

DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			
<b>OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)</b>		<b>OPENING LEADS STYLE</b>			
1 level aggressive; 2 level sound		Lead	In Partner's Suit		
Single raise courtesy; jump raise preemptive	Suit	4 <sup>th</sup> / 2 <sup>nd</sup> 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:				
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>		<b>.LEADS</b>			
2 <sup>nd</sup> in hand : 15 – 17 ( 18 ) responses as for opening	Lead	Vs. Suit	Vs. NT		
	Ace	AKx	same		
4 <sup>th</sup> in hand : 11 -14 Responses as for opening	King	KQ10 KQx	same		
	Queen	QJ10 QJx	same		
	Jack	KJ10 J10x	same		
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>	10	K109 109xx	same		
Single suit 6 cards strength ATV	9	9xxx	same		
	Hi-X	Even	same		
	Lo-X	Odd	same		
		<b>.SIGNALS IN ORDER OF PRIORITY</b>			
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>			Partner's Lead	Declarer's Lead	Discarding
Michael's	SUIT 1	A = att. K= count	count		SP
2NT direct= unusual; Protective 19 /20	2	SP	count		
	3				
	NT 1	As above	As above		
	2				
	3				
<b>VS. NT (vs. Strong/Weak; Reopening; PH)</b>		Signals (including Trumps):			
Multi Landy					
V weak	V Strong				
2C = majors	2C = majors				
2D = single suit	2D = single suit				
* = penalty	* = minors 5 / 5				
2M= 5 / 5 with M/m					
<b>VS. PRE-EMPTS (Doubles; Cue-bids; Jumps; NT Bids)</b>		<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
* = TO	3NT to play	Dbl = Shape suitable or too strong for over call 15+			
3 any = natural, non forcing		Reopening could be light			
V 4H * = TO ; V 4S * = penalty ; 4 NT = 2 suited TO					
<b>.VS. ARTIFICIAL STRONG OPENINGS- i.e. 1□ or 2□</b>					
V strong C * = opening points with clubs		<b>.SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
<b>.LOVER OPPONENTS' TAKEOUT DOUBLE</b>		Competitive to 3S			
** = 9+ points, shortage in partner's suit		Responsive to 3S			
Jump raise= pre-emptive; 2 NT = sound raise					

**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

.SPECIAL BIDS THAT MAY REQUIRE DEFENCE
Multi; weak M, strong m, balanced 21 / 22
Lucas; 2H = H + m; 2S = S = any ( 5 / 5,4 ) 6 – 10 hcp
Texas 4 m = strong pre-empt in M
Michaels cue
Unusual 2 NT
Helvic

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OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	No	4	2♠	Natural 10--19	2m/3m inverted 1M may conceal longer m if weak 1NT = 8 / 9	1NT= 15/16 , 2NT = 17/18, 3NT= 19	
1♦	No	4	2♠	As above	As above ( but 1NT = 6/9 )	As above	
1♥	No	4	2♠	As above	1NT = 6/9 Standard raises with support 2m = 9+, Splinter at 4 level	NT as above. New suit = 1round force over 2 Reverse suit = GF over 2 level response.	Check back over NT Rebid of suit usually shows 6
1♠	No	4	2♠	As above	As above	As above	As above.
INT	No			12---14	Stayman, 4 suit transfers, 2S=C,D,11points 2NT = 12, 3-level = slam interest	S.I.D. and extended Stayman.	
2♣	Yes	0		G.F. or 23/24 or 27/28 flat	2D = waiting	RKC asking for slam.	
2♦	Yes	0		Weak M, strong m	2H= pass/convert 2S= interest in H game	3m = 8 playing tricks, 2/3 M = weak	Puppet
S				21/22 or 25/26 flat	2NT= enquiry	2NT = 21/22 3NT = 25/26	Transfers over 2NT
2♥	Yes	5		5H + 5 (4) m	Pass= H agreement, 2NT = enq 3C= pass/convert	3m = that suit and weak. 3H=H + C and 3S = H + D, both stronger	
2♠	Yes	5		5S = 5(4) another	Pass= S agreement, 2NT= enq, 3C = ask for 2 <sup>nd</sup> suit	3m= that suit and weak. 3NT= S+m strong 3H= S + H weak, 3S + S + H Stronger.	
2NT	No			19/20, may contain singleton A	Puppet Stayman and transfers. 3S= 5S + 4H	After puppet 3M = 5cards, 3D= 4card M 3NT denies both above.	Over 3D we bid the M we do NOT hold. 4D= both M and game interest
3♣	No	6 (NV)		Pre-emptive	3NT to play. New suit = force for 1 round		
3♦	No	6(NV)		As above	As above		
3♥	No	7		As above	As above		
3♠	No	7		As above	As above		
3NT	No			Solid m, no more than K outside	4C= pass/correct		
4♣	Yes	0		8PT in Hs. Strong	Correct or enquire. Any suit = control		
4♦	Yes	0		8PT in Ss. Strong	Correct or enquire. Any suit = control		
4♥	No	8+		8PT in Hs. weaker	Pass / new suit = force / 4NT asking		
4♠	No	8+		8PT in Ss. weaker	Pass / new suit = force / 4NT asking		
4NT	Yes			Specific Ace ask?	5C = 0, 5 DHS = that Ace, 5NT asking		
5♣	No	7+		Natural pre-empt		<b>HIGH LEVEL BIDDING</b>	
5♦	No	7+		Natural pre-empt		RCKB 1 / 4, 0/3, 2 without Q, 2 with Q or extra trump	
5♥	No	9+		Natural pre-empt			
5♠	No	9+		Natural pre-empt		Gerber 1 / 4, 0 / 3, 2 same, 2 odd.	