

DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			<b>Cruise/Burman 2025 Open Trials</b>
OVERCALLS (Style; Responses; 1/2level; Reopening)		OPENING LEADS STYLE			
1 level may be aggressive, 2 level sound		<b>Lead</b>	<b>in Partner's Suit</b>		
Weak Jumps	Suit	3rd and 5th	3rd & 5th or TON if supported		
Responses: Transfer advances over 1 level overcalls from opened suit	NT	2nd and 4th	4th or TON if supported		
Otherwise new suit by non passed hand F1	Subseq	Upside down attitude	Upside down attitude		
Cue-bid raises, Mixed Raises (1), Fit jumps, Splinters	Other:				
<b>Event: All Open</b>					
<b>Players: Andrew Cruise, Saul Burman</b>					
1NT OVERCALL (2nd/4th Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY
2nd 15+=18-	Lead	<b>Vs.Suit</b>	<b>Vs. NT</b>		<b>GENERAL APPROACH AND STYLE</b>
4th 11-14 (12-15 over 1S)	Ace	AKx+	AKx+		5cM 2/1 GF
	King	KQ+ , AK bare	AKJx+ KQ109+		15-17 1NT
	Queen	QJ+	KQx, QJ+		WEAK 2s in D H S
	Jack	KJ10+ J10+	J10+		
JUMP OVERCALLS(Style; Responses; Unusual NT)		10	K109x, Q109x, 109+		AJ10+, KJ10+, 109+
1-Suit: Weak	9	9x		A109x, K109x, Q109x, 9x	
2-Suit: Michaels and Unusual 2NT	Hi-x	Doubleton		Doubleton	
	Lo-x	3+		3+ with H	
Reopening: Intermediate	<b>SIGNALS IN ORDER OF PRIORITY</b>			<b>SPECIAL BIDS THAT MAY REQUIRE DEFENCE</b>	
DIRECT and JUMP CUE BIDS ( Style; Responses; Reopening)			<b>Partner's Lead</b>	<b>Declarer's Lead</b>	<b>Discarding</b>
Direct cues = Michaels; Jump Cues = solid minor asks for stopper	Suit:1st	UD Attitude	UD Count	UD Attitude	Weak 2's
	2nd	UD Count	SP	Standard count	Good/Bad 2NT
	3rd	SP			Lebensohl & Scrambles
	NT: 1st	UD Attitude	UD Count	UD Attitude	Namyats
VS. NT(vs. Strong/Weak; Reopening;PH)		2nd	UD Count	SP	Standard count
Strong NT : DON'T (Db; = 1 suiter, bid = suit + higher)	3rd	SP			
Weak NT : Hamilton (2C Both Majors, 2D 1 Major, 2M = M+m)	Signals (including Trumps): Trump signals SP if applicable				
<b>DOUBLES</b>					
VS.PREEMPTS( Doubles; Cue-bids; Jumps; NT bids)		<b>TAKEOUT DOUBLES(Style;Responses;Reopening)</b>			
x=Take-out	Classic shape t/o double or any shape 18+				
NT natural (over which 4C staymanic, 4D Gladiator, 4M INV)	Simple response 0-7/8, Jump response 8-11 (In M shows 4 card suit, double jump 5)				
Cue = strong 2 suiter	Cue= two+ places to play 10+ or very strong single suiter				
VS. ARTIFICIAL STRONG OPENINGS		<b>SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES</b>			<b>SPECIAL FORCING PASS SEQUENCES</b>
Versus Strong Club : x= same colour, 1D=same rank; 1NT =odds	Neg x up to 2S overcall promises 4 of higher unbid suit				(3m) Dbl (5m) FP except white versus red
1 or 2 of Majors natural - can be aggressive and 4/4	Support x				Any sequence where we have fit and known balance of points
After 1C P 1D: x = same colour, 1NT = same rank;; 2C = odds	Comp x				
Pass and Bid = real hand	Maximal x only when opponents bid one below our agreed suit				
OVER OPPONENTS' TAKE OUT DOUBLE		Redouble = 10+ may have 3 card support			<b>IMPORTANT NOTES THAT DON'T FIT ELSEWHERE</b>
After 1M x; 1NT up to 2M-1 = Transfer (natural or lead directing)	(1x) 1y (1NT) Dbl = take-out				
If not a transfer bid suits are F1	Responsive x = t/o - tends to deny 4oM or if no major bid by opps = equal length in M				
Jump bids are weak; Double jump are fit-jumps					



**Note #****Description**

- 1 Mixed raise  
In response to Major suit opening bid and an opposition bid or overcall a jump to 1 below the major opened shows a mixed raise (7-9) with 4 card support and a jump to 3M is weak  
Same principle applies opposite the overcall of a major if space permits
- 2 Inverted Minors  
After 1C 2C 2D is GF relay R bids shortage if held else 2NT (13+) or 3NT 11/12  
2N shows 12-14 balanced not all stoppers required  
3C = Minimum unusitable for NT  
New Suit = shape showing, non minimum hand  
After 1D 2D 2H is GF relay and responses are as per 1C 2C 2D
- 3 Bergen Style Raises  
After 1H , 2S = Jacoby, 3C = 10/11, 3D = 7-9; 3H = PRE  
After 1S - 3C = Jacoby, 3D = 10-11, 3D = 7-9; 3S = PRE
- 4 Kokish  
2C 2D / 2H forces 2S then  
2NT = 22/23 ; New suit is natural with 5+H
- 5 2D 2N then  
3C = any upper range hand no 4cM  
3M = natural 4-6  
3NT = solid D
- 6 2M - 2N asks then  
3C = Minimum 5 card suit  
3D = good suit  
3M = minimum 6 card suit  
3oM = Maximum hand  
3N = Max 5 card suit
- 7 1m - 1♥, 2♥ - 2♠ is an artificial relay (denying 4c ♠)  
1m - 1♥, 2♥ - 2N is an artificial realy (showing 4 c ♠ )  
1m - 1♠, 2♠ - 2NT is an artificial relay  
Then a new suit = shortage + 3 card trump support  
Jump new suit = shortage + 4 trumps  
3M = 4 trumps, no shortage + minimum  
4M = 4 trumps, no shortage + maximum  
3m = 3 trumps, no shortage + minimum  
3NT = 3 trumps, no shortage + maximum or 4M-3-3-3  
(note 1m - 1♥, 2♥ - 2♠, 3♠ = 4 trumps + short ♠ and  
1m - 1♥, 2♥ - 2♠, 2NT = 3 trumps + short ♠