



DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			
OVERCALLS (Style; Responses; 1/2 Level; Reopening)		OPENING LEADS STYLE			
Natural. New suit = constructive NF; Jump in New suit = Nat, F		Lead	In Partner's Suit		
(1x)-1y...-cue = 3 card raise, Inv+		Suit	3rd and 5th	3rd and 5th	
(1x)-1M...-2N = 4+ card raise, Inv+		NT	Attitude	Attitude	Category:
Jump in opponent's suit = mixed raise		Subseq			Country: ENGLAND
		Other:			Event: World Championships Bali 2013
					Players: Tony Forrester and Andrew Robson
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY
Direct = 15-18, system on		Lead	Vs. Suit	Vs. NT	GENERAL APPROACH AND STYLE
Protective = 11-16, system on, except 2♣ = range enquiry		Ace	AK(x)	AKx(x)	5 Card Majors
		King	KQ(x)	AKJ10(x), KQx(x)	1♣ = 1+
		Queen	QJ(x)	KQ109(x), QJ(x)	1♦ = 5+
		Jack	J10(x), KJ10(x)	J10(x), A/KJ10(x)	
JUMP OVERCALLS (Style; Responses; Unusual NT)		10	109(x), H109(x)	109(x), H109(x)	
1-Suit: Pre-emptive; responses as for weak 2 opener		9	9x	9x(x)	
2-Suit: 2N = 2 lowest unbid suits		Hi-x	xx	xxx(x)	1NT Openings: 15 - 17
(1♣)-2♦ = Majors 5/5		Lo-x	xxx, Hxx	Hxx(x)	2 OVER 1 Responses: Nat FG
Reopen:		SIGNALS IN ORDER OF PRIORITY			SPECIAL BIDS THAT MAY REQUIRE DEFENCE
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)			Partners Lead	Declarer's Lead	Discarding
Cue = Michaels; (1♦)-2♦ = Majors 5/5; (1M)-2M = OM+m 5/5		Suit: 1st	Hi = Disc	Hi - Even	Hi = Disc
EXCEPT: (1♣)-2♣ = Majors 5/4; (1♣)-2♦ = Majors 5/5		2nd	Hi - Even		Hi - Even
Jump cue asks for stopper in opponent's suit		3rd			
		NT: 1st	Hi = Disc	Smith (Hi = Enc)	Hi = Disc
VS. NT (vs. Strong / Weak; Reopening; PH)		2nd	Hi - Even	Hi - Even	Hi - Even
Dbl = Majors		3rd			
2♣ = ♣+M		Signals (including Trumps): Suit preference overtones when attitude/count known			1M-3♣ = 5/5 minors (7-11)
2♦ = ♦+M		Smith			1M-3♦ = Nat Pre
2M = Nat					
2N = minors		DOUBLES			
		TAKEOUT DOUBLES (Style; Responses; Reopening)			
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)		Equal level conversion after T/O dbl			
Dbl = T/O. 4m = 5m+5M		After T/O dbl of M, responder's cue = FG			
Leaping Michaels vs Weak 2s/Multi		After T/O dbl of m, responder's cue = 4/4 Majors or any FG			
Transfers after (Weak 2)-2N					SPECIAL FORCING PASS SEQUENCES
VS. ARTIFICIAL STRONG OPENINGS		SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			
Dbl = MM; NT = M+m		Responsive, Competitive, Support dbls and rdbls			
		1♣-(1♦)-dbl = 4+♥; 1♣-(1♥)-dbl = 4+♠			
		1♦-(1♥)-dbl = 4+♠; 1♦-(1♥)-1♠ = T/O, less than 4♠			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
OVER OPPONENTS' TAKE OUT DOUBLE		(1x)-1y-(dbl)-rdbl = competitive (8-10)			
Transfer responses		1L-(dbl)-rdbl = next suit up			
1♦-(dbl)-2♣ = Good raise to 2♦		Action' doubles up to 4♠			
1♥-(dbl)-2♦ = Good raise to 2♥; 1♠-(dbl)-2♥ = Good raise to 2♠					Psychics:
Jumps = Weak (except jump in OM = mixed raise)					

OPENING BID DESCRIPTIONS							
Opening	Artificial	Min.	Neg Dble thr	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		1	7♥	Natural or balanced or 4441	1♠/♥=4+♥/♠; 1♣=no 4M; 1N/2♣=5+♣/♠FG; 2♦=6+M(4-8)	1♣-1♦-1♥=3♥; 1♣-1♥-1♠=3♠; then 2♣/♦=Art FG/Inv	
1♣					2♥/♠=45/55MM(5-9); 2N=55mm; 3L=Pre	1♣-1N/2♣-2♣/♦=R	
1♦		5	7♥	Natural	2/3♦=invert raise; 2M=Nat weak; 3♣=mixed raise		
1♥		5	7♥	Natural	2♣/♦=Nat FG		2♣=Good raise
1♥					2N=FG 4+ card raise; 3♣=55mm (7-11)	1♥-1N-2♣=Nat or 16+	Jumps = Spl (except mixed raise)
1♥					3♦=Nat Pre-empt	Long suit game tries; 1M-2M-2N=FG	
1♥					3♠=4+ card raise with unspecified void		
1♠		5	7♥	Natural	2♣/♦/♥=Nat FG		As 1♥
1♠					2N=FG 4+ card raise; 3♣=55mm (7-11)	1♠-1N-2♣=Nat or 16+	
1♠					1♠-3♦/♥=Nat, weak		
1♠					3N=4+ card raise with unspecified void		
1NT			7♥	15-17, may have 5M or 6m	2♣=rang enq; 2♦/♥=♥/♠	1N-2♣-2M=5M min	
1NT					2♠=Bