



DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			
OVERCALLS (Style; Responses; 1/2 Level; Reopening)		OPENING LEADS STYLE			
Fairly sound except if partner is a passed hand would be more lead directional		Lead	In Partner's Suit		
Cue raises	Fit showing jumps	Suit	4th highest, 2nd highest weakness	4th highest, 2nd highest weakness	
New suit natural and forcing		NT	4th highest, 2nd highest weakness	4th highest, 2nd highest weakness	Category: Natural
If 2 suits bids lower cue raise 3 card support, higher 4 card support		Subseq	higher card than first	lower shows doubleton or extra length	Country: Australia
Lebensohl wherever possible		Other:			Event: Zone 7 Playoffs
see note #11					Players: Cathy Mill & Candice Feitelson
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY
(15) 16 - 18		Lead	Vs. Suit	Vs. NT	GENERAL APPROACH AND STYLE
System on - transfers, 5 card check back		Ace	Asks for attitude shows AKx	Asks for unblock shows AKJx	Standard American 5 card majors
		King	Asks for nat count or AK doubleton	Asks for natural count	2/1 game force
		Queen	Sequence QJx or shortage	Sequence QJxx	Anchored multi two's
		Jack	Sequence J10x or shortage	Sequence J109	Bergen raises
JUMP OVERCALLS (Style; Responses; Unusual NT)		10	Internal sequence or shortage	Internal sequence	
1-Suit:	Weak 6 card suits - New suit is natural and forcing	9	2nd highest or shortage	2nd highest	
2-Suit:	2NT = Lowest unbid suits - Pass or correct	Hi-x	Shortage	Shortage	1NT Openings: 14-17
New suit not shown is forcing		Lo-x	An honor not in a sequence	An honor not in a sequence	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
Major = Other Major and Minor Minor = Both Majors		Suit: 1st	Natural attitude	Natural present count	Natural attitude
2NT asking if available, otherwise pass or correct New suit not shown is forcing		2nd	Natural present count		Natural present count
Leaping Michaels is game force 2 suited used over - Natural weak 2's, 2A multi,		3rd			
all 2 suited unknown		NT: 1st	Natural attitude	Natural present count	Natural attitude
VS. NT (vs. Strong / Weak; Reopening; PH)		2nd	Natural present count		Natural present count
Strong NT - X = 5 card Minor & 4 card Major, 2a = both Majors		3rd			
2A = Weak 6 card Major 2e = e & Minor 2h = e & a Minor		Signals (including Trumps): These apply unless A or K is lead by partner			
2NT = Both Minors 3 level single suited		If dummy has Q or better then we give Nat count			
Weak NT - same as above but X = Penalties					
		DOUBLES			
		TAKEOUT DOUBLES (Style; Responses; Reopening)			
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)		3 suited unless strong (16+ good suit)			
Michaels is game force 2 suited		X followed by overcall is good suit			
3M - 4NT weak minors		Bid of opponent's suit ask for a stopper			
		SPECIAL FORCING PASS SEQUENCES			
VS. ARTIFICIAL STRONG OPENINGS		SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			
X = 5+ card minor & 4+ card major		Unspecified suit doubles - 1st double is 16+			
2a = Both Majors		- 2nd double is takeout			
2NT = Both Minors		- 3rd double is penalties			
All other bids natural		IMPORTANT NOTES THAT DON'T FIT ELSEWHERE			
OVER OPPONENTS' TAKE OUT DOUBLE		1x - 1y - 1NT - opener hasn't denied any suit above y but is 12-13 balanced			
Support doubles and redoubles		therefor 1x- 1y -1z shows either 5/4 or 4441			
		Psychics:			

