DEFENSIVE AND COMPETITIVE BIDDING

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

Can be light at 1-level with good suit (4 cards possible but rare); 2-level overcalls and to be sound, especially vulnerable; If next hand passes then new suit response is forcing. Cue bid response is F1 and tends to show a fit; Jump cue=mixed raise; Jump raise=Jump in new suit weak; Jump raise in new suit weak

Leads and Signals

Opening Leads Style

Lead Light at 1-level with good suit (4 cards possible but rare); 2-level overcalls

Suit In Partner's Suit

3rd/4th lead, XX or XXX

3rd/4th lead, XX or XXX

Category: Green

Jump raise=Weak; Jump in new suit weak

Subsequent

3rd/4th lead with some attitude

Country: USA

INT OVERCALL (2ND/4TH Live; Responses; Reopening)

System Summary

15-18 HCP in direct; System on (Stayman + transfers +...)

Lead Vs. Suit

Vs. NT

GENERAL APPROACH AND STYLE

11-14 after 1m-P-P; Cue is only force

Ace

AK(x) (even) [15]

AK(x) Asks for Attitude

Natural with 5-card majors and strong notrumps

11-16 after 1M-P-P; 2C is artificial force

King

AK(x) (odd)[15], KQ(x), Kx

AKJ10(x), KQ109(x) Asks unb/cnt

Relatively sound initial action by modern standards

12-15 after 1m-P-P; Cue is only force

Queen

QJ(x), Qx

KQJ(x), KQ(x), QJx

13-16 after 1M-P-P; 2NT=2 Lowest; 2C=C+any; 2D=D+H/S; 2H/S=Natural; 2NT=ms; 3x=Preempt; In response DBL=Clarify?

Jump Cue over artificial openings, slopper ask over natural openings

2nd

Hi=1, LO=2

Hi=1, LO=2

Hi=1, LO=2

1C=2H; 1D=2S show 5S, 4H and invitiational values (about 9 to 11 HCP)[3]

3rd

SP

SP

SP

Transfers over takeout doubles of 1M starting at 2C

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

Over strong: DBL=Ms; 1NT=ms; 2D=Weak in H/S; 2M=M+C/D

Neg and Resp->4S, Support DBLs and RDBLs->2x, Most low level doubles tend to be card-showing, Snapdragon DBLs; Game try doubles only when both sides have bid and raised and there is no room to make any other game try.

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

Over opponents' take out double

INT opening in 1st/2nd shows 11+ cards in the majors and less than opening bid[8]

Natural over artificial 1C/1D; Michaels over natural 1C/1D; Astro over 1M

Suit: 1st

H=0, LO=E

H=1, LO=2

H=1, LO=2

1C=2H; 1D=2S show 5S, 4H, less than invitational values (about 5-8)

Jump Cue=Prem over artificial openings, slopper ask over natural openings

2nd

Hi=1, LO=2

Hi=1, LO=2

Hi=1, LO=2

1C=2H; 1D=2S show 5S, 4H and invitiational values (about 9 to 11 HCP)[3]

3rd

SP

SP

SP

Transfers over takeout doubles of 1M starting at 2C

Versus strong 1C: DBL=C/D/Ms/Strong with spades or 20+ Balanced; 2C=C+any;

Neg and Resp->4S, Support DBLs and RDBLs->2x, Most low level doubles tend to be card-showing, Snapdragon DBLs; Game try doubles only when both sides have bid and raised and there is no room to make any other game try.

