



DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS				
OVERCALLS (Style; Responses; 1/2 Level; Reopening)		OPENING LEADS STYLE				
Can be light at 1-level with good suit (4 cards possible but rare); 2-level overcalls			Lead	In Partner's Suit		
Tend to be sound, especially vulnerable; If next hand passes then new suit response		Suit	3rd/low, xxX or Xxx	3rd/low, xxX or Xxx		
is forcing. Cue bid response is F1 and tends to show a fit; Jump cue=mixed raise;		NT	4th best with some attitude	4th best	Category: Green	
Jump raise weak; Jump in new suit weak		Subseq	3rd/low with some attitude		Country: USA	
		Other:			Event: 2005 Bermuda Bowl	
					Players: Fred Gitelman and Brad Moss	
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY	
15-18 HCP in direct; Systems on (Stayman + transfers +...)		Lead	Vs. Suit	Vs. NT	GENERAL APPROACH AND STYLE	
11-14 after 1m-P-P; Cue is only force		Ace	AK(x) (even) [15]	AK(x) Asks for Attitude	Natural with 5-card majors and strong notrumps	
11-16 after 1M-P-P; 2C is artificial force		King	AK(x) (odd)[15], KQ(x), Kx	AKJ10(x), KQ109(x) Asks unb/cnt	Relatively sound initial action by modern standards	
		Queen	QJ(x), Qx	KQJ(x), KQ(x), QJx		
		Jack	J10(x), KJ10(x), Jx	QJ10x(x), J10(x), AQJx(x)		
JUMP OVERCALLS (Style; Responses; Unusual NT)		10	109(x), K109(x), Q109(x), 10x	J109x(x), 109(x), AJ10x(x), KJ10x(x)		
1-Suit: PRE; 2NT asks for shortness; 2D=majors over Polish/Swedish 1C		9	9x	1098(x), At09x(x), K109x(x), Q109x(x)		
2-Suit: 2NT=2 Lowest;		Hi-x	xx and rarely xxx	xx, xxx, xXxx(x)	1NT Openings: 14+ to 17 HCP (5M or 6m possible)[1]	
		Lo-x	xxx(x), Hxx(x)	Rarely xxx(x)	2 OVER 1 Response: Game Force by UPH[10]	
Reopen: Balancing jump overcall=Intermediate; 2NT in balance=18-19		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	
Natural over artificial 1C/1D; Michaels over natural 1C/1D; Astro over 1M		Suit:1st	HI=D, LO=E	HI=1, LO=2	HI=D, LO=E	3NT opening in 1st/2nd shows 11+ cards in the majors and less than opening bid[8]
Jump Cue=PRE over artificial openings, stopper ask over natural openings		2nd	HI=1, LO=2	SP	HI=1, LO=2	1♣-2H; 1D-2S show 5+S, 4+H, less than invitational values (about 5-8)
		3rd	SP		SP	1C-2H; 1D-2S show 5S, 4H and invitational values (about 9 to 11 HCP)[3]
		NT: 1st	HI=D, LO=E	HI=1, LO=2	HI=D, LO=E	1H-3C; 1S-3D are artificial preemptive raises with 4+ trumps[12]
VS. NT (vs. Strong / Weak; Reopening; PH)		2nd	HI=1, LO=2	SP	HI=1, LO=2	1H-3D; 1S-3H are artificial limit raises with 4+ trumps[12]
Over strong: DBL=C/D/Ms/Strong with spades or 20+ Balanced; 2C=C+any;		3rd	SP		SP	Transfers over takeout doubles of 1M starting at 2C
2D=D+H/S; 2H/S=Natural; 2NT=ms; 3x=Preempt; In response DBL=Clarify?		Signals (including Trumps): Occasional SP in trump suit			Defense vs. 1NT (modified DONT vs. strong, Landy & transfers vs. weak)	
Over weak: DBL=Penalty; 2C=Ms; 2D=H; 2H=S; 2S=C; 3C=D; 2NT=2 suits strong		SP in "free situations"				
3x=Preempt, but semi-invitational when vul						
		DOUBLES				
		TAKEOUT DOUBLES (Style; Responses; Reopening)				
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)		May be light with perfect shape. May have only 2 cards in unbld minor.				
DBL=T/O; At 2-level: Lebensohl, Cue=Strong 1-suit; Leaping Michaels		Jump response=Inv; Cue response=Forcing to suit agreement				
At 3-level or higher Cue=2 suits		Jump response over opps' RDBL=weak				
					SPECIAL FORCING PASS SEQUENCES	
VS. ARTIFICIAL STRONG OPENINGS		SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES				
Versus strong 1C: DBL=Ms; 1NT=ms; 2D=Weak in H/S; 2M=M+C/D		Neg and Resp->4S, Support DBLs and RDBLs->2x, Most low level doubles tend to be				
		card-showing; Snapdragon DBLs; Game try doubles only when both sides have bid				
		and raised and there is no room to make any other game try.			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
OVER OPPONENTS' TAKE OUT DOUBLE						
NSF by UPH; 2NT=Limit raise or better; Jump raise=Mixed; WJS except:						
1S-DBL-3H, 1H-DBL-3D=Art PRE Raise; 1M-DBL-2C=D; 1S-DBL-2D=H;					Psychics:	
1S-DBL-2H, 1H-DBL-2D=Art sound raise						