OPENING BID DESCRIPTIONS

Opening	Artificial	Min.	Neg Dble thr	Description	Responses	Subsequent Auction	Passed Hand Bidding
1 \grave{a}		3	4 \grave{e}	(11) 12 -20	Bergen raises (see note #1) 1NT = 6-11 NF 2/1 GF	See note #5	Same as non passed
1A		3	4 \grave{e}	(11) 12 -20	Bergen raises (see note #2) 1NT = 6-11 NF 2/1 GF	See note #5	Same as non passed
1 \acute{e}		5	4 \grave{e}	(11) 12 -20	Bergen raises (see note #3) 1NT = 6-11 NF 2/1 GF	See note #5	Same as non passed
1 \grave{e}		5	4 \grave{e}	(11) 12 -20	Bergen raises (see note #4) 1NT = 6-11 NF 2/1 GF	See note #5	Same as non passed
1NT				14 -17	2 \grave{a} = 5 card check back, Transfers (see note #6)		10 - 14
2 \grave{a}	Yes			GF, Acol 2 any, suit 23+ Bal	2A = 0 -3 or 10+ any (see notes #7)	After 2A 2 \acute{e} = Artificial GF	----
2A	Yes			Weak 2 in either major	2NT = ask 3 \grave{a} /3A Nat F \acute{e} or \grave{e} any level P or C	see note #8	----
2 \acute{e}	Yes	5		5+ \acute{e} & 4+Minor 6-11	2NT = ask \acute{a} /A any level P or C \acute{e} any level to play	P or C if minor bid (see note #9)	----
2 \grave{e}	Yes	5		5+ \grave{e} & 4+Minor 6-11	2NT = ask \grave{a} /A any level P or C \grave{e} any level to play	P or C if minor bid (see note #9)	----
2NT				21 - 22	3 \grave{a} major ask, transfers	(see note 10)	minors
3 \grave{a}		6		Weak 5-11 Unless parner is passed	4A RKCB New suit natural & forcing	3NT singleton or void in partner's suit	6/4 shape probably 4 card Major
3A		6		Weak 5-11 Unless parner is passed	4 \acute{a} RKCB New suit natural & forcing	3NT singleton or void in partner's suit	6/4 shape probably 4 card Major
3 \acute{e}		6		Weak 5-11 Unless parner is passed	New suit natural & forcing	3NT singleton or void in partner's suit	6/4 shape probably 4 card Major
3 \grave{e}		6		Weak 5-11 Unless parner is passed	New suit natural & forcing	3NT singleton or void in partner's suit	6/4 shape probably 4 card Major
3NT				Solid 7 card minor	4 \acute{a} with shortage other than minor	pass or correct	
4 \grave{a}		7		Weak no game interest			
4A		7		Weak no game interest			
4 \acute{e}		7		To play			
4 \grave{e}		7		To play			
4NT	Yes			Specific Ace ask			
5 \grave{a}				To play			
5A				To play			
5 \acute{e}				really pre-emptive			
5 \grave{e}				1 honor in suit bid 6			
5NT	Yes			Specific King Ask			

HIGH LEVEL BIDDING

RKCB 03 - 14
 1st and 2nd round cues
 After NT openings 4NT quantitative

Supplementary notes file (Cathy & Candice.txt) Cathy Mill & Candice Feitelson (Australia)