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

Over opponents' take out double

NSF by UPH; 2NT=Limit raise or better, Jump raise=Mixed; WJS except:

DBL=3H; 1H=3D=Art PRE Raise; 1M=DBL=2C=D; 1S=DBL=2D=H;

*Sychevs:
# Opening Bid Descriptions

<table>
<thead>
<tr>
<th>Open</th>
<th>Artificial</th>
<th>Min. Neg.</th>
<th>Description</th>
<th>Responses</th>
<th>Subsequent Auction</th>
<th>Passed Hand Bidding</th>
</tr>
</thead>
<tbody>
<tr>
<td>♠</td>
<td>1</td>
<td>3</td>
<td>With 3-3 or 4-5 in ms 1C</td>
<td>Walsh style [2]; 1NT=6-11; 2C=Lim+[4]; 3C=mixed; 2D/H=Rev. Plan[3]; 2S=SJS; 2NT=12+-15[6]; 3NT=16-18; 4-way CBS after 1NT[6]; Transfers after 2NT[7]; 2S=FSJS;</td>
<td>any shortness; 2NT=C Inv; 3m=FSJ</td>
<td></td>
</tr>
<tr>
<td>♠</td>
<td>1</td>
<td>3</td>
<td>Only 3 with 4432; 1D with 4-4 ms</td>
<td>1NT=6-11; 2C=GF[10]; 2D=Limit+[4]; 3D=Mixed; 2NT=12+-15; 3NT=16-18; 2H/S=Rev. Plan[3]; 3C=Inv; 2-way CBS after 1NT[6]; Transfers after 2NT[7]; 2S=WJS</td>
<td>3C=WJS;</td>
<td></td>
</tr>
<tr>
<td>♠</td>
<td>3(4)</td>
<td></td>
<td>3H</td>
<td>1NT=SF[8]; 2/1=GF[10]; 2NT=12+-15; 3S=Mixed Raise (4+); JS=art raise 4+ by UPH[11]; 2-way splinters[11];</td>
<td>3H=art raise 4+ by UPH[11]; 2-way splinters[11];</td>
<td></td>
</tr>
<tr>
<td>♠</td>
<td>3</td>
<td></td>
<td>5(4)</td>
<td>1NT=SF[8]; 2/1=GF[10]; 2NT=12+-15; 3S=Mixed Raise (4+); JS=art raise 4+ by UPH[11]; 2-way splinters[11];</td>
<td>3S=art raise 4+ by UPH[11]; 2-way splinters[11];</td>
<td></td>
</tr>
<tr>
<td>♠</td>
<td>3</td>
<td></td>
<td>5(4)</td>
<td>1NT=SF[8]; 2/1=GF[10]; 2NT=12+-15; 3S=Mixed Raise (4+); JS=art raise 4+ by UPH[11]; 2-way splinters[11];</td>
<td>3S=art raise 4+ by UPH[11]; 2-way splinters[11];</td>
<td></td>
</tr>
<tr>
<td>♠</td>
<td>3</td>
<td></td>
<td>5(4)</td>
<td>1NT=SF[8]; 2/1=GF[10]; 2NT=12+-15; 3S=Mixed Raise (4+); JS=art raise 4+ by UPH[11]; 2-way splinters[11];</td>
<td>3S=art raise 4+ by UPH[11]; 2-way splinters[11];</td>
<td></td>
</tr>
<tr>
<td>♠</td>
<td>3</td>
<td></td>
<td>5(4)</td>
<td>1NT=SF[8]; 2/1=GF[10]; 2NT=12+-15; 3S=Mixed Raise (4+); JS=art raise 4+ by UPH[11]; 2-way splinters[11];</td>
<td>3S=art raise 4+ by UPH[11]; 2-way splinters[11];</td>
<td></td>
</tr>
<tr>
<td>♠</td>
<td>3</td>
<td></td>
<td>5(4)</td>
<td>1NT=SF[8]; 2/1=GF[10]; 2NT=12+-15; 3S=Mixed Raise (4+); JS=art raise 4+ by UPH[11]; 2-way splinters[11];</td>
<td>3S=art raise 4+ by UPH[11]; 2-way splinters[11];</td>
<td></td>
</tr>
<tr>
<td>♠</td>
<td>3</td>
<td></td>
<td>5(4)</td>
<td>1NT=SF[8]; 2/1=GF[10]; 2NT=12+-15; 3S=Mixed Raise (4+); JS=art raise 4+ by UPH[11]; 2-way splinters[11];</td>
<td>3S=art raise 4+ by UPH[11]; 2-way splinters[11];</td>
<td></td>
</tr>
<tr>
<td>♠</td>
<td>3</td>
<td></td>
<td>5(4)</td>
<td>1NT=SF[8]; 2/1=GF[10]; 2NT=12+-15; 3S=Mixed Raise (4+); JS=art raise 4+ by UPH[11]; 2-way splinters[11];</td>
<td>3S=art raise 4+ by UPH[11]; 2-way splinters[11];</td>
<td></td>
</tr>
<tr>
<td>♠</td>
<td>3</td>
<td></td>
<td>5(4)</td>
<td>1NT=SF[8]; 2/1=GF[10]; 2NT=12+-15; 3S=Mixed Raise (4+); JS=art raise 4+ by UPH[11]; 2-way splinters[11];</td>
<td>3S=art raise 4+ by UPH[11]; 2-way splinters[11];</td>
<td></td>
</tr>
<tr>
<td>♠</td>
<td>3</td>
<td></td>
<td>5(4)</td>
<td>1NT=SF[8]; 2/1=GF[10]; 2NT=12+-15; 3S=Mixed Raise (4+); JS=art raise 4+ by UPH[11]; 2-way splinters[11];</td>
<td>3S=art raise 4+ by UPH[11]; 2-way splinters[11];</td>
<td></td>
</tr>
</tbody>
</table>

