT.	
1		4	4H	Can open either with 4S 4m min.	3NT = singleton somewhere. 4C/D/H = void.	1S-2S-2NT asks for shortage.	
1				4S 5m (22) occasionally.		1S-2S-3C/D/H = shortage.	
1NT			4H	(14)15-17 balanced.	STAY, does not promise 4-card M. TRF. 2S = minors.	Smolen. Lebensohl. Retransfers.	
1NT				5M routinely and other deviations.	2NT/3C TRF. 3D = 5-card STAY. 3M = (31)(45) F4m.		
2	Yes			Any game force.	2D = values. 2H = second negative. 2NT = H positive.		
2	Yes	(5) 6M	2S	WK 2M or 23-24 balanced.	majors = P/C. 2NT = relay. 3C/D = natural F1.		4th seat weak option hearts only.
2	Yes	5		Flannery 11-16 5H 4S.	2NT = INV. 3C = FG relay. 3D = puppet to 3H.		
2	Yes			Bad pre-empt in any suit.	2NT = relay. 3C = P/C.	SEE BROWN STICKER FORM	4th seat = WK 9-11.
2NT				20-22 balanced.	3C = STAY. 3D/H = TRF. 3S = minors.	Smolen.	
3		6		Constructive PRE.	4D = RKCB.		
3		6		Constructive PRE.	4C = RKCB.		
3		6		Constructive PRE.			
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3NT	Yes			Minor-suit pre-empt.	4C/5C/6C = P/C. 4NT = slam-try.		3rd/4th seat = to play.
4	Yes	6		Good 4H opener. Solid or semi.	4D = slam-try. Other suit = cue.		
4	Yes	6		Good 4S opener. Solid or semi.	4H = slam-try. Other suit = cue.		
4		6		PRE.	Suit = cue. Raise asks for suit playable opposite void.		
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4NT	Yes			Ace asking.	5C = none. 6C = CA.		

HIGH LEVEL BIDDING

RKCB 3041 then 5NT for specific kings.

ROPE DOPE in competition.

Splinters.

4NT in competition generally shows two places to play.

GSF demanding seven opposite two of top three (6C = no top honour).