1. 1 \ddot{A} /1 \acute{e} /1 \grave{e} 6+pts 4+suit 4M if weak before \ddot{A}
1NT 6-11 NF
2 \grave{a} 6-9 5+ New suit by opener is forcing
2 \ddot{A} 15+ 5+ GF raise & denies major may be 14+ with splinter
2 \acute{e} /2 \grave{e} 0-6 6+
2NT 10-12 4+ limit raise - then 4 \grave{a} is RKB
3 \grave{a} 0-6 5+ pre-emptive
3 \ddot{A} /3 \acute{e} /3 \grave{e} 10-13 0/1 splinters - then 4 \grave{a} is RKB
3NT 12-15 4+ balanced raise - then 4 \grave{a} is RKB
4 \grave{a} 6+ pre-emptive
4 \acute{e} /4 \grave{e} to play
 2. Same as above but 1 \ddot{A} - 3 \grave{a} is GF raise and NT responses show 5+
 3. 1NT 6-11 NF opener should move if not 11-13 balanced
2/1 GF unless responder bids own suit at 3 level. If done on 11 it means you would have opened hand.
If opener raises m to 3level, suits bid at 3 level are stopper showing or advanced cue, then
4m isn't RKB
2 \acute{e} 6-9 3 but may be 4 with 4333
2 \grave{e} 10-12 3
3 \acute{e} 0-6 4+
2NT 15+ 4+
3 \grave{a} 6-9 4+ then long trials
3 \ddot{A} 10-12 4+ no shortage
3NT 12-15 4+ balanced 1st or 2nd cues with interest
3 \acute{e} /4 \grave{a} /4 \ddot{A} 10-13 0/1 splinters
4 \acute{e} 0-8 5+ to play
 4. same as 1 \acute{e} but 3 \acute{e} is 10-12 raise 3 card support and 4 \acute{e} would be splinter
 5. 1NT = 12-13 balanced does not deny suit between bid and 1NT
2NT = 18-20 balanced does not deny suit between bid and 1NT
New suit below 1NT shows unbalanced hand 5+/4+ or 4441
 6. 1NT - 2 \grave{a}
2 \ddot{A} 14-15 No 5 card major
2 \acute{e} / \grave{e} 14-15 5 card suit
2NT 16-17 No 5 card suit
3 \grave{a} / \ddot{A} / \acute{e} / \grave{e} 16-17 5 card suit
3NT 16-17 6 card minor
- Transfers - super accept
jump in transfer suit is 14/15 with 4+ support
2NT 16-17 No weakness
other suits 16-17 weakness in suit
non accept of transfer to minor is super accept with 2 of the top 3
- 3 level bids show shortage with at least 3 cards in all other suits
- 4 \grave{a} / \ddot{A} transfer to \acute{e} / \grave{e} better than 4 \acute{e} /4 \grave{e}
4 \acute{e} / \grave{e} to play
2 \ddot{A} /2 \acute{e} followed by 4 \acute{e} /4 \grave{e} mild slam interest
7. 2 \acute{e} = 4-6 any
2 \grave{e} = 7-9 bal or semi bal transfer to 2NT (may contain bad 5 card suit)
2NT/3 \grave{a} /3 \ddot{A} /3 \grave{a} = 7-9 transfer to \acute{a} / \ddot{A} / \acute{e} / \grave{e} with suit of Q10xxx or better
3 \acute{e} = 7-9 5+ \acute{e} & 4+ \acute{e}
3NT = 7-9 5+ \ddot{A} & 4+ \acute{a}
 8. 2 \ddot{A} - 2NT
3 \grave{a} Good weak 2 in \acute{e}
3 \ddot{A} Good weak 2 in \grave{e}
3 \acute{e} Poor weak 2 in \acute{e}
3 \grave{e} Poor weak 2 in \grave{e}

After 3 \grave{a} response 3 \ddot{A} ask for suit quality

3é 1 honour
3è 2 honours
3NT 3 honours

After 3â response 3é ask for feature

3è/4â/4Ã singleton
3NT Outside A or K
4é None of the above

After 3Ã response 3è ask for suit quality

3è 1 honour
3NT 2 honours
4â 3 honours

After 3Ã response 3è ask for feature

4â/4Ã/4é singleton
3NT Outside A or K
4è None of the above

2Ã - 3â/Ã

3NT singleton or void in bid suit
Own suit 2 card support and shortage
New suit 3 card support and shortage in bid suit
Raise 2 or 3 card support no singleton

9.2NT

3â min with â
3Ã min with Ã
3é max with â
3è max with Ã

Bid of other major (Natural & Forcing)

3NT singleton or void in bid suit
Own suit 2 card support and shortage
New suit 3 card support and shortage in bid suit
Raise 2 card support no singleton

10. 2NT - 3â

3Ã No 5 card major but a 4 card major
3é 5 card suit
3è 5 card suit
3NT No 5 or 4 card major

After 3Ã response responder bids 4 card major they don't have or 3NT with no 4 card major

4é/4è after major suit transfer shows all 5 keycards

suits other than taking transfer shows 3/4 keycards cue

taking transfer at the 3 level shows 2 or less keycards or 2 cards in suit

11. 1é/1è - (2NT- minors) -

X Penalty mode
3â 10-12 raise
3Ã 13+ raise
3é/è 6-9 raise 4 card support
3NT to play
4â/Ã splinters
4é/è 0-8 raise 5+ card support