



Category: _____

NCBO: _____ EVENT: _____

PLAYERS: AVON DANIELE

HUGON ELISABETH

DEFENSIVE AND COMPETITIVE BIDDING

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

T.O dble, opening values

resp: 1/1, 2/2, 2/1 Forcing ; cue fit ; jump overcall raise ; splinter

reop: T.O.

1NT OVERCALL (2nd/4th Live; Responses; Reopening)

2nd : 15-18 on min opening, stayman and transfer

on maj op , transfer

4th : 10 -13 (14) same

JUMP OVERCALLS (Style; Responses; Unusual NT)

weak, 2NT = 2 lowest suit

1Maj 3♣ = 2 others suits

1♣♦ - 1♥/♠ 2♣♦ = 2 others suits ; 2♥/♠ nat / 2NT 2 min suits

1♣2♦ weak in ♦

DIRECT AND JUMP CUE BIDS (Style; Responses; Reopen)

1♣2♣ = majors/ 1♦2♦ = majors/ 1♥2♥ = ♣♠/ 1♠2♠ = ♥♣

jump cue ask for 3NT

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

X = 5431 min maj , 2♣ landy; 2♦ one maj suit, 2♥/♠ nat and a min

4th : X and 2♣ landy strong, weak, and all nat

VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)

2Maj X - 2NT = 8-9 and more any hand

2Maj 3Maj = 2 minors suit

2Maj 4♣♦ = ♣♦ and Maj'

2♦ multi 4♣♦ = ♣♦ and ♥

VS. ARTIFICIAL STRONG OPENINGS

OVER OPPONENTS' TAKEOUT DOUBLE

transfer on min opening, and truscott

truscott on Maj op, 1♥X 2♦ = good fit ; 1♠X 2♥ same

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's suit
Suit	3th/5th (2nd without H in 4 cards)	3th, (top if 4 cards without H)
NT	4th	
Subseq	standard count	

King lead (with As) may a x in any suit or AK

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AKx	AKxx, ask for Enc or disc (Hi,Lo)
King	AK, KQ...	KQV9, AKJX, ask for unblocked
Queen	QJ...	QJXx, QJ98, KQVx, KQx,
Jack	JX...; KJX...; Jx	HJX..., JX87...
10	10x; H109...	H109x, 1098xx
9	9x;	9xx,
Hi-x	even nb of cards	3 or more cards without H
Lo-x	odd nb of cards	encouraging suit

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
Suit	1 count		Hi E , Lo D
	2 Hi Enc, Lo disc		standard count
	3 suit preference		
NT	1 Hi E , Lo D		Hi E
	2 standard count		LoD
	3		

DOUBLES

TAKEOUT DOUBLES (Style; Response; Reopening)

T.O doubles

1♣ 1♦ X = 4/5♥; 1♠♦ 1♥ X = 4/5♠

SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES

1♦ X XX = 4/5♥

1♣ X XX = 11+Hcp

1NT X = 5+minor 4maj (5431 one min)

1min 1Maj 1NT X *2 others suits

2min* 5Maj' and 2Maj

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

5 cards Maj. ; best minor

1NT = 15-17 ; 2NT = 20-21

2♣ is any strong suit or 22-23 bld

2♦ is Game Forcing

Weak 2 in Major

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

Weak 2 in Maj

1min 2min is 5♣4+♥ weak

3NT Gambling

4♣ and 4♦ shows good 4♥ and 4♠ opening

1♣1♦X=4/5♥; 1♥*=4/5♠, 1♠* for 1NT, 1NT 44 Maj, 2♣5♣4♥

transfer after overcall and X

1♣♦ 1♠ 2♣♦* with 5+♥ weak

SPECIAL FORCING PASS SEQUENCES

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

PSYCHICS:

