



DEFENSIVE AND COMPETITIVE BIDDING	Psychics: OCCASIONAL			Category:	Green Note#1
OVERCALLS (Style; Responses; 1/2 Level; Reopening)				Country:	England
1-level maybe 4-cards when L/D or no other bid sensible, 2+-level=5- cards,	LEADS AND SIGNALS			Event:	Bermuda Bowl
Strength depends on suit quality	OPENING LEADS STYLE			Players:	David Price and Colin Simpson
Jump RAISE=PRE, CUE = sound raise. 2NT=good 4 card raise if major.	Lead	In Partner's Suit		SYSTEM SUMMARY	
New suit=F1, New suit JUMP=F1T (SPLT in opponents suit)	Suit	4th from honours, 2nd from bad suits	4th highest/low from xxx	GENERAL APPROACH AND STYLE	
NT RESP=NF(except 2NT over 1 or 2 level major suit overcall)	NT	4th from honours, 2nd from bad suits	4th highest/low from xxx	4-card M (choice between 1m and 1M decided by relative suit quality, position, point count and rebid considerations. May open light firstposition (green) and in 3rd.)	
	Subseq	4th from honours, 2nd from bad suits	4th from honours, 2nd from bad suits	NAT weak 2M/2♠: We may open a four card major when holding a five card minor for either tactical reasons or to simplify rebid problems.	
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)	Other: S from Sxxx in BID and SUPPORTED SUIT.			1NT Openings: 14+ - 17. May include 5M or 6m or be 5-4-2-2. If containing 4-4M or 5M or 6m = NON MAXIMUM	
15+-18+HCP. Responses as to 1NT opener.	S from xSx in BID and SUPPORTED SUIT.			2 OVER 1 Responses=F1 (no rebid promised) except by PH	
PROTECTIVE 1NT = 10-15. Responses as to 1NT opener except response to	LEADS			SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
STAYMAN includes range.	Lead	Vs. Suit	Vs. NT	COMPETITIVE CUE=LIMIT RAISE ( or better )	
	Ace	AK, AKx(+), Ax(+)	AK,AKx(+),Ax(+)	FIT-SHOWING JUMPS (FIT) in competition and by PH	
	King	AK,AKx(+),KQ,KQx(+)	AKJ10(+),KQ(J/10)x(+),KQ109(+)	GAMBLING 3NT (Solid minor with at most Q outside in 1/2, may be stronger in 3/4)	
JUMP OVERCALLS (Style; Responses; Unusual NT)	Queen	QJ,QJx(+)	AQJx(+),KQKQx(+),QJ	LIONEL defense to 1NT (X=♠+ANO, 2♣/♠=♣+♥/♠+♥) NOTE[2]	
1-Suit: WEAK	Jack	J10,J10x(+),KJ10x(+),	J10,J10x(+),KJ10x(+),QJx(+)		
2-Suit: (1m) - 2NT = ♥+om. (1♥) - 2NT = ♠+♣. (1♠) - 2NT = ♥+♣	10	109,109x(+),H109x(+),HJ10x(+)	109,H109x(+)		
