



DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			
OVERCALLS (Style: Responses; 1/2 Level: Reopening)		OPENING LEADS STYLE			
Fairly Sound; Occ light at 1 level; Jump Cue = 4 card limit raise;		Lead	In Partner's Suit		
New suit NF opposite 1 level o/c; Jump in New Suit = Invitational;	Suit	4th	3rd		
Jump Raise = Preemptive; Cue = 1 Round Force	NT	4th	3rd		Category: Green
	Subseq	Attitude	Attitude		Country: American Contract Bridge League
	Other: After trick 1 J,10 or 9 = 0 or 2 higher; Lead of King from AK then shift shows a singleton (See Note 6)			Event: Bermuda Bowl	
				Players: Richard Freeman & Nick Nickell	
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY
15+ - 19; Resp: If Dbl, Redbl Forces 2C, Shows a minor suit; 2C =	Lead	Vs. Suit	Vs. NT		GENERAL APPROACH AND STYLE
Stayman; 2D/H/S = Transfer; 2S = minors; 2NT = GF, Two Suits	Ace	AKx(+)	AKx(+),AQx(+),Ax(+)		Std Amer, 5 Card Majors in 1st or 2nd seat; Forcing NT,Fairly
Reopening: 11 - 15 HCP's, Stayman & Transfers	King	KQx(+)	Asks for Unblock or Count		Sound preempts (except NV vs Vul); Natural Weak 2M & 2D ;
Direct 1NT O/C: 2C = NF Stayman, Cue = F Stayman	Queen	QJx(+)	QJ10x(+),QJ9x(+),KQx(+)		Fairly Sound Openings, Especially Bal; Responses Can Be Very
	Jack	J10x(+),KJ10x(+)	J10x(+),AQJx(+),KQJx(+)		Light; Rarely Psychic or Tactical
JUMP OVERCALLS (Style: Responses; Unusual NT)	10	109x(+),(A/K/Q)109x(+)	109x(+),(A/K)J10x(+)		
1-Suit: Very Sound Preemptive, 2NT = GT, Asks For Singleton	9	Shortness or top of nothing	(A/K/Q)109x(+)+ Top		
2-Suit: 2NT - 2 Lower Unbid Suits	Hi-x	2 or 5/6 Cards	Count or Sxx(+)		1NT Openings: 15-17(or Bad 18)
	Lo-x	3 or 4 Cards	Count		2 OVER 1 Response Forcing to At Least 3 of openers suit
Reopen: Intermediate	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	Gambling 3NT (Shows A or K on side)
(1m)-2m= H+S, (1M)-2M=OM+m; Weak or Strong,2NT Asks m	Suit:1st	Hi = Encourages	Hi/Lo = Even	Hi = Encourages	Transfer Lebensohl - Slow (Note 3)
Cue Over Weak 2 Bid = Solid Suit, Asks For Stopper	2nd				Over Opponents 1NT Overcall 2C/2D = Artificial (Note 2)
Jump Cue Over 1M = Solid Suit, Asks For Stopper	3rd				1M - Dbl - 4x = Fit Showing
Reopening Cue = Very Good 1 or 2 Suited Hand	NT: 1st	Hi = Encourages	Hi/Lo = Even	Hi = Encourages	Grope/Scrambling 2NT
VS. NT (vs. Strong / Weak; Reopening; PH)	2nd				Bad - Good 2NT
2C = 1 Suited Hand; 2D = M's; 2M = That M & a minor;	3rd				Two Suited Bids (Note 1)
1NT - 2C - 2x - Dbl = 7 - 10 HCP's, Asks Partner to Compete,	Signals (including Trumps): After 1st Signal Then Present Count (Not			Competitive Jump Shift at 3 Level = 7 - 10 HCP's	
2NT = 10-13 HCP's; Cue = 14 - 15 HCP;	Always Given); 3 Way Signals After			Competitive Weak Jump Shift at 2 Level	
Over 2M, 2NT Asks for m, Then 3M = GT;New Suit = F	Showing Length in Suit Lead - See Note 6			Unusual vs Unusual	
Over 2M New Suit = NF	DOUBLES				
Dbl By Passed Hand Shows C's	TAKEOUT DOUBLES (Style: Responses; Reopening)				
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	If 4-4-4-1 Can Be 9 HCP; If 4-3-3-3 then usually = at least 13 HCP;				
T/O Dbls; Lebensohl vs Weak 2 Bids; Roman Jump O/C's;	With 5-4 in Majors We Tend to Overcall; A Cue-Bid By UPH				
3C - 4D = S's & Another Suit; 3C - 4C = H's & D's	Promises another Bid Except in Certain Competitive Auctions;				
3D - 4D = Good 2 Suiter	Balancing Dbl Can Be 8+ HCP With Shape			SPECIAL FORCING PASS SEQUENCES	
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			See Note 6	
vs 1C: 1NT = Pointed Suits, 2 NT = Minors, 3C = Rounded Suits,	1C-P-1D-1S-Dbl=4H'S;1m-P-1H-1S=3 Card Support;Resp Dbl Thru				
2D,2H,2S = Suit Bid + Next Higher Suit; Dbl = M's & Good Hand;	4H(Except 1H-1S-3H-Dbl=Good 3S Bid);Maximal Dbls;1m-1H-Dbl				
Pass Then O/C = Good Hand; Immediate O/C Can Be Very Light	-3H-Dbl=Good 3S Bid;Scrambling 2NT;Snapdragon;Negative Dbl			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
	Thru 4H (no Upper Limit with Hand With No 5 Card Suit); Comp			Against Polish or Swedish Club See Note 5	
OVER OPPONENTS' TAKE OUT DOUBLE	Dbl's: Dbl of Splinter = Suggests Save at Fav Vul, Otherwise				
After 1M, 2NT = Limit Raise	Suggests Lead of Higher Ranking Unbid Suit;1m-(1S)-Dbl = 4H's;				
After 1m, 2NT = WJR, 3m = Limit Raise	1m-(1D)-Dbl = Guarantees Only 1 Major; 1m-(1H)-Dbl = Shows 4S's			Psychics: Rare - 1H - 1S is occasionally short S's with H support	
Weak Jump Shifts	1x-1y-Dbl-Rdbl = A/K/Q of Ptnr's Suit, At least 2 cards & 5+ HCP				
OPENING BID DESCRIPTIONS					

Opening	Artificial	Min.	Neg Dble th	Description	Responses	Subsequent Auction	Passed Hand Bidding
1C		3	4H	If 3 Cards, Then 12 - 15 or	2D = Strong Raise; 1NT = 6 - 10 HCP; We	2 Way Checkback (2C = inv, 2D = GF);	Jump = Fit
1C				18+, no 4D ; w/4 -4 m Norm	Tend to Bid Our Suits Up The Line	Wolff Signoff After 2NT Rebid	
1C				Bid 1D; 11 HCP Bal = Pass	Preemptive Jump Raise in Comp	1C - 1NT - P - P -Dbl = Good Hand & M's	
1D		3	4H	3 Cards Only If 4 - 4 - 3 - 2	3C = Strong Raise, Comp JR = Preemptive	2 Way Checkback;Wolff Signoff	Jump = Fit
1H		5	4H	Could Be 4 in 3rd/4th Seat	2/1 Almost GF; 1NT F By UPH; 2NT =	Transfers After 1M - 1NT - 2NT; Over 2NT	Drury (3+ Trumps); 2NT = Big Raise (4+
1H					GF Raise; 3OM = any singleton 10 - 13 HCP	3C = Min + Singleton;3D = Extras = singleton	Trumps); 3C = C's, 8 - 11; Other JS = Fit
1H						1H- 1S - 1NT - 2m = 2 Way Checkback	
1S		5	4H	Same as 1H	Same as 1H	Same as 1H	Same as 1H
1NT			@3 Level	15 - 18- HCP, Bal; 5 Card M	Stayman; Transfers; 2S = m's; 2NT = C's;	Smolen; 1NT - 2C - 2D - 4C = 6H = 4S;	
1NT				or 6 Card m is possible	3C = D's ; 3M = 4 - 4 - 4 - 1;Neg Dbl at 3 Level;	1NT - 2C - 2D - 4D = 6S + 4H; 1NT - 2C -	
1NT					4S = Baron; Transfer Lebensohl (Inv =) Slow	2x - 4M = 6M, Bad Suit , Slam Try; 1NT - 2C	
1NT					Shows (Note 4); 4D/H = Texas (also in comp	- 2M - 3OM = Fit & Singleton, Relay to Ask;	
1NT					t hr 3D)	1NT - 2C ,2M - 4C = BW; 4D = Bal Slam Try	
2C		X		Strong & Artificial; Forcing	2D = Negative or Waiting; 2M or 3m = Suit	After 2D Response, 2NT = 23 - 24 HCP,	
2C				To 2NT or 3M	Headed By 2 of 3 Top Honors; 2NT = Pos	3NT = 25 - 26 HCP, 4NT = 27 - 28 HCP,	
2C					Response in C's W/O 2 of 3 Top Honors;	3M ,4M,4m or 5m = Sets Trumps & Asks For	
2C					3M = 1 Loser Suit in OM; 3NT /4C = 1 Loser	Specific Information; Cheapest 3 Level Bid By	
2C					Suit in C/D; 4D/H/S/5C = Solid Suit in Next	Responder = Second Negative	
2C					Higher Ranking Suit		
2D		6		Weak 2; 5 - 11 HCP; Could	2M = Constuctive, NF; 2NT Asks For		
2D				Be a 5 Card Suit in 3rd Seat	Feature, 3C & 3M = F		
2H		6		Weak 2; 5 - 11 HCP; Could	2NT Asks For Feature, New Suit = F		
2H				Be a 5 Card Suit in 3rd Seat			
2S				Weak 2; 5 - 11 HCP; Could	2NT Asks For Feature, New Suit = F		
2S				Be a 5 Card Suit in 3rd Seat			
2NT				20 -22 HCP, Bal	Stayman, Transfers, Texas, 3S = Relay to	Smolen	
2NT					3NT; 3NT = Relay To 4C & Shows 4-4-4-1		
3C		7		Sound Vul, NV Can be 6	4D = Slam Try	Responses to 4D = Artificial	
3C				Card Suit & Light			
3D		7		Sound Vul, NV Can be 6	4C = Slam Try		
3D				Card Suit & Light			
3H		7		Sound Vul, NV Can be 6	4C = Slam Try; 4D = RKCB	Responses to 4m = Artificial	
3H				Card Suit & Light			
3S		7		Sound Vul, NV Can be 6	4C = Slam Try; 4D = RKCB	Responses to 4m = Artificial	
3S				Card Suit & Light			
3NT				7+ Solid m Suit , OS A or K	4C = pass or correct, 4NT Asks For OS Ace		
4C		7		Natural			
4D		7		Natural			
4H		7		Natural, Usually Sound	5 X = Asking Bid, 5M = Trump Ask		
4S		7		Natural, Usually Sound	5 X = Asking Bid, 5M = Trump Ask		
4NT				29-30 HCP, Bal			

HIGH LEVEL BIDDING

RKCB(1430) ; After Q ask, Return to Trump Suit = No Q;

Vs Interference: Above our Suit We Use Depo; Below Dbl = 1 or 4,

Pass = 0 or 3, 1 Step = 2 W/O Q, 2 Steps = 2 W/ Q, Etc ; In Many

Auctions RKCB is 4 or 5 of a Suit Rather Than 4NT; In Certain

Auctions When an 8 Card Major Suit Fit Is Established Then 3NT

Is a Slam Try, Weaker Than a Cue Bid;