## High Level Bidding

13) RKCB 1430; Exclusion RKCB 0314; 1 over 4m=RKCB, 4m=RKCB rarely

NT is usually "pick a slam", rarely GSF

SSGF and 4SGF (or not) [14].

Serious 3NT and Last Train to Clarkesville
[1] After 1NT opening:
- 2C=Stayman
- 1NT-2C-2D-2H=majors weak
- 1NT-2C-2D-2S=art gf
- 1NT-2C-2x-3m=nat gf
- 1NT-2C-2D-3M=Smolen
- 2D=5+ Hearts any strength or both minors game force
- 1NT-2D-2H-2S shows both minors
- Opener can superaccept with art 2S,2NT=C+H, or 3C=D+H. Responder retransfers with 3D if he has hearts. Other bids show minors
  - Responder's rebids of 2NT and 3C show inv or better with 5+H and 4+ in the next higher ranking suit
  - Responder's rebid of 3S, 4C, and 4D are all autosplinters and mild slam tries
  - Responder's rebid of 4H is a mild balanced slam try
  - Responder's rebid of 4S is 5332 with 5 clubs and at least slam invitational values
- 2D=5+ Spades any strength
- Responder's rebids of 2NT and 3C show inv or better with 5+S and 4+ in the next higher ranking suit
- Responder's rebid of 3D shows 5+S and 5+H and at least slam invitational values
- Responder's rebid of 4C, 4D, and 4H are all autosplinters and mild slam tries
- Responder's rebid of 4S is a mild balanced slam try
- 2S=6+ club any strength or 6+ diamonds invitational
  - Opener bids 2NT to say he would accept an invitation in clubs, otherwise 3C
  - Responder's rebid of 3D shows diamond invite
  - Responder's rebid of 3M is game force with clubs and shortness in the bid suit
- 2NT=minv
- 3C=Diamonds either signoff or game force
  - Opener always bids 3D
  - Responder's rebid of 3M is a game force with diamonds and shortness in the bid suit
  - 3D=4414/4414/4450/4405 GF
  - 3H=4444/0454/0445 GF
  - 3S=4144/4054/4045 GF
  - 4C=Gerber (0, 1, 2, 3)
  - 4D/4H=Texas (then 4NT is RKCB 1430 and new suit is exclusion RKCB 0314)
  - 4S=5332 with 5 diamonds, at least invitational slam
  - Lebensohl and negative doubles against most
  - We ignore most artificial doubles and play "system on", but RDBL shows a strong hand
- If 2NT shows 2 known suits we play "unusual over unusual". Otherwise we play DBL=Stayman and system is on.
- If 2D overcall is multi we play DBL=5+H, system is on, but 3D is Stayman