OPENING BID DESCRIPTIONS

Open	Artificial	Min.	Neg	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		3	4S	With 3-3 or 4-5 in ms 1C	Walsh style [2]; 1NT=6-11; 2C=Lim+[4]; 3C=mixed; 2D/H=Rev. Flan[3].; 2S=SJS; 2NT=12+-15[5]; 3NT=16-18	2-way CBS after 1NT[6]; Transfers after 2NT[7]	2S=FSJS;
1♦		3	4S	Only 3 with 4432; 1D with 4-4 ms	1NT=6-11; 2C=GF[10]; 2D=Limit+[4]; 3D=Mixed; 3C=Inv; 2NT=12+-15[5]; 3NT=16-18; 2H/S=Rev. Flan.[3]	2-way CBS after 1NT[6]; Transfers after 2NT[7]	3C=WJS
1♥		5(4)	4S		1NT=SF[9]; 2/1=GF[10]; 2NT=12+-15; 3H=Mixed Raise (4+); JS=art raise 4+ by UPH[11]; 2-way splinters[11]	1H-1NT-2m=3+[9]; Autosplinters	[12] Rev.Drury; 2S=Good raise
1♥							any shortness; 2NT=C Inv; 3m=FSJ!
1♠		5(4)	4H	With 5S and 5C 1S	1NT=SF[9]; 2/1=GF[10]; 2NT=12+-15; 3S=Mixed Raise (4+); JS=art raise 4+ by UPH[11]; 2-way splinter[11]	1S-1NT-2m=3+[9]; Autosplinters	[12]Rev.Drury; 2NT=Good raise
1♠							any shortness; 3C=Inv; 3D/3H=FSJF
1NT			4S	14+-17 HCP; 5M/6m/5422 possible	[1] 2C=NF Stay; JTB; 2S=C or D Inv; 2NT=Inv; 3C=D; 3D=4441/4414; 3H=1444; 3S=4144; Gerber; Texas; [11]	1NT-2D-2H-2S=Both minors GF; Retransfer	
2♣	X	0		Strong and artificial	2D=Waiting (GF); 2H=Art. Neg; 2S=8+-11 Bal; 2NT=H/S Positive	Kokish[17]; 3M=4M+Long D	
2♦		5		Weak 2-bid; About 5-10 HCP	2NT Asks for description[16]; NSF; 4C=Mod RKCB[13]		
2♥		5		Weak 2-bid; About 5-10 HCP	2NT Asks for description[16]; NSF; 4C=Mod RKCB[13]		
2♠		5		Weak 2-bid; About 5-10 HCP	2NT Asks for description[16]; NSF; 4C=Mod RKCB[13]		
2NT			4S	20-21 HCP; 5M/6m/5422 possible	[18]3C=Stay; 3D=5+H or both minors; 3H=5+S; 3S->3NT; Gerber; Texas	[18]2NT-3D-3H-3S->3NT; JTB then 4m=5-5;	
3♣		6		Preempt	3D->3H; NSF; 4D=Mod RKCB[13]		
3♦		6		Preempt	NSF; 4C=Mod RKCB[13]		
3♥				Preempt	NSF; 4C=Mod RKCB[13]		
3♠				Preempt	NSF; 4C=Mod RKCB[13]		
3NT	X			11+ Ms, "0-10" in 1st/2nd[8]	4C->4D; 4D=Pick; 4NT=6KCB[13]		"To play" in 3rd/4th
4♣			7	Preempt	4M=Signoff; 4D=Mod RKCB[13]		
4♦			7	Preempt	4M=Signoff; 4NT=Mod RKCB[13]		
4♥			7	Preempt	4S=Signoff; 4NT=Mod RKCB[13]		
4♠			7	Preempt	4NT=Mod RKCB[13]		
4NT	X			Blackwood	0, 1, 2, 3 Aces		
5♣							
5♦							
5♥							
5♠							
5NT							

