

DEFENSIVE AND COMPETITIVE BIDDING		OPENING LEADS STYLE		Category: Seniors	
OVERCALLS (Style; Responses; 1/2 Level; Reopening)	Suit	Lead	In Partner's Suit	Country:	AUSTRALIA
Wide ranging strength if hand is not suitable for T/O double.	NT	4th from hon, 2nd from 3+ small	Same	Event:	Pacific Asia Bridge Federation Championship 2013
New suit by responder is 1 round force	Subseq	As for leads against suit contracts.	Same	Players:	John Zollo and Russel Harms
Jump raises are pre-emptive	Other:	High card discourages		SYSTEM SUMMARY	
Cue raises show value raises				GENERAL APPROACH AND STYLE	
Jump in new suit is splinter	LEADS			PRECISION CLUB	
Can be 8+ at 1 level, 10+ at 2 level, stronger in pass-out position	Lead	Vs. Suit	Vs. NT	1C = 16+ HCP, any shape	
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)	Ace	Asks for reverse attitude	Same as against suit contract	1D = 11-15 HCP, 4+D, unbalanced	
15 -18 HCP with stopper(s) in live position	King	Asks for reverse count	Same	1H = 11-15 HCP, 5+H unless shape is 4-4-1-4	
11-15 in pass-out position	Queen	Asks for reverse attitude	Same	1S = 11-15 HCP, 5+S	
System on after 1NT overcall in any position (Stayman, transfers, invite sequences)	Jack	Highest or 2nd from internal seq	Same	2C = 11-15, 6+C or 5+C with 4 card Major	
	10	Usually 2nd from internal seq or short	Same	1NT Openings: 12-15 HCP (Occasionally 11)	
	9	2nd highest or short	Same	2 OVER 1 Responses: After 1D, H, S shows 10+ HCP	
JUMP OVERCALLS (Style; Responses; Unusual NT)	Hi-x	Doubleton	Same	After 1C shows 8+, Game Force	
1-Suit: Natural, weak (based on tricks when vulnerable)	Lo-x	Hxxx, Hxx, xXx or xXxx	Same	SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
2-Suit:	SIGNALS IN ORDER OF PRIORITY			Transfer Overcalls over Opponents' 1NT	
2NT - minors (over 1) / 1[ ] or majors (over 1) / 1{ }		Partners Lead	Declarer's Lead	Begen Raises to our 1H and 1S openings	
Reopen: Natural, intermediate	Suit: 1st	Att on A/Q-Count on K	Rev count	Jump cue (3 level) = stopper ask for 3NT	
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)					
Direct cue of 1) / 1{ shows the other minor + a major, usually 5-5	2nd	McKenney	McKenney		
Direct cue of 1) / 1[ shows other major + a minor, usually 5-5	3rd				
Jump cue (3 level) = stopper ask for 3NT	NT: 1st	Att on A/Q-Count on K	Rev count		
	2nd	McKenney			
VS. NT (vs. Strong / Weak; Reopening; PH)	3rd				
over weak 1NT X = penalties	Signals (including Trumps): McKenney signals apply if singleton in dummy				
2{ shows } , or { , or both majors (equal length or longer ) , or { and [					
2{ shows shows ] (or both majors longer [ ) or ] and a longer minor					
2[ shows } and [	DOUBLES				
2NT shows minors	TAKEOUT DOUBLES (Style; Responses; Reopening)				
3{ shows } and ] (at least 5-5)	T/O doubles to 4[				
3{ shows { and ] (at least 5-5)	Responsive doubles to 3[				
3] and above is natural	General style - 1st x values, 2nd T/O, 3rd Penalties				
Over strong 1NT, as above except X shows } s.	But over our 1} and positive response, all doubles are for penalties				
VS. PREEMPTS ( Doubles; Cue-bids; Jumps; NT bids)	Immediate X of Multi 2s and RCO style bids shows 15+				
X = T/O including over 4] . X of 4[ shows values	Overcall followed by X is competitive			SPECIAL FORCING PASS SEQUENCES	
4NT = 2 suited T/O	Double of weak NT and responder's bid shows 15+				
NT and Overcalls are natural. Cues show 2 suited hand	Re-opening doubles				
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES				
Over strong 1} X = majors, 1/2 NT = minors, other = natural.	Following interference over asking our bids including Italian Asking Bids and Roman			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
Over other artificial strong openings, natural.	Key Card Blackwood we play X (or XX) as 1st step and Pass as 2nd.				