[2] Walsh Style
- After 1C opener, responder bypasses diamonds to bid a major unless he has a game force with longer diamonds
  - 1C-1D-1NT could have 1 or 2 4-card majors
  - 1m-1H-1NT opener routinely bids 1NT with 12-14 balanced and 4 spades
  - 1C-1H-1S shows 4+ spades and 5+ clubs
  - 1D-1H-1S shows 4+ spades and either 5+ diamonds or 4144

[3] Reverse Flannery Responses
- 1C-2D and 1D-2H show 5+S, 4+H and a "minimum response" (about 4-8 HCP)
- 1C-2H and 1D-2S show 5S, 4H and invitational values (about 9-11 HCP)
- 2NT response is either a slam try in a major or a signoff in a minor
- 3C response asks for further description
- 3D response is game force with strong minor 1-suiter

[4] Responses to Inverted Single Raise (limit or better, no 4-card major)
- Step 1=minimum unbalanced or 4414 16+
- Step 2=artificial hand that does not want to bid notrump
- Step 3=artificial GF with no shortness usually with long minor
  - 2NT=12-14 or 1B-19 hand that wants to bid notrump
  - 3m=balanced minimum with 5+ in the minor
  - 1m-2m-3m=16+ with shortness in M and not 4441
- 1C-2C-3D, 1D-2D-3NT/4C=16+ with shortness in other minor and not 4441

[5] After a 2NT response to a minor suit opening (12+ to 15 or 18+ and no 4-card major)
- 3m=natural and forcing
- 3M=shortness

[6] After a 1NT rebid
- 1C-1D-1NT-2H=possible artificial game force - opener bids 2S to say he has 4 hearts
  - 1H-1S-1NT-2C=minv or better relay asking for opener's shape
  - 1m-1M-1NT-2D=minv GF
  - 1m-1M-1NT-2C=relay to 2D to signoff in diamonds or show various invitational or game forcing hands
  - 1m-1M-1NT-2NT=relay to 3C to signoff in clubs or show hands with support for partner's minor
  - 1m-1M-1NT-3x=natural and forcing
[7] After a 2NT rebid
- 3C is a relay to 3D to signoff in diamonds, to signoff in responder's
  major, or to make a slam try in opener's minor
- 3D shows length in hearts
- 3H shows length in spades
- 3S shows the other minor
- If responder transfers to his major, he may be trying to signoff.

[8] After a 3NT opening (at least 6-5 in the majors and less than opening bid
  values)
- 4C is a relay to 4D
- 4M=slam try
- 4NT=mod RKCB for hearts
- 3C=mod RKCB for spades
- 4D asks opener to choose between the majors
- 4M is a signoff
- 4NT is RKCB with 6 keycards

[9] Responder's rebids after 1NT semi-forcing
- 1S-1NT-2C-2D=5+ hearts
- 1H-1NT-2m-2S=relay to 2NT to show various good hands
- 1H-1NT-2C-2D, 1S-1NT-2m-2H=asking opener to rebid his suit unless very
  strong. Either a signoff or various good hands.
- 1H-1NT-2D-2H, 1S-1NT-2m-2S=8-10 with 2-card support

[10] After a game-forcing 2L response
- 1D-2C-2D shows any minimum with at least 4 diamonds
- 1M-2x=non-suit
- 1M-2x other rebids by opener are pure