HIGH LEVEL BIDDING

[13] RKCB 1430; Exclusion RKCB 0314; 1 over 4m=RKCB; 4m=RKCB rarely

5NT is usually "pick a slam", rarely GSF

3SGF and 4SGF (or not) [14];

Serious 3NT and Last Train to Clarkesville

[1] After 1NT opening:

- 2C=Stayman
- 1NT-2C-2D-2H=majors weak
- 1NT-2C-2D-2S=art gf
- 1NT-2C-2x-3m=nat gf
- 1NT-2C-2D-3M=Smolen
- 2D=5+ Hearts any strength or both minors game force
- 1NT-2D-2H-2S shows both minors
- Opener can superaccept with art 2S, 2NT=C+H, or 3C=D+H. Responder retransfers with 3D if he has hearts. Other bids show minors
- Responder's rebids of 2NT and 3C show inv or better with 5+H and 4+ in the next higher ranking suit
- Responder's rebid of 3D is an artificial 1-suited sound slam try in hearts
- Responder's rebid of 3S, 4C, and 4D are all autosplinters and mild slam tries
- Responder's rebid of 4H is a mild balanced slam try
- Responder's rebid of 4S is 5332 with 5 clubs and at least slam invitational values
- 2D=5+ Spades any strength
- Responder's rebids of 2NT and 3C show inv or better with 5+S and 4+ in the next higher ranking suit
- Responder's rebid of 3D shows 5+S and 5+H and at least invitational values
- Responder's rebid of 3H is an artificial 1-suited sound slam try in spades
- Responder's rebid of 4C, 4D, and 4H are all autosplinters and mild slam tries
- Responder's rebid of 4S is a mild balanced slam try
- 2S=6+ club any strength or 6+ diamonds invitational
- Opener bids 2NT to say he would accept an invitation in clubs, otherwise 3C
- Responder's rebid of 3D shows diamond invite
- Responder's rebid of 3M is game force with clubs and shortness in the bid suit
- 2NT=Inv
- 3C=Diamonds either signoff or game force
- Opener always bids 3D
- Responder's rebid of 3M is a game force with diamonds and shortness in the bid suit
- 3D=4441/4414/4450/4405 GF
- 3H=1444/0454/0445 GF
- 3S=4144/4054/4045 GF
- 4C=Gerber (0, 1, 2, 3)
- 4D/4H=Texas (then 4NT is RKCB 1430 and new suit is exclusion RKCB 0314)
- 4S=5332 with 5 diamonds, at least invitational to slam
- Lebensohl and negative doubles against most
- We ignore most artificial doubles and play "system on", but RDBL shows a strong hand
- If 2C shows 2 known suits we play "unusual over unusual". Otherwise we play DBL=Stayman and system is on.
- If 2D overcall is multi we play DBL=5+H, system is on, but 3D is Stayman

