



DEFENSIVE AND COMPETITIVE BIDDING				
OVERCALLS (Style; Responses; 1/2 Level; Reopening)	LEADS AND SIGNALS			
Usually 5+ cards with a wide range at the 1 level	OPENING LEADS STYLE			
Usually 5+ cards (6+ if minor) and constructive at 2 level		Lead	In Partner's Suit	
New suit responses = F1	Suit	2nd & 4th	2nd & 4th	Category: Green
Unassuming cue bids	NT	2nd & 4th	2nd & 4th	Country: Ireland
	Subseq	2nd & 4th/attitude	2nd & 4th/Attitude	Event: Camrose
				Players: B.J. O'Brien & Randal Milne
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)	LEADS			SYSTEM SUMMARY
2nd position = 15-17 with stopper	Lead	Vs. Suit	Vs. NT	GENERAL APPROACH AND STYLE
4th position = 10-14 with stopper	Ace	A, AK; asks for attitude	A, AK; asks for attitude	ACOL 4 card suits ; Weak NT
Responses are identical to 1NT opening	King	AK, KQ; asks for count	AK, KQ; asks for count/unblock	Benjamin Twos
	Queen	QJ; asks for count	KQ, QJ; asks for attitude	4th leads, std count and attitude
	Jack	J10(x), KJ10(x), J(x)	AJ10(x), KJ10(x), J10x(x), J(x)	
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	K109(x), Q109(x), 109(x), 10(x)	A109(x), K109(x), Q109(x), 109(x)	
2-Suit: 1 level jump in a suit = 5+-5+ in that suit and next higher	9	9(x)	A987, K987, Q987, J987, 9x	
1 level jump in NT = GF in unspecified 2 suiter	Hi-x	Xx, xXx, xXxx	Xx, xXx, xXxx	1NT Openings: 11-14 HCP
Reopen: 1 level jump in a suit = 5+5+ in that suit and next higher	Lo-x	HxX(X)	HxX(X)	2 OVER 1 Responses: Promises a rebid unless opener shows minimum
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)	SIGNALS IN ORDER OF PRIORITY			SPECIAL BIDS THAT MAY REQUIRE DEFENCE
Direct Cue bid by opener/responder = General force		Partners Lead	Declarer's Lead	Discarding
Jump cue bid = stop ask	Suit:1st	Count	Count	Count
Direct cue of opening bid = 6-10 with 6 cards in suit above	2nd	Attitude/Suit preference	Attitude/Suit preference	Attitude/Suit preference
	3rd			
VS. NT (vs. Strong / Weak; Reopening; PH)	NT: 1st	Count	Count/Smith Peters	Count
2♣ = diamonds or both majors	2nd	Attitude/Suit preference	Attitude/Suit preference	Attitude/Suit preference
2♦ = 5+ hearts or 4 spades with a longer minor	3rd			
2♥ = 4 hearts with a longer minor	Signals (including Trumps): Standard count, suit preference/attitude when switch nee			
2♠ = 5+ spades	High-low in trumps shows 3 and ruff prospects			
2NT = Both minors	Smith Peters with discretion in NT			
Double = 15+ or clubs if a passed hand	DOUBLES			
2-way Jump Overcalls - Intermediate/Strong	TAKEOUT DOUBLES (Style; Responses; Reopening)			
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	May be light (9+) with classic shape			
Dbl = Take out	Negative and Responsive to 4♥			
At 4-level Cue Bid = 2 suiter with 5+ cards in the unbid major(s)	T/O when 1NT overcalled with natural suit			
Else, if OP show one suit then cue = general force. if two suits then cue = stop show	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			SPECIAL FORCING PASS SEQUENCES
VS. ARTIFICIAL STRONG OPENINGS	Lightner Double			If game has been bid to make then pass of an overcall is forcing
Obstructive style over 1♣/2♣	Lead-directing doubles			
Dbl = ♦ or Ms; 1♦/2♦ = ♥ (or ♠ + m) 1♥/2♥ = ♥ + m	Most low level doubles of suit contracts are take out/game tries			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
1♠/2♠ = ♠, 1NT/2NT=ms	Double of an artificial overcall of opening 1NT = competitive			4th Suit = GF (except at 1 level)
	Negative to 4♥			1♥ - 3♠ = Splinter with unspecified singleton - 3NT asks
OVER OPPONENTS' TAKE OUT DOUBLE	Responsive to 4♥. Tends to deny the un-bid major			1♥ - 3NT = Splinter with a void spade
Suit bids = F1	When partner doubles 1NT, dbl of RHO = points			1♠ - 3NT = Splinter with unspecified singleton - 4♣ asks; 1♠ - 4 suit = Spinter with void
Redouble = 9+ and promises and further bid if partner passes				Psychics:
2NT = Limit Raise	DEFENSIVE AND COMPETITIVE BIDDING			