- 1x-3x is "mixed raise" with 4+ card support, on in comp
- 1H-1NT-2C-2D shows any minimum opening bid and may be a prelude to a
  game try
- 2M response shows a sub-minimum opening bid
- 2NT is a balanced game force
- All other bids are natural slam tries (jumps are splinters)

[12] Major suit raises by passed hands
- 1M-2C=Reverse Drury (always at least 3-card support)
- 2D response shows a real opening bid and may be a prelude to a game try
- 2M response shows a sub-minimum opening bid
- 2NT is a balanced game force
- All other bids are natural slam tries (jumps are splinters)

[13] RKCB
- RKCB is always 1430, except when it is exclusion (then 0314) or when
  responder has a preempt
- When the responder has a preempt we use "modified responses": 0, 1 no Q,
  1Q, 2 no Q, 2=Q
- If the Q is unresolved, the cheapest non-signoff asks for it (return to the
  trump suit denies, else cuebid K)
- The next cheapest non-signoff asks for Kings
- In response to RKCB: 5NT=Even number of keycards and a void, 6x=Odd
  number of keycards and a void
- When we have agreed a minor, 1 over 4 of that minor is RKCB (unless that
  call is needed as a natural bid)
- When we have agreed a minor, 4 of that minor can be RKCB, but only in a few
  specific auctions

[14] Special 3rd and 4th suit auctions
- 1D-1H-1S-2C=Weak preference to 2D or art game force
- 1D-1H-1S-2D=Constructive preference
- 1H-1S-2C-2D=Weak preference to 2H or art game force
- 1H-1S-2C-2H=Constructive preference
- 1C-1D-1H-1S=Weak 1NT bid or weak 2C preference or art game force
- 1C-1D-1H-1NT/2C=Constructive
- 1H-1S-2H-2S=Art game force
- All other 3rd and 4th suit bids are art game forces
- 1x-1y-2x-3y=Forcing

[15] Ace-King leads against suit contracts
- We can give count when leading from holdings headed by the AK
  - A=Even, K=Odd
  - Does not apply at the 5-level
  - Does not apply if we judge the situation is one in which we might lay down
    an Ace
  - Does not apply if we think count may help declarer more than defense
  - In these situations our normal lead is the K

[16] After a 2NT response to a weak 2-bid:

- 3C=5-card suit, then 3D asks,
- 3H/3S/3NT=min/mid/max
- 3D=6-card suit min
3H=6-card suit mid
3S=6-card suit max
3NT=strong 6-card suit
4x=Natural with extra distribution

[17] Kokish Relay

2C-2D-2H forces 2S, then:
- 2NT=24+ balanced
- 3C=H+D
- 3D=Heart 1-suit
- 3H=Hearts and spades
- 3S=Hearts and clubs
- 3NT=Hearts natural

After a 2NT opening or rebid:
- 3C=Stayman
- Smolen over 3D response
- After major response, bid of other major is artificial slam try agreeing major
- 4m rebid is slam try with or without 4-card major
- 3D=5+ Hearts or both minors emphasizing clubs
- If opener completes transfer, responder's 3S forces 3NT, then:
  - 4C=5+H, 4C
  - 4D=5+H, 4D
  - 4M=Shortness with both minors, clubs better or longer
- 4NT=Both minors and no shortness, clubs better or longer
- Opener's only super-accept of 3D is 3S. Then 3NT=Hearts (forcing) and other bids as above.
  - Responder's 4m rebid=5-5
  - Responder's 4S is 5332 with 5 clubs, at least invitational to slam
  - 3H=5+ spades
  - Responder's 4x rebid=5-5
  - 3S->3NT then:
    - 4C=5+ S, 4C
    - 4D=5+S, 4D
    - 4M=Shortness with both minors, diamonds better or longer
- 4NT=Both minors and no shortness, diamonds better or longer
  - 4C=Gerber 0, 1, 2, 3
  - 4D/4H=Texas
  - 4S=5332 with 5 diamonds, at least invitational to slam