



DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS		
OVERCALLS (Style; Responses; 1/2 Level; Reopening)		OPENING LEADS STYLE		
Usually 5+ card suit, approx 9-15 HCP, THEN responses:		Lead	In Partner's Suit	
2-level cue bid = good 3-card raise with defence	Suit	4th, MUD, 2nd from xxxx/x	4th, MUD, 2nd from xxxx/x	
3-level cue bid = good 4-card raise with defence	NT	4th, MUD, 2nd from xxxx/x	4th, MUD, 2nd from xxxx/x	Category: GREEN
responder's new suit = Nat, F	Subseq	Upside down count (present)	Upside down count (present)	Country: AUSTRALIA
responder's jump shift = Nat with 5+ cards, fit-showing	Other:			Event: WOMEN'S
jump raise = pre-emptive				Players: ELIZABETH HAVAS - BARBARA TRAVIS
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)		LEADS		SYSTEM SUMMARY
15-18 HCP, with 2C enquiry for strength and 5-card suits, transfers (system ON)	Lead	Vs. Suit	Vs. NT	GENERAL APPROACH AND STYLE
4th seat: 11-14 HCP, system ON (as above)	Ace	AKx/x, Ax, Axx	Asks for unblock or count	STANDARD with 4-CARD SUITS
1NT / 2NT after 2 suits by opponents = distributional T.O.	King	AK, KQx/x, Kx	Asks for attitude (upside down)	SPECIALISED 2-LEVEL OPENING BIDS
	Queen	QJx/x, Qx	QJx/x, AQJx, Qx	
	Jack	J10x/x, KJ10x, Jx	J109x/x, A/KJ10x, Jx	
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	109x/x, K/Q109x, 10x	109x/x, H109x, 10x	
1-Suit: 14-17 HCP, 6+ card suit; responses = Nat, NF	9	9x	9x	
2-Suit: 2NT = 5+ / 5+ in lowest 2 unbid suits (except 4th seat = big, bal.)	Hi-x	Sx, xSxx/x	xSxx/x, Sx	1NT Openings: 14-17 HCP, may include 5M or 6m
	Lo-x	HxxS/s, HxS, xSx	HxxS/x, HxS, xSx	2 OVER 1 Responses: GF unless rebid opener's or own suit at minimum level
Reopen: Good re-opening hand, 2NT = big, bal.	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
Direct cue-bid = 5+ highest unbid suit + 5+ another	Suit: 1st	Hi = DISCRG	Hi/Lo = O	Hi = DISCRG
Responses: 2NT = enquiry, others are Pass or Correct (unless suit is rebid)	2nd	Hi/Lo = O		Hi/Lo = O
Jump cue-bid = asks for stopper for 3NT	3rd			
	NT: 1st	Hi = DISCRG	Hi/Lo = O	Hi = DISCRG
VS. NT (vs. Strong / Weak; Reopening; PH)	2nd	Hi/Lo = O		Hi/Lo = O
2C = D, or D canape, or 5+C + 5+D, or both majors	3rd			
2D = H, or H canape, or 5+D + 5+H	Signals (including Trumps): Trump Hi/Low = O (interest in ruffing)			Many splinter bids
2H = S, or S canape, or 5+H + 5+S (good hand)	Upside Down Count (Present) [Lo = Even]			
2S = 5+S + 5+C	Upside Down Attitude			
2NT = C, or C canape	DOUBLES			
3C = 5+C + 5+ H      3D = 5+D + 5+S	TAKEOUT DOUBLES (Style; Responses; Reopening)			
VS. PREEMPTS ( Doubles; Cue-bids; Jumps; NT bids)	May include hands stronger than our STRONG JUMP OVERCALL			
X = T.O.      v Multi and 2-suited 2 bids: X = 16+ HCP, 2NT = 2-suited	Cue-bid responses = F to suit agreement			
v Weak 2s: 4m = strong m + M, 4-cue = strong minors, 4NT = minors, cue = 2-suited	Normally reopen with shortage in opponents' suit			
v Weak 3s: 4m = m + M, 4-cue = strong 2-suiter, 4NT = minors				
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			SPECIAL FORCING PASS SEQUENCES
v. Strong 1C: X = D, or D canape, of 5+C + 5+D, or both majors	Negative DBL to 4H [thus tend to re-open with shortage in opponents' bid suit]			1NT - X - [bid] - PASS = either length or weakness; BID = constructive
2D = H, or H canape, or 5+D + 5+H      2H = S, or S canape, or 5+H + 5+S (good)	Negative DBL then change of suit = GF (negative free bids to 3D)			Possible save over opponents' slam: PASS = 0/1 tricks
2S = 5+S + 5+C      2NT = C, or C canape      3C = 5+C + 5+H      3D = 5+D + 5+S	Responsive DBL to 4H			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
v. Strong 2C: refer to defence to 1NT above	X of 3NT asks for lead of dummy's first bid suit or spades			Negative free bids to 3D after opponents' interference
OVER OPPONENTS' TAKE OUT DOUBLE	X of 1NT by passed hand = clubs			Lebensohl [NOTE 6] applies when responding to T.O. X at 2-level
REDBL = 10+ HCP      2NT = limit raise      jump raise = preemptive	Unless passed hand, X of their artificial bids over their 1NT = X of 1NT bid			
Jump shifts = Nat with 5+ card, fit-showing      Splinters				Psychics:
Other 2-level bids = Nat, NF				

