

DEFENSIVE AND COMETITIVE BIDDING		LEADS AND SIGNALS		
OVERCALLS(Style; Responses; 1/2level; Reopening)		OPENING LEADS STYLE		
Sound at 2 level up to 18pts		Lead	in Partner's Suit	
1 level: weak/intermediate/strong (can be a good 4 card suit)	Suit	3rd/5th highest	Same, if P knows length lead top	Category i.e. Green / Blue / Red / HUM / Brown Sticker:
Jump overcalls - weak		Top of doubleton		Country: SOUTH AFRICA
Contested Jump Fit	NT	4th highest	same	Event: MIXED PAIRS
Over a double = weak		2nd highest from weak suit		Players: ANTON DER KINDEREN RENEE KENNY 1562
1NT OVERCALL (2nd/4th Live; Responses; Reopening)		LEADS		SYSTEM SUMMARY
2nd = 15-18 (System on)	Lead	Vs.Suit	Vs. NT	GENERAL APPROACH AND STYLE
4th = 11-14 - Dependent on vulnerabiity - rule of transferred K applies	Ace	AKx	Ace asks for attitude	2/1
	King	AK/KQ	King asks unblock or count	5 CARD MAJORS
	Queen	KQ/QJ	Q asks for attitude	APPROACH PREFERRED MINOR
	Jack	JTxx	JT9x	UDCA
JUMP OVERCALLS(Style; Responses; Unusual NT)	10	Top of sequence/3rd highest	2/none higher	
1-Suit: 6 card suit weak	9	Top of sequence/3rd highest	2/none higher	1NT Openings: 15-17
	Hi-x	Doubleton/singleton	Doubleton/singleton	2 OVER 1 Responses: YES
Unusal NT = lowest suits	Lo-x	3rd/5th highest	3rd/5th	SPECIAL BIDS THAT MAY REQUIRE DEFENCE
Reopening:				Gambling 3 NT with little outside values
DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)		Partner's Lead	Declarer's Lead	Discarding
	Suit:1st	Low encouraging	Suit preference	UDCA
	2nd	UDC	Count	UDCA
Leaping Michaels vs opposition weak 2 M - 4m = that m + other M 5/	3rd	S/P dummy short		
	NT: 1st	As above	As above	As above
VS. NT(vs. Strong/Weak; Reopening;PH)	2nd		in NT - Smith Peters	
Hamilton	3rd		Low=like lead	
2C majors	Signals (including Trumps): Low encouraging High discouraging			
2D 6 card Major				
2of a Maj 5 card with a minor				
2NT = Minors	DOUBLES			
Double 4 card major + longer minor	TAKEOUT DOUBLES(Style;Responses;Reopening)			
VS.PREEMPTS(Doubles; Cue-bids; Jumps; NT bids)	May be light with classic shape			
Take out double - opening hand:Cue=2 suiter at least 5/5: Jump=Str	Over Weak 2's Leibensol applies: Resp. bids 2NT=0-8pts			
NT = 16 - 18, resp 4=Stayman/slam int :4= Staman wk: 4♥/♦slam	Bid of suit by Resp = 9-11pts			
Vs 4 level pre-empt, 4NT = 2 suiter : Double = take out	Cue of openers suit = 12+pts			
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			
	Dbl of artificial suit/cue = that suit			
	Response dbls and re-dbls			
	Negative doubles = other M/both (6pts at 2 level) (10pts at 3 level)			
vs Strong ♠: dbl = Majors, NT = minors	Support dbls and redbls			
OVER OPPONENTS' TAKE OUT DOUBLE	Bidding when P opens 2M - 2NT = enquiry. Bid of suit = 2nd suit can be 4			
Bromad: Opening 1♠ x 2♠ =0-7(3♠), 3♠=0-7(4♠), 2♥=8-9(3♠),	Bid when P opens 2♠ - 2NT = enquiry, 3♠ by opener =good weak 2 forces 3♠ then flip flo			Psychics: Seldom
3♥=8-9(4♥), Re-double = 10+ points. Jump fits.	ie. 3♥ = 6 card ♠ suit and 3♠ = 6 card ♥ suit.			

