



DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			
OVERCALLS (Style; Responses; 1/2 Level; Reopening)		OPENING LEADS STYLE			
OVERCALLS = USUALLY FAIRLY SOUND		Lead	In Partner's Suit		
RESPONSES: NEW SUIT FORCE, CUE RAISES, PREEMPTIVE JUMP RAISES,		Suit	TOP OF HONOURS, 4TH HIGHEST	TOP OF DOUBLETEN, LOW LENGTH	
MIXED RAISES (4 TRUMPS, ~8 HCP), SPLINTERS		NT	TOP OF HONOURS, 4TH HIGHEST	OR MUD/4TH HIGHEST	Category: WOMEN'S
REOPENING OVERCALLS CAN BE WEAKER		Subseq	TOP OF HONOURS, 4TH HIGHEST		Country: AUSTRALIA
		Other:	SUIT PREFERENCE IN RUFFING SITUATIONS		Event:
					Players: CANDICE GINSBERG - BARBARA TRAVIS
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY
IMMEDIATE 1NT = 15+ TO 18- HCP (STOPPER), SYSTEM ON		Lead	Vs. Suit	Vs. NT	GENERAL APPROACH AND STYLE
REOPENING 1NT = 11-14 HCP (MAYBE 15 IF OVER 1S), SYSTEM ON		Ace	A, Ax, AK/x	AKx, AKQ, asks attitude	2 OVER 1 GAME FORCING
		King	AK, KQx, Kx	AKxx/x, KQJx, KQ10x, asks count	5 CARD MAJORS
		Queen	QJx, Qx	AQJx/x, QJ10, QJ9x, asks attitude	BETTER MINOR
		Jack	J10x, KJ10x, Jx	J109, AJ10, KJ10	(14+) 15-17 1NT
JUMP OVERCALLS (Style; Responses; Unusual NT)		10	109x, K109x, Q109x, 10x	1098, A109, K109, Q109	
1-Suit: USUALLY WEAK, BUT 3-MINOR = INTERMEDIATE, GOOD 6+ SUIT		9	9x, x9x	9x	
2-Suit: MICHAELS CUEBID AND UNUSUAL 2NT		Hi-x	Xx, xXxx	Xx, xXxx	1NT Openings: (14+) 15-17 HCP, may have 5-card major or 6-card minor
		Lo-x	HxxX, HxxXx, xXx	HxxX, HxxXx, xXx	2 OVER 1 Responses: GAME FORCING (without interference)
Reopen: INTERMEDIATE, 6+ SUIT		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	2{ = WEAK 2} or WEAK 2[, 3-7 HCP
1-MAJOR - 2-MAJOR = 5/5+ OTHER MAJOR + MINOR		Suit:1st	HI = ENC	HI = EVEN	HI = LIKE
1-MINOR - 2-MINOR = 5/5+ BOTH MAJORS		2nd	HI = EVEN		SUIT PREFERENCE
1-ANY - 3-ANY = STOPPER ASK FOR 3NT		3rd	SUIT PREFERENCE		
		NT: 1st	HI = ENC	SMITH PETER	HI = LIKE
VS. NT (vs. Strong / Weak; Reopening; PH)		2nd	HI = EVEN	HI = EVEN	SUIT PREFERENCE
V. BOTH STRONG AND WEAK 1NT:		3rd	SUIT PREFERENCE		
DBL = PENALTY; 2} = BOTH MAJORS 5/4+; 2{ = 1 X MAJOR (SYSTEM ON);		Signals (including Trumps): SMITH PETER V. NT (HIGH = LIKE (both players)			AFTER 1[OPENING OR OVERCALL IS DOUBLED:
2} =] + MINOR 5/4+; 2[= [+ MINOR 5/4+; 2NT = PREEMPT IN 1 X MINOR		SUIT PREFERENCE IN TRUMPS			1NT = } , 2} = { , 2{ = } , 2[=] , 2] = [, 2NT = GOOD RAISE TO 2[, 2[= WEAKER RAISE,
(3} = PASS/CORRECT); 3-MINOR = INTERMEDIATE; 3-MAJOR = PREEMPTIVE					2NT = 4+[ANY SPLINTER (3} ASKS), 3} /{ /} = FIT SHOWING (4+[)
REOPENING = SAME EXCEPT FOR 2NT (GOOD 2-SUITER)		DOUBLES			AFTER OPENER'S JUMP REBID TO 2NT, WE PLAY TRANSFERS
		TAKEOUT DOUBLES (Style; Responses; Reopening)			4} OPENING BID = GOOD 4[OPENING (8.5 PLAYING TRICKS)
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)		DOUBLE = SUPPORT FOR UNBID SUITS OR VERY BIG HAND			4{ OPENING BID = GOOD 4[OPENING (8.5 PLAYING TRICKS)
DBL = TAKEOUT; MICHAELS CUEBIDS; NT BIDS = NATURAL		REOPENING DOUBLES MAY BE LIGHTER			
V. 2-LEVEL: LEAPING MICHAELS; V. 3-LEVEL: NON-LEAPING MICHAELS		RESPONSES INCL. CUEBIDS (FORCING TILL FIT FOUND), JUMPS = 8/9+ HCP			
V. MULTI 2{ : DBL = HEARTS OR 18+ ANY, NT = NATURAL, OTHERS = TRANSFERS					SPECIAL FORCING PASS SEQUENCES
VS. ARTIFICIAL STRONG OPENINGS		SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			
V. STRONG 1C: DBL = MAJORS; 1NT = MINORS; 1{ TO 2} = NATURAL;		SUPPORT DOUBLES AND REDOUBLES			
2{ = 1 X MAJOR (SYSTEM ON); 2M = MAJOR + MINOR 2-SUITER		GAME TRY DOUBLES			
		RESPONSIVE DOUBLES TO 3S			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