[2] Walsh Style

- After 1C opener, responder bypasses diamonds to bid a major unless he has a game force with longer diamonds
- 1C-1D-1NT could have 1 or 2 4-card majors
- 1m-1H-1NT opener routinely bids 1NT with 12-14 balanced and 4 spades
- 1C-1H-1S shows 4+ spades and 5+ clubs
- 1D-1H-1S shows 4+ spades and either 5+ diamonds or 4144

[3] Reverse Flannery Responses

- 1C-2D and 1D-2H show 5+S, 4+H and a "minimum response" (about 4-8 HCP)
- 1C-2H and 1D-2S show 5S, 4H and invitational values (about 9-11 HCP)
- 2NT response is either a slam try in a major or a signoff in a minor
- 3C response asks for further description
- 3D response is game force with strong minor 1-suiter

[4] Responses to Inverted Single Raise (limit or better, no 4-card major)

- Step 1=minimum unbalanced or 4441 16+
- Step 2=artificial balanced hand that does not want to bid notrump
- Step 3=artificial GF with no shortness usually with long minor
- 2NT=12-14 or 18-19 hand that wants to bid notrump
- 3m=balanced minimum with 5+ in the minor
- 1m-2m-3M=16+ with shortness in M and not 4441
- 1C-2C-3D, 1D-2D-3NT/4C=16+ with shortness in other minor and not 4441

[5] After a 2NT response to a minor suit opening (12+ to 15 or 18+ and no 4-card major)

- 3m=natural and forcing
- 3M=shortness

[6] After a 1NT rebid

- 1C-1D-1NT-2H=possible artificial game force - opener bids 2S to say he has 4 hearts
- 1H-1S-1NT-2C=inv or better relay asking for opener's shape
- 1m-1M-1NT-2D=art GF
- 1m-1M-1NT-2C=relay to 2D to signoff in diamonds or show various invitational or game forcing hands
- 1m-1M-1NT-2NT=relay to 3C to signoff in clubs or show hands with support for partner's minor
- 1m-1M-1NT-3x=natural and forcing