Reopen: Jump in suit = Opening values with six card suit.	9	9x	109x(+), 9x		
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)	Hi-x	HxS,HxxS,Sx,xSx,xSxx	HxS,HxxS,Sx,xSx,xSxx		
(1m) - 2m = 5-5M, (1♥) - 2♥ = ♠+♠ strength from weak upwards	Lo-x	HxS,HxxS,Sx,xSx,xSxx	HxS,HxxS,Sx,xSx,xSxx		
(1♠) - 2♠ = ♥+♠ strength from weak upwards	SIGNALS IN ORDER OF PRIORITY				
JUMP CUE = request for stopper	Suit:1st	Partners Lead	Declarer's Lead	Discarding	
PROTECTIVE CUE = as above but opening bid strength or better	2nd	Hi=ENCRG	Hi/lo=E	Hi=ENCRG	
VS. NT (vs. Strong / Weak; Reopening; PH)	3rd	Hi/lo=E	S/P	Hi/lo=E	
DBL = ♠+ANO (need only be 4-4 if approaching opening bid strength) or may be a good hand with spades only.	NT: 1st	S/P		S/P	
2m = m+♥ as above. With 5M+4m will often bid 2M		Hi=ENCRG	Hi/lo=E	Hi=ENCRG	
2M = NAT		C/UB on K lead			
2NT = Good opening strength single suited hand	2nd	Hi/lo=E	S/P	Hi/lo=E	
Bids may be weaker in the protective position	3rd	S/P		S/P	
	Signals (including Trumps): REVERSE SMITH SIGNAL V'S NT NOTE[1]				
	REMAINDER COUNT=STND				
	Trumps:Hi-lo shows interest in ruff or wake up call				
VS. PREEMPTS ( Doubles; Cue-bids; Jumps; NT bids)	DOUBLES				
TAKE OUT DOUBLE AT 2,3 AND 4 LEVEL. 3NT = NAT.	TAKEOUT DOUBLES (Style; Responses; Reopening)				
Over W2 or 3 level PRE, CUE = stopper ask. Various 2-suited bids - NOTE	May be light (10+) with classic shape				
	1m-(DBL)-1M-(2M)=NAT				
VS. ARTIFICIAL STRONG OPENINGS	OK pass RESP DBL if BAL				
Over a strong♣, DBL=M's, 1NT=m's. JUMPS=WEAK	LEB after (W2M) X (P) OR (W2M) P (P) X (P)				
Similarly overs trong 2♣	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES				
Over strong 2NT opener, 3♣ = M's	1m-(1♠)-DBL suggests 4+♥, 6+ HCP			SPECIAL FORCING PASS SEQUENCES	
	At 3+-level,RESP DBL: Useful values,any shape				
OVER OPPONENTS' TAKE OUT DOUBLE	Most low-level DBLs=TO.(not after 1NT opener or redouble)				
1 any = F. 2NT=Limit raise in M. 3M = PRE. 2NT after m=PRE raise;3m=limit	NEG DBLs beyond 2♠: 10+HCP,any shape				
FIT JUMPS(PRE).	RESP DBL thru:4♠			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
4M = PRE	GAME TRY DBL where it is the only game try available.				
REDBL = 8+(usually <4 cards in partners suit)					

