DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNA	ALS	
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)  1 level aggressive; 2 level sound  Single raise courtesy; jump raise premptive  UCB forces for 1 round; 2NT 4card support forcing for 1 round.  New suit constructive	OPENING LI Suit NT Subseq	EADS STYLE  Lead  4 <sup>th</sup> / 2 <sup>nd</sup> from poor / MUD same Remaining count	In Partner's Suit count same	CATEGORY: Green NCBO: N.I.B.U. PLAYERS: Sheila Sharkey and Norma Irwin
1NT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)	Other:  LEADS			
2 <sup>nd</sup> in hand: 15 – 17 (18) responses as for opening 4 <sup>th</sup> in hand: 11 -14 Responses as for opening	Lead Ace King Queen	Vs. Suit AKx KQ10 KQx QJ10 QJx	Vs. NT same same	GENERAL APPROACH AND STYLE Acol 4-card majors
JUMP OVERCALLS (Style; Responses; Unusual NT) Single suit 6 cards strength ATV	Jack 10 9 Hi-X Lo-X	Kj10 J10x K109 109xx Even Odd	same same same same	Weak NT 12-14 ( may include a 5 card M ) 4- suit tranfers over 1NT :2C= C/D/11 Transfers and Puppet Stayman over 2 NT Inverted minors

Reopen:	SIGNALS IN ORDER OF	'RIORITY	
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	Partner's Lead	Declarer's Lead	Discarding
Michael's	1 A = att. K= cou		SP
2NT direct= unusual; protective 19 /20	Suit 2 SP	count	
	3		
	1 As above	As above	
VS. NT (vs. Strong/Weak; Reopening;PH)	NT 2		
Multi Landy	3		
V weak V Strong	Signals (including Trumps):		
2C = majors 2C = minors	SP		
2D = single suit 2D = majors			
* = penalty		DOUBLES	
2M= 5 / 5 with M /m			
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOUT DOUBLES (Sty	le: Responses: Reopening)	
* = TO 3NT to play	Shape suitable or too strong		
3 any = natural, non forcing	Reopening could be light	JI UVEICAII	
3 any = natural, non forcing V 4H * = TO; V 4S * = penalty; 4 NT = 2 suited TO	Reopening could be light		
V 4H * = 10; V 4S * = penalty; 4 N1 = 2 suited 10 VS. ARTIFICIAL STRONG OPENINGS- i.e. $1 \square$ or $2 \square$			
V strong C * = opening points with clubs	SPECIAL, ARTIFICIAL &	COMPETITIVE DBLS/RI	DLS
V strong C * = opening points with clubs  OVER OPPONENTS' TAKEOUT DOUBLE	SPECIAL, ARTIFICIAL & Competitive to 3S	COMPETITIVE DBLS/RI	DLS

SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
Multi; weakM, strong m, balanced 21 / 22	
Lucas; $2H = H + m$ ; $2S = S = any (5/5,4) 6 - 10 hcp$	
SA Texas 4 m	
Michaels cue	
Unusual 2 NT	
Helvic	

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

		N I N			
OPENIN G	TICK IF ARTIFICIAL	NOCC RESPONSES  CAAR RDDS	R E S P O N S E S	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1 🗆	No 4 cards 1019	2m / 3m inverted; 1M may conceal longer m if weak; 1NT = 8 / 9		1NT = 15 / 16 2 NT = 17 / 18 3 NT = 19	
$  _{1} \cap$	No same	As above $1NT = 7/9$	+	As above	
- Second	3,000				
1 🗆	No same	1NT = 6/9; $2m = 9$ + but may be 3 cards: standard raises		NT as above	Check back
		Splinter at 4 level		New suit forcing for 1 round after 2-level	Rebid of suit should show 6
1 🗆	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	
2 🗆	Game force 23 /24 or 27/28 flat	2D = waiting		Roman key for slam ask	
2 🗆	Yes 0 cards weak M, strong m	2H = relay; 2S = interest in H game; 2NT = enq	+	3m= stronger, 3M weaker, 2NT= 21/22	Stayman and trfs over 2NT
2	21 / 22, 25 / 26 flat	211 - 101ay, 25 - Interest III 11 game, 21v1 - enq	T	5111- Stronger, 51v1 wearer, 21v1- 21/22	Stayman and this over 21v1
2 🗆	Yes 5 cards 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	
$2\square$	Yes 5 cards 5S + 5 any	2NT = ask, pass = S agreement. 3C = no S support / weak ask for 2 <sup>nd</sup> 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 premptive	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+ prempt in H, weaker	Pass / any suit forcing / 4NT asking	
4□	No 8+ prempt in S, weaker	As above	
4NT	Yes specific Ace ask	5C = 0, $5  suit = that  1$ , $5NT = 2$	
5□	No 7+ natural prempt		HIGH LEVEL BIDDING
5□	No 7+ natural prempt		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