



Category: _____

NCBO: _____ EVENT: _____

PLAYERS: ciara burns john murchan

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

blue club canape strong nt

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

2♣ 6 = ♠ 11-16 HCP possible o/s suit

2♦ multi

2♥ sound weak 2

2♠ sound weak 2

2nt - pre-empt in either m

3♣ 5+/5+ minors weak

3♦ pre empt in either M

3♥ 5+/5+ majors, weak

3♠ solid minor no o/s stop

3nt solid minor with stop

SPECIAL FORCING PASS SEQUENCES

when we have bid constructively to game

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

PSYCHICS: rare

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's suit
Suit	4th/2nd low from 3 small	4th/ 3rd
NT	same	same
Subseq	remaining count	remaining count

LEADS

Lead	Vs. Suit	Vs. NT
Ace	Ax, Axx, Axxxetc AK	same
King	Kx KQ(x)	same
Queen	Qx QJ10, QJ109	SAME
Jack	Jx, J109 ETC	same
10	10x, 109x, Q109x K109x, A109X	same
9	9 x	9 x
Hi-x	even	even
Lo-x	odd	odd

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
Suit	1 count	smith peters	revolving
	2 attitude	count	count
	3 s/p	count	count
NT	1 same	same	same
	2		
	3		

DOUBLES

TAKEOUT DOUBLES (Style; Response; Reopening)

strong balanced or shape suitable

may be weaker in 4th position

SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES

most doubles are non penalty

responsive doubles thru' 4♦

DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style; Responses; 1/2 Level; Reopening)

essentially sound, change of suit by non passed p F1

unassuming cue bids

1NT OVERCALL (2nd/4th Live; Responses; Reopening)

15 - 18 in 2nd

10 - 14 in 4th

2♣ 4 card stayman

else - as 1nt opening

JUMP OVERCALLS (Style; Responses; Unusual NT)

weak

intermediate in 4th position

DIRECT AND JUMP CUE BIDS (Style; Responses; Reopen)

1m - 2m = ♠s + other minor

1m - 2nt = ♥s + other m, 1m - 3m = majors

1M - 2M = michaels

all competitive or GF

VS. NT (vs. Strong/ Weak; Reopening; PH)

v weak nt - 2♣ - single suited, 2♦ = majors, 2♥/♠ = that M + minor

v strong nt - x = single suited 2♣= minors, rest as above

VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)

x = t/o

VS. ARTIFICIAL STRONG OPENINGS

dbl = ♥s, 1♦ = ♠s, 1♥= 2 suits same colour same rank, 1♠ 2 suits

same colour odd rank, 1Nt 2 suits odd colour odd rank

OVER OPPONENTS' TAKEOUT DOUBLE

bids nf, weak jump shifts

xx = 10 + penalty oriented

Defence to 3D opening,

3D shows a pre – empt in either Major

Responses

3H /4H = pass convert

3S = pass or bid 4Hs

3NT = to play

4C/D = cue

4S = to play

Proposed Defence –

In First seat after 3D opening-

Double = strong balanced – cue suit is hearts

3M = natural

3nt – to play with a source of tricks

4m = natural

4M = natural – to play

In First seat after response

Double = Hs

3S = natural

3nt = strong balanced

4m - natural

2NT SHOWS A PRE-EMPT IN EITHER MINOR

Responses – 3/4 C = pass/convert

3D – interest in playing at 4 level + in clubs

3M – natural and F1

3NT – to play

4M - to play

Proposed Defence –

In First seat after 2nt opening

Double = strong balanced- cue suit is clubs

3m = t/o of other minor

3M = natural – cue suit is clubs

3NT = to play with a source of tricks

4m = Texas strong 4/5 loser hand in cipher Major

Alternatively

4C = 5/5 in majors with clubs better minor OR better Hs than Sps

4D = 5/5 majors with Ds better minor OR better Sps than Hs

First seat after response

Double = strong balanced (16+) cue suit is clubs

3/4m = natural – cue bid is other m

3M – natural overcall – cue suit is clubs

3Nt – to play – with source of tricks

4m – texas strong 4/5 loser in cipher M – continuations as usual

ALTERNATIVELY

4 C = 5/5 Majors with clubs better minor OR better Hs than sps

4 D = 5/5 Majors with D better minor OR better Sps than Hs

4M= better than overcall worse than Texas opening