OPENING BID DESCRIPTIONS

Opening	Artificial	Min.	Neg Dble thr	Description	Responses	Subsequent Auction	Passed Hand Bidding
1a		3	4H	11-21 HCP, normally 4+ cards	) 1NT = 6-11 HCP, NF 2NT = 12-14 HCP or 19+ HCP	) after 1NT: 2NT = artificial GF Jump shift = 5/5 inv.	) jump shift = Nat with 5+ card suit, fit-showing
1A		4	4H	11-21 HCP	) 3NT = 15-16 HCP Jump raise = GF Splinters	) 4th suit = F to 2NT (used to show limit raises)	) 2NT = splinter raise with 3C ask
1e		4	4H	11-21 HCP	) Jump shift = preemptive	) long and short suit trial bids [NOTE 7]	) jump raise = bal limit raise
1è		4	4H	11-21 HCP	) 2-over-1 = GF unless either suit rebid at min level	) mini-splinters [NOTE 10] Blackout [NOTE 9]	
1NT		2 (1)		14-17 HCP, may have 5M or 6m	2C = enquiry (HCP, 5M), transfers, 3-level [NOTE 6]	NOTE 6	
2a	YES	0		any 8+ play tricks, or 20-21 HCP bal	shows HCP +/- or suits [NOTE 4]	NOTE 4	
2A	YES	0	4H	weak 2M, or 22-23 HCP bal.	2NT = enquiry, 2M/4M = Pass or Correct, 3-level = Nat, F	NOTE 11	
2e		5/5		5-10 HCP, 5+ H + 5+m	2NT = enquiry, F [NOTE 12] 3m = Pass or Correct	NOTE 12	
2è		5/5		5-10 HCP, 5+S + 5+m	2NT = enquiry, F [NOTE 12] 3m = Pass or Correct	NOTE 12	
2NT	YES	5/5		5-10 HCP, both MAJORS or minors	3H = GF enquiry [NOTE 5] others to 4S = Pass or Correct	NOTE 5	
3a		6		preempt - Rule of 2/3/4/5	New suit = Nat, F		
3A		6		preempt - Rule of 2/3/4/5	New suit = Nat, F		
3e		6		preempt - Rule of 2/3/4/5	New suit = Nat, F		
3è		6		preempt - Rule of 2/3/4/5	New suit = Nat, F		
3NT	YES	7		Gambling (1st/2nd = no other A/K)	4C = Pass or Correct 4D = slam int, asks for feature		
4a		6		preempt - Rule of 2/3/4/5			
4A		6		preempt - Rule of 2/3/4/5			
4e		6		preempt - Rule of 2/3/4/5	New suit = asks for suit control for slam		
4è		6		preempt - Rule of 2/3/4/5	New suit = asks for suit control for slam		
4NT	YES			ace ask	5C = 0 ace Other = ace		
5a				preempt			
5A				preempt			
5e				bid slam with trump honour			
5è				bid slam with trump honour			
5NT							

HIGH LEVEL BIDDING

- Cue bids
- RKCB 0/3 1/4
- DOPI and ROPI after interference over Blackwood
- Splinters and mini-splinters
- Grand Slam Force [NOTE 13]
- Lightner lead-directing doubles