- [7] After a 2NT rebid
- 3C is a relay to 3D to signoff in diamonds, to signoff in responder's major, or to make a slam try in opener's minor
  - 3D shows length in hearts
  - 3H shows length in spades
  - 3S shows the other minor
  - If responder transfers to his major, he may be trying to signoff.
- [8] After a 3NT opening (at least 6-5 in the majors and less than opening bid values)
- 4C is a relay to 4D
  - 4M=slam try
  - 4NT=mod RKCB for hearts
  - 5C=mod RKCB for spades
  - 4D asks opener to choose between the majors
  - 4M is a signoff
  - 4NT is RKCB with 6 keycards
- [9] Responder's rebids after 1NT semi-forcing
- 1S-1NT-2C-2D=5+ hearts
  - 1H-1NT-2m-2S=relay to 2NT to show various good hands
  - 1H-1NT-2C-2D, 1S-1NT-2m-2H=asking opener to rebid his suit unless very strong. Either a signoff or various good hands.
  - 1H-1NT-2D-2H, 1S-1NT-2m-2S=8-10 with 2-card support
- [10] After a game-forcing 2/1 response
- 1D-2C-2D shows any minimum with at least 4 diamonds
  - 1M-2x-2M does not promise 6 cards
  - 1M-2x other rebids by opener are pure
- [11] Major suit raises by unpassed hands
- 1x-3x is "mixed raise" with 4+ card support, on in comp
  - 1H-3D, 1S-3H are art limit raises (or minimum balanced game force) with 4+ card support, off in comp
  - 1H-3C, 1S-3D are art weak raises with 4+ card support, off in comp
  - 1H-2S, 1S-3C are art forcing raises with 4+ card support. Opener describes his hand in response
  - 1H-3S, 1S-3NT show any splinter and about 9-11 HCP
  - 1H-3NT shows a spade splinter and about 12-14 HCP
  - 1H-4m, 1S-4x show a splinter and about 12-14 HCP
- [12] Major suit raises by passed hands
- 1M-2C=Reverse Drury (always at least 3-card support)
  - 2D response shows a real opening bid and may be a prelude to a game try
  - 2M response shows a sub-minimum opening bid
  - 2NT is a balanced game force
  - All other bids are natural slam tries (jumps are splinters)
  - 1H-2S, 1S-2NT=sound raises with 4+ trumps and any shortness
  - 1H-3S, 1S-3NT show any splinter with a singleton and about 9-11 HCP
  - 1H-3NT shows a spade void and about 9-11 HCP
  - 1H-4m, 1S-4x show a void and about 9-11 HCP
  - 1H-2NT=Fit-showing jump with long clubs
  - 1M-3C=natural and invitational
  - 1M-3D=Fit-showing jump
- [13] RKCB
- RKCB is always 1430, except when it is exclusion (then 0314) or when responder has a preempt
  - When the responder has a preempt we use "modified responses": 0, 1 no Q, 1+Q, 2 no Q, 2+Q
  - If the Q is unresolved, the cheapest non-signoff asks for it (return to the trump suit denies, else cuebid K)
  - The next cheapest non-signoff asks for Kings
  - In response to RKCB: 5NT=Even number of keycards and a void, 6x=Odd number of keycards and a void
  - When we have agreed a minor, 1 over 4 of that minor is RKCB (unless that call is needed as a natural bid)
  - When we have agreed a minor, 4 of that minor can be RKCB, but only in a few specific auctions
- [14] Special 3rd and 4th suit auctions
- 1D-1H-1S-2C=Weak preference to 2D or art game force
  - 1D-1H-1S-2D=Constructive preference
  - 1H-1S-2C-2D=Weak preference to 2H or art game force
  - 1H-1S-2C-2H=Constructive preference
  - 1C-1D-1H-1S=Weak 1NT bid or weak 2C preference or art game force
  - 1C-1D-1H-1NT/2C=Constructive
  - 1H-1S-2H-2S=Art game force
  - All other 3rd and 4th suit bids are art game forces
  - 1x-1y-2x-3y=Forcing
- [15] Ace-King leads against suit contracts
- We can give count when leading from holdings headed by the AK
  - A=Even, K=Odd
  - Does not apply at the 5-level
  - Does not apply if we judge the situation is one in which we might lay down an Ace
  - Does not apply if we think count may help declarer more than defense
  - In these situations our normal lead is the K
- [16] After a 2NT response to a weak 2-bid:

3C=5-card suit, then 3D asks,  
 - 3H/3S/3NT=min/mid/max  
 3D=6-card suit min

3H=6-card suit mid  
3S=6-card suit max  
3NT=strong 6-card suit  
4x=Natural with extra distribution

[17] Kokish Relay

2C-2D-2H forces 2S, then:  
- 2NT=24+ balanced  
- 3C=H+D  
- 3D=Heart 1-suiter  
- 3H=Hearts and spades  
- 3S=Hearts and clubs  
- 3NT=Hearts natural

[18] After a 2NT opening or rebid:

- 3C=Stayman  
- Smolen over 3D response  
- After major response, bid of other major is artificial slam try agreeing major  
- 4m rebid is slam try with or without 4-card major  
- 3D=5+ Hearts or both minors emphasizing clubs  
- If opener completes transfer, responder's 3S forces 3NT, then:  
- 4C=5+H, 4C  
- 4D=5+H, 4D  
- 4M=Shortness with both minors, clubs better or longer  
- 4NT=Both minors and no shortness, clubs better or longer  
- Opener's only super-accept of 3D is 3S. Then 3NT=Hearts (forcing) and other bids as above.  
- Responder's 4m rebid=5-5  
- Responder's 4S is 5332 with 5 clubs, at least invitational to slam  
- 3H=5+Spades  
- Responder's 4x rebid=5-5  
- 3S->3NT then:  
- 4C=5+S, 4C  
- 4D=5+S, 4D  
- 4M=Shortness with both minors, diamonds better or longer  
- 4NT=Both minors and no shortness, diamonds better or longer  
- 4C=Gerber 0, 1, 2, 3  
- 4D/4H=Texas  
- 4S=5332 with 5 diamonds, at least invitational to slam