

DEFENSIVE AND COMPETITIVE BIDDING

LEADS AND SIGNALS

OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
 1 level aggressive; 2 level sound
 Single raise courtesy; jump raise preemptive
 UCB forces for 1 round; 2NT 4card support forcing for 1 round.
 New suit constructive

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	4 th / 2 nd from poor / MUD	count
NT	same	same
Subseq	Remaining count	
Other:		

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

LEADS

2nd in hand : 15 – 17 (18) responses as for opening
 4th in hand : 11 -14 Responses as for opening
JUMP OVERCALLS (Style; Responses; Unusual NT)
 Single suit 6 cards strength ATV

Lead	Vs. Suit	Vs. NT
Ace	AKx	same
King	KQ10 KQx	same
Queen	QJ10 QJx	same
Jack	Kj10 J10x	same
10	K109 109xx	same
9		
Hi-X	Even	same
Lo-X	Odd	same

CATEGORY: Green

NCBO: N.I.B.U.

PLAYERS: Sheila Sharkey and Norma Irwin

GENERAL APPROACH AND STYLE
 Acol
 4-card majors
 Weak NT 12-14 (may include a 5 card M)
 4- suit transfers over 1NT :2C= C/D/11
 Transfers and Puppet Stayman over 2 NT
 Inverted minors

** = 9+ points, shortage in partner's suit	
Jump raise= preemptive; 2 NT = sound raise	

OPENING	TICK IF ARTIFICIAL	MINOR CARDS	RESPONSES	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING	
<input type="checkbox"/>	No	4 cards	10-----19		2m / 3m inverted; 1M may conceal longer m if weak; 1NT = 8 / 9	1NT = 15 / 16 2 NT = 17 / 18 3 NT = 19	
<input type="checkbox"/>	No	same			As above 1NT = 7 / 9	As above	
<input type="checkbox"/>	No	same			1NT = 6 / 9 ; 2m = 9+ but may be 3 cards: standard raises Splinter at 4 level	NT as above New suit forcing for 1 round after 2-level	Check back Rebid of suit should show 6
<input type="checkbox"/>	No	same			As above	Reverse forcing to game after 2 level	
INT	No	12 - 14			Stayman; 4 suit transfers; 2S= C/D/11, 2NT = 12; 3 level = slam interest	SID: break minor trs with 3 + 2 honours	
<input type="checkbox"/>		Game force	23 / 24 or 27 / 28 flat		2D = waiting	Roman key for slam ask	
<input type="checkbox"/>	Yes	0 cards	weak M, strong m 21 / 22, 25 / 26 flat		2H = relay; 2S = interest in H game; 2NT = enq	3m= stronger, 3M weaker, 2NT= 21/22	Stayman and trfs over 2NT
<input type="checkbox"/>	Yes	5cards	5H + 5 m		2NT = ask, pass = H agreement. 2S = no H support / weak, ask for minor.	3m = that suit, weak; 3H = H + C , 3S = H + D, both stronger	
<input type="checkbox"/>	Yes	5 cards	5S + 5 any		2NT = ask, pass = S agreement. 3C = no S support / weak ask for 2 nd suit	3m = that suit, weak 3NT = S + m strong 3H = S + H weak ; 3S = S + H strong	

2NT	No 19-20	Puppet Stayman, transfers to M : 3S = 5 S + 4H	After puppet bid suit we do NOT hold 4D = both majors and game interest
3□	Yes 7 cards preemptive	3NT to play; new suit forcing for 1 round	
3□	As above	As above	
3□	As above	As above	
3□	As above	As above	
3NT	Yes solid minor; no more than K outside	4C = pass or correct	
4□	Yes 0 8PT in H strong	Correct or enquire ; 4 suit = control	
4□	Yes 0 8 PT in S strong	As above	
4□	No 8+ preempt in H, weaker	Pass / any suit forcing / 4NT asking	
4□	No 8+ preempt in S, weaker	As above	
4NT	Yes specific Ace ask	5C = 0, 5 suit = that 1, 5NT = 2	
5□	No 7+ natural preempt		HIGH LEVEL BIDDING
5□	No 7+ natural preempt		Slam conventions
5□			RKCB 0 / 3, 1 / 4, 2 without Q, 2 with Q or extra trump
5□			Gerber 0 / 3, 1 / 4 2 same, 2 odd