



DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			
OVERCALLS (Style; Responses; 1/2 Level; Reopening)		OPENING LEADS STYLE			
11 Overcall 8-16, Usually 5, CB Invite+		Lead		In Partner's Suit	
21 Overcall 9-16, Probably 6, CB Invite+	Suit	4th and 2nd if bad		Low from odd	
	NT	4th and 2nd if bad		Low from odd	Category:
JNS fit jump	Subseq	Current count		Current count	Country: Scotland
NS = NF, but F if 2l overcall	Other:				Event: Camrose Trials
					Players: Douglas Piper & Alex Wilkinson
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY
15-18, 11-14 in 4th	Lead	Vs. Suit		Vs. NT	GENERAL APPROACH AND STYLE
Stayman, transfers	Ace	For Attitude		For Attitude	Strong Club Precision style
	King	For Count		For Count	
	Queen	QJ/KQ		QJ/AQJ/KQ	
	Jack	J10, KJ10		J10/KJ10/AJ10	
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	Q109, K109		Q109/K109/A109	
1-Suit: Weak, CB = UCB, 2nt = UNT	9	109x		109x	
2-Suit: Strong, CB = UCB, 2nt = Natural	Hi-x	Doubleton		Doubleton	1NT Openings: 13/14-16, May be 13 with 2♠
	Lo-x	3+		3+	2 OVER 1 Responses Natural
Reopen: Weak and sensible	SIGNALS IN ORDER OF PRIORITY				SPECIAL BIDS THAT MAY REQUIRE DEFENCE
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)		Partners Lead	Declarer's Lead	Discarding	2♠ Opening 5/6♥ weak or strong
CB = Michaels	Suit: 1st	Count	Count	Attitude	2♥ Opening 4315/3415/4414/4405, 11-15
Jump CB = Bid 3nt with guard	2nd	Attitude		Count	2nt Opening 5-5m
	3rd	SP			3nt 6/7m 13-15 (7+ playing tricks)
	NT: 1st	Count	Reverse Smith	Attitude	
VS. NT (vs. Strong / Weak; Reopening; PH)	2nd	Attitude	Count	Count	
D = 5m4M/Strong, Then 2♣ = P/C, 2♦ = Asks M, 2M = long suit	3rd	SP			
2♣ = 45M	Signals (including Trumps): Hi-Lo = Even/ Disc; Lo-Hi = Odd/ Encour				
2♦ = 6M	Hi-Lo Trumps = Ruff interest				
2♥ = 5♥4m					
2♠ = 5♠4m	DOUBLES				
2nt = UNT	TAKEOUT DOUBLES (Style; Responses; Reopening)				
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	10/11+ if shape suitable, 16/17+ if shape unsuitable				
D = Take-Out					
CB = 2 Suiter					
3nt to play					SPECIAL FORCING PASS SEQUENCES
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES				After 1♣ & a positive, pass = forcing
Natural	Take-Out Doubles				
	Responsive Doubles				
	Competitive Doubles				IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
					Problem 4423 hands(12/13), may be passed (12), opened 1nt (13)
OVER OPPONENTS' TAKE OUT DOUBLE					
RD and bids to openers suit minus 1 = transfers					
					Psychics: Rare

