

DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS
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OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENING LEADS STYLE		
1 level aggressive; 2 level sound		Lead	In Partner's Suit
Single raise courtesy; jump raise preemptive	Suit	4 th / 2 nd from poor / MUD	count
UCB forces for 1 round; 2NT 4card support forcing for 1 round.	NT	same	same
New suit constructive	Subseq	Remaining count	
	Other:		

INT OVERCALL (2nd/4th Live; Responses; Reopening)	LEADS		
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2 nd in hand : 15 – 17 (18) responses as for opening	Lead	Vs. Suit	Vs. NT
	Ace	AKx	same
4 th in hand : 11 -14 Responses as for opening	King	KQ10 KQx	same
	Queen	QJ10 QJx	same
	Jack	KJ10 J10x	same
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	K109 109xx	same
Single suit 6 cards strength ATV	9		
	Hi-X	Even	same
	Lo-X	Odd	same

CATEGORY: Green
NCBO: N.I.B.U.
PLAYERS: Kathleen Cassidy 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 :2S= C/D/11
Transfers and Puppet Stayman over 2 NT
Inverted minors
WJS

Jump raise= preemptive; 2 NT = sound raise	

OPENING	TICK IF ARTIFICIAL	MINOR CARDS	RESPONSES	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1 <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	
1 <input type="checkbox"/>	No	same	As above 1NT = 7 / 9		As above	
1 <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
1 <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: Extended Stayman	
2 <input type="checkbox"/>		Game force 23 /24 or 27/28 flat	2D = waiting		Roman key for slam ask	
2 <input type="checkbox"/>	Yes	0 cards weak M, strong m 21 / 22, 25 / 26 flat	2H = pass/convert; 2S = interest in H game; 2NT = enq		3m= 8 playing tricks, 2 / 3 M weak, 2NT= 21/22	Pup Stayman and trfs over 2NT
2 <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	
2 <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	