OPENING BID DESCRIPTIONS

Opening	Artificial	Min.	Neg Db	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣	No	3	7♥	3 cards if (433(3 and bad 4 card suit)	1M may have longer m. 3♦/♥/♠ = SPLT	After 1NT rebid, 2m=checkback, 3m to play	4th Suit=NAT. FIT JUMPS (only 4 if M)
1♦	No	4	7♥		1M may have longer m. 3♥/♠/4♣ = SPLT	After 1NT rebid, 2m=checkback, 3m to play	4th Suit=NAT. FIT JUMPS (only 4 if M)
1♥	No	4	7♦		1♠ may have longer m. 2NT=FG raise.	After 1NT rebid, 2m=checkback, 3m to play	4th Suit=NAT. FIT JUMPS (only 4 if ♠) 2NT=NAT
1♥					3♠/4♣/♦=SPLT (10-13). 1NT=5-11		
1♥					2NT = FG raise.	Long suit game try	
1♠	No	4	7♦		2NT=FG raise 4♣/♦/♥ = SPLT(10-13),1NT=5-11	Long suit game try	4th Suit=NAT. FIT JUMPS. 2NT=NAT
1NT	No			14+ - 17HCP.	2♣ = STAYMAN (non promissory). 4 suit TFRS. 3ANY =	2♣ then 3♣/♦ = sign off (4M +5/6m). After 2♣,2♦	
1NT				Not MAX if 4-4M/5M/6m	shortage in suit above + FG (will not have 5M).	3♥=5♠5♥ INV, 3=5♠5♥ FG. 2♣ -2M, 3OM=slam try in M	
2♣	Yes	N/A		20-22 BAL or any FG hand	2♦ =3HCP or less.2♥ = Any 4=, no good suit L 2NT = ♥+V	After 2♣ -2♦, 2♥ = ♥ or 20-22 BAL	
2♦	No	5		WEAK (5-10 depends pos/vul)	2M/3♣=NFINV if FIT. 2NT = REL, 3♦ = PRE	After 2NT, 3♣ = very poor hand, else BLUE♣. NOTE[3]	FIT JUMPS(PRE). New suit L/D. 2/3NT suggests SAC.
2♥	No	5		WEAK (5-10 depends pos/vul)	2♠/3m =NFINV if FIT. 2NT = REL, 3♥ = PRE	After 2NT, 3♣ = very poor hand, else BLUE♣. NOTE[3]	FIT JUMPS(PRE). New suit L/D. 2/3NT suggests SAC.
2♠	No	5		WEAK (5-10 depends pos/vul)	3m =NFINV if FIT. 2NT = REL, 3♠ = PRE	After 2NT, 3♣ = very poor hand, else BLUE♣. NOTE[3]	FIT JUMPS(PRE). New suit L/D. 2/3NT suggests SAC.
2NT	No	N/A		23-24HCP BAL	3♣ = BARON . 3♦ = STAY. 4ANY = 2 below slam try		
3♣	No	6		PRE(srength depends pos/vul)	New Suit=F		FIT JUMPS(PRE). New suit L/D. 3NT suggests SAC.
3♦	No	6		PRE(srength depends pos/vul)	New Suit=F		FIT JUMPS(PRE). New suit L/D. 3NT suggests SAC.
3♥	No	6		PRE(srength depends pos/vul)	New Suit=F		FIT JUMPS(PRE). New suit L/D. 3NT suggests SAC.
3♠	No	6		PRE(srength depends pos/vul)	New Suit=F		FIT JUMPS(PRE). New suit L/D. 3NT suggests SAC.
3NT	Yes			Solid m, no outside A/K(only in 1/2)	4♣/5♣ = P/C. 4♦=SHTG ASK. 4M=NAT 4NT=INV		
4♣	No	6		PRE(srength depends pos/vul)	4M = To play		New suit L/D
4♦	No	6		PRE(srength depends pos/vul)	4M = To play		New suit L/D
4♥	No	6		PRE(srength depends pos/vul)	4♠ = To play		New suit L/D
4♠	No	6		PRE(srength depends pos/vul)			
4NT	Yes			Specific aces	5♣=0. 5♦/♥/♠ = that A. 5NT = 2. 6♣ = A♣.		
5♣	No	7		PRE			
5♦	No	7		PRE			

HIGH LEVEL BIDDING

CUE BIDS 1st round before 2nd generally. REDBL = 1st round control by either hand

RKCB 3041 with specific K ask

In some FG sequences 4m is RKCB

EXCLUSION RKCB

LAST TRAIN(last available try below game).

DOPI, ROPI

LIGHTNER

[1] REVERSE SMITH SIGNAL

Against No Trumps, peter by either hand strongly suggests a switch or at very least extreme dislike of the lead.  
Failure to peter is neutral.

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[2] LIONEL DEFENSE TO 1NT

Responses to X are P/C but may infer some suit length. e.g. 1NT - X - P - 2♥  
must show at least 5 hearts.

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[3] RESPONSES TO 2NT RELAY OVER OUR OWN WEAK TWOS

3♣ = Extremely poor hand - may be only 5 card suit.  
3♦ = Minimum hand - poor suit (less than KJ10xxx)  
3♥ = Minimum hand - good suit  
3♠ = Maximum hand - poor suit  
3NT = Maximum hand - good suit

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