OPEN	TICK IF ART.	MIN NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPETITIVE & PASSED HAND BIDDING
1 ♣	√	3		11-19 HCP, 12+ if balanced	bid of a suit is at least 4 and 5+ points	inv minors	inverted in passed hand
					1NT 5-11points forcing .	inv miors	interference bidding 6/9
1 ♦	√	3		11-19HCP, 12+ if balanced	bid of a suit is at least 4 and 5+ points		
					1NT 5-11points forcing .		
1 ♥		5		11-19HCP	Jacoby 2NT = opening hand + 4♥	3♣ 10/11, 3♦ 7/9	
					3M=17+ 3nt=14/16 suit=splinter	Jump bid = splinter not opening hand	
1 ♠		5		11-19HCP	Jacoby 2NT = opening hand + 4♠		
						Jump bid = splinter notopeninh hand	
1NT		1nt		15-17HCP Balanced	Transfers:2♦-♥, 2♥-♠, 2♠-♣, 2NT-♦, 3♦ = 5/5 in minors invitational. 3c = puppet stayman	With super fit (4 Maj/3 Min), Jump in M	
					direct 3♥/3♠ Slam interest in that suit	with min. with max. 2NT worthless	
						doubleton, or bid strong doubleton	
					2♣ = Stayman, T/f to M then bid 4 = Slam try, 4♠ = 6♥, 4♦ = 6♠	1nt/2c/2H/3S?	
2♣	√	2c		19+	2♦-relay/2♥negative, bid of suit = positive with 4+.. 2NT 8-10		
				22-23	2♦ or 2 Suit	2NT	
				26-27	2♦ or 2 Suit	3NT-4♠=puppet 4♦t/f-♥, 4♥t/f-♠, 4♠ slam inv	
2♦	√	2d		Multi 5-11 pts 6 card Major	2♥/3♥/4♥ pass or correct	in a minor	
					2NT= enquiry,	3♦=t/f to ♥, 3♥=t/f to ♠ weak	
						3♠=t/f to ♦ flip flop ♥-♠/ ♠-♥	
					4♠ = bid 1 below your suit		
					2♠ = interest in game in ♥		
				Strong ♦ hand, 24/25pts, 28/29 pts			
2♥/♠		5+5/4		5-11pts with 5♥/5♠ + 4/5 of another suit	next suit up P/correct. 2NT enquiry, 3Maj = pre-empt	3 suit that suit	
2 NT		2nt		20-21pts	normal staymen and transfers apply. 4c/d sets suit and minorwood. 3S minor stayman	0 accepts t/fer with 3 and breaks with 4 - and with 2 bid 3nt	
					3♠-3NT 4NT = 5/4 min, can pass; 4♠ = 5/5 Maj; 4♠ = 5/5 min slam invit		
3♣/♦/♥/♠		6		4-9 Pre-empt	New suit forcing except over dbl, 3NT=singleton, rebid=dblton		
					support with 3+ or Honour doubleton	High Level Bidding	
3 NT				Solid Minor little outside values	4♠/5♠=P/C; 4♦ asks for singleton, 4NT no singleton, bid 4M= singleton of	Roman key Card Blackwood 1430	
					that M, bid of min = singleton of other minor	PODI after M interference: P=1st step of RKC, D=2nd step etc.	
4♣	√			solid ♥ suit no outside A		DEPO after minor at 5 level interference: D=even, P=odd: At 4 level PODI	
4♦	√			solid ♠ suit no outside A		Minorwood	
4♥/♠				broken suit strong pre-empt		After 2 suits are bid 5NT = pick a slam	
4NT				asks for specific aces	5♠ = no Aces; 5♦/♥/♠ = that Ace; 6♠ = A ♠	Other bids not covered	
5♣/♦				Natural strong pre-empt		When opps dbl artificial at 5 level , Pass = worried, Re-dbl = Control	
5♥/♠				Natural strong pre-empt	Asks P to bid 6 with 1 of top 3 honours or 7 with 2 of top 3 honours	When opps dbl artificial at 2 level , re-dbl = worried, pass = Control	
						After P bids NT, 4NT = quantitative. If max. P should bid 4 suit at 5 level	
						and 5 card suit at 6 level	