	Double of strong NT shows 10+ with } suit				
OVER OPPONENTS' TAKE OUT DOUBLE				Psychics:	
XX = 10+ HCP, no fit with partner unless very strong					
Raise is pre-emptive ( to 2 level shows 3 trumps, 3 level shows 4, 4 level shows 5)				LEADS AND SIGNALS	
2NT shows value raise to 3 (9-11/12 HCP)					

OPENING BID DESCRIPTIONS							
Opening	Artificial	Min.	Neg Dble thru	Description	Responses	Subsequent Auction	Passed Hand Bidding
1}	Yes	0, 16+HCP	4[	16+HCP, any shape	1{ = 0-7 HCP, any shape. Other bids = 8+ HCP	1] over 1{ is 19+ HCP, forcing. Other bids not forcing.	Normal by responder
1}					and forcing to game	over 1{ . Over 1] /1[ /2} /2{ play asking bids	
1{	No	4, 11-15	4[	4+D, unbalance hand	1NT = 6-9, new suit forcing, 2NT strong ask. Jump in	Over 1] /1[ 1NT shows } and then a bid of the other	Normal by responder
1{					new suit strong. Double jump = splinter. 4} = RKCB	major is 4th suit forcing. a jump over 1] /1[ is splinter	
1]	No	4, 11-15	4[	normal 5+ except when 4-4-1-4	1NT = 6-9, new suit forcing, 2NT strong ask. Jump in	Natural except resp to 2NT ask. NT rebid by opener	Normal by responder
1]					new suit strong. Double jump = splinter. Bergen raises	shows 14-15 HCP.	
1[	No	5, 11-15	4]	5+[ , may have other suit(s)	1NT = 6-9, new suit forcing, 2NT strong ask. Jump in	Natural except resp to 2NT ask. NT rebid by opener	Normal by responder
1[					new suit strong. Double jump = splinter. Bergen raises	shows 14-15 HCP	
1NT	No	(11) 12-15	1-2-3 Xs	Rarely has 5 card major	Stayman (weak/strong), trsfns (wk/str), Baron (strong)	Super-accepts, Gerber	Normal by responder
2}	No	5, 11-15	4[	6+} or 5+} with 4 card major	2{ forcing enquiry, 2] /[ constructing N/F, 2NT invite	After 2{ and resp, 3{ by responder asks for stoppers	Normal by responder
2}						for 3NT. 2} - 2{ - 2] /[ - 3} only NF seq after 2} -2{	
2{	Yes			6] or 6[ ,<10 HCP	2NT enquiry, 2] /2[ /3] /3[ /4] pass or correct	Over 2NT, 3} = ] min, 3{ =[ min, 3] /[ = that suit, max	Responder bids are pass or correct
2]	No	5] /5 minor		5] /5 minor, <10HCP	2NT enquiry, 3 minor pass or correct, 2[ constructive	Over 2NT 3} /{ = } /{ min, 3] = } max, 3[ = { max	Raises by rep are pre-emptive, new suit pass or correct
2[	No	5[ /5 other		5[ /5 any other, <10HCP	2NT enquiry, 3 of other suit pass or correct	Over 2NT, 3} /{ = } /{ min, 3] = ] min, 3[ = ] max,	Raises by rep are pre-emptive, new suit pass or correct
2[						3NT = } or { max	
2NT	No	5} /5{	N/A	minors, <10HCP	3 major forcing, raise is pre-emptive, 3NT to play	Responder is in control	Raises are preemptive
3}		6+	N/A	Wide ranging pre-empt (NV)	3{ RKCB, major suit 1 round force, 3NT to play		
3{		6+	N/A	Wide ranging pre-empt (NV)	4} RKCB, major suit one round force, 3NT to play		
3]		6+	N/A	Wide ranging pre-empt (NV)	4} RKCB, other ew suit one round force, 3NT to play		
3[		6+	N/A	Wide ranging pre-empt (NV)	4} RKCB, other ew suit one round force, 3NT to play		
3NT		7+	N/A	Gambling, no outside A/K	4/5/6} pass or correct, 4{ enquiry, 4] /[ to play	Over 4{ 4] /[ = singleton. 4NT = no sing. 5} /{ is	
3NT						sing in other minor	
4}		7+	N/A	Normal pre-empt	4{ RKCB, 4] /[ to play		
4{		7+	N/A	Normal pre-empt	4NT RKCB, 4] /[ to play		
4]		7+	N/A	Normal pre-empt	4[ to play, 4NT RKCB		
4[		7+	N/A	Normal pre-empt	4NT RKCB		
4NT		6-5+	N/A	Big 2 suiter			
5}		7+	N/A	Pre-empt			
5{		7+	N/A	Pre-empt			
5]			N/A	Slam interest	Bid 6 with 1 of top 3 ] honour, 7 with 2		
5[			N/A	Slam interest	Bid 6 with 1 of top 3 [ honour, 7 with 2		
5NT			N/A	N/A			
HIGH LEVEL BIDDING							
RKCB - 1st step is 0 or 3, 2nd step is 1 or 4, 3rd is 2KC no Q, 4th step is 2KC							
with Q and run on to show number of K outside trumps							
DOPI/ROPI							
Cue bids show 1st round control							