		NEGATIVE DOUBLES TO 4H			FIT SHOWING JUMPS IN COMPETITION
OVER OPPONENTS' TAKE OUT DOUBLE		LOTS OF 'DO SOMETHING' DOUBLES			FIT SHOWING JUMPS BY PASSED HAND
1-MAJOR - X : REDOUBLE = PENALTY INTEREST; 1NT = } ; 2} = { , ETC;					
TRANSFER-RAISE = STRONGER RAISE; 2-MAJOR = WEAKER RAISE;					Psychics: RARE
FIT SHOWING JUMPS; 2[OVER 1] OR 2NT OVER 1[= 4 TRUMPS + SPLINTER					
(NEXT SUIT ASKS)					

OPENING BID DESCRIPTIONS							
Opening	Artificial	Min.	Neg Dble thru	Description	Responses	Subsequent Auction	Passed Hand Bidding
1}		3}	4]	10+ HCP	1-level = Nat, F; 1NT = 6-11 HCP, NF; 2} = 6-9 HCP + } ; 2{ = 10+ HCP + } , F to 3}) New suits NF; Jump shifts GF;	Fit showing jumps
1}					2] / [= weak jump shift (approx 3-7 HCP); 2NT = } , GF (slam int); 3} = pre; splinters) After REVERSES = Blackout;	
1{		3 (4){	4]	10+ HCP	As for 1} opening, but 1{ - 3} = 10+ HCP + {) After opener's jump to 2NT = transfers;	Fit showing jumps
1]		5]	4{	10+ HCP) 1NT = 5-11 HCP, SF; 2-minor = Nat, GF; 2-Raise = 7-9 Constructive; 3} / [= pre;) After opener's 1NT rebid, 2-way checkback;	2} Drury; Fit showing jumps (4 trump)
1[5[4]	10+ HCP) 3} = 6-9 Bergen; 3{ = 10-12 Bergen; J2NT; 3NT = 13-15 Bal Raise; Splinters) Fourth Suit GF; Long suit game tries	2} Drury; Fit showing jumps (4 trump)
1NT			3[(14+) 15-17 HCP, bal/semi-bal	2} = 5 card M + range ask; 2{ / [/ [/NT = transfers; 3-level = GF splinter (no 5-card M,		
1NT				(may have 5M or 6m)	3+ cards each other suit); 4) / { =] / [(weak/strong); 4] = 5/5 Ms; 4[= ace ask		
2}	YES		4[Either 22 HCP HCP, bal/semi-bal	2{ = any 0-3 HCP or 10+ HCP; 2] = any 4-6 HCP; 2[= 7-9 HCP, bal;	After 2{ , 2] = any GF (then 2[= 0-3, any;	
2}	YES			or any Game Force	2NT/3} / 3{ / 3] = 7-9 HCP, transfers; 3[= 7-9, 5[+ 4] ; 3NT = 7-9, 5{ + 4}	other = 10+, nat)	
2{	YES	6+M	OR	1st/2nd: 3-7 HCP, 6] or 6[) 2] / [= P/C; 2NT = asks; 3} = Nat, NF; 3{ = bid your M or Forcing + { ;	After 2NT: 3} =] min, 3] = [min,	
2{		6{		3rd/4th: weak 2{ (6{)) 3} / [= Nat, F; 4} = bid below your M; 4{ = bid your M; 4] = P/C; 4[= to play	3] = [max, 3[=] max	
2]		6]		8-11 HCP, 6]	2NT = asks range/feature; 3} / { = Nat,F; 4} / { = Spl.		
2[6[8-11 HCP, 6[2NT = asks range/feature; 3} / { = Nat,F; 4} / { = Spl.		
2NT				(19+) 20-21 HCP, bal/semi-bal	3} = Puppet Stayman; 3{ / [= transfers; 3[= bid 3NT (may continue to show		
2NT					1 minor or both minors); 4) / { =] / [(weak/strong); 4] = 5/5 Ms; 4[= ace ask		
3}		6}		Preempt	Natural, F		
3{		6{		Preempt	Natural, F		
3]		6]		Preempt	Natural, F		
3[6[Preempt	Natural, F		
3NT	YES			1st/2nd: Gambling; long minor	4} = bid minor; 4{ = slam interest, bid feature	Bid 0/1 or K, else bid 5-minor	
3NT	YES			3rd/4th: To play			
4}	YES			1st/2nd: 4] opening (8+ tricks)	4] = to play; 4{ = slam interest; others = cue		
4{	YES			1st/2nd: 4[opening (8+ tricks)	4[= to play; 4] = slam interest; others = cue		
4]				Preempt) New suit = slam interest, asks for control that suit) Bid 6 with singleton, bid 7 with void/Ace	
4[Preempt))	
4NT	YES			Specific Ace Ask	5} = 0 ace, Other = ace that suit; 5NT = 2 aces		
5}				To play			
5{				To play			
5]				11 tricks, needs top] honours	6] =] A or] K; 7] =] A and] K		
5[11 tricks, needs top [honours	6[= [A or [K; 7[= [A and [K		
HIGH LEVEL BIDDING							
ROMAN KEYCARD BLACKWOOD (03/14) + MINORWOOD							
EXCLUSION RKCB							
WEAK RKCB (WHEN MAXIMUM OF 10/11 HCP): 0, 1, 1+Q, 2, 2+Q, 3							
1ST AND 2ND CUEBIDS							
GRAND SLAM FORCE: 6-TRUMP = 0, 6} = 1, 6{ = 2, 6] = 2+ EXTRA, 7} = AKQ							
DOPI AND ROPI							