



Category: Event

NCBO: _____ EVENT: _____ Seniors _____

PLAYERS: Hastings Campbell
Ian Hamilton

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

Acol
4 card majors
Weak NT

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

Multi 2♦ = 5-10 6 card major or 4:4:4:1 17-24

RKCB - 30:41, DOPI ROPI

Cue bidding is usually 1st round first

SPECIAL FORCING PASS SEQUENCES

When we have bid constructively to game and are out-bid

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

2NT over intervention is 4 card raise; cue is 3 card raise

PSYCHICS: Rare

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's suit
Suit	4th from H, MUD from xxx,	4th from H, MUD from xxx
NT	2nd from xxxx(x) vs Suit or NT	as left
Subseq	remaining count	

LEADS

Lead	Vs. Suit	Vs. NT
Ace	plus King or unsupported	as suit
King	plus queen or unsupported	
Queen	plus jack or unsupported	
Jack	plus 10 or unsupported	
10	as above	
9	as above	
Hi-x	even number	
Lo-x	odd number	

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
Suit	1 orthodox length	ditto	ditto
	2		
	3		
NT	1 orthodox length	ditto	ditto
	2		
	3		

Some orthodox suit preference signals
Orthodox means Hi/Lo even , lo/hi odd

DOUBLES

TAKEOUT DOUBLES (Style; Response; Reopening)

can be light distributional; jumps NF

SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES

Doubles are as a rule competitive

DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style; Responses; 1/2 Level; Reopening)

Light occasionally; new suit forcing; cue of oppo suit usually sound 3card raise
2NT 4 card raise Overcalls sounder at 2 level
Reopening can be 4 carder

1NT OVERCALL (2nd/4th Live; Responses; Reopening)

15-17 system on
In fourth 11-13, system on

JUMP OVERCALLS (Style; Responses; Unusual NT)

Weak at all vulnerabilities

DIRECT AND JUMP CUE BIDS (Style; Responses; Reopen)

Ghestem - weak or strong: 2NT=lowest; 3♣=highest; cue=extremes
Jumps ask for stop

VS. NT (vs. Strong/ Weak; Reopening; PH)

2♣ = single suiter with 2♦ relay
2♦ = ♥+♠; 2♥ = ♥+minor; 2♠ = ♠+ minor (In both latter major is usually 4 carder)

VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)

double takeout, otherwise natural and NF. Simple and jump responses to doubles are NF

VS. ARTIFICIAL STRONG OPENINGS

Natural

OVER OPPONENTS' TAKEOUT DOUBLE

2NT = sound raise

OPENING	TICKET	ARTICLE	OF MINORS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣			4	7♠	natural and NF	natural 1NT NF		
1♦			4	7♠	do.	do		
1♥			4	7♠	only 4 in 4:4:4:1 or strong NT range	do 3NT = 13-15 balanced 4 card raise		
1♠			4	7♠	do.	do. do.		
1 NT			2		12-14 balanced, occasional upgrades or downgrades	2♣ stayman non-promissary 2♦=♥; 2♥=♠; 2♠=♣; 2NT=♦	If 1NT is doubled xx is puppet to 2♣; suits are suit and suit above equal length (Helvic)	
2♣	✓		0		GF or 23-24 balanced	2♦ not necessarily weak		
2♦			0		5-10 Major 6 carder or 17-21 4:4:4:1	2♥/♠ to play; 2NT asks; new suit natural and forcing		
2♥			6		Game-going 8-9 PT Single or two-suiter	2NT neg - Only non-forcing continuation is simple rebid		
2♠			6		As above	As above		
2 NT			2		20-22	5 card stayman with puppet responses		
3 bids			6		weak			
3NT			7		solid minor, minimal outside			
4♣			7		Natural			
4♦			7		Natural			
HIGH LEVEL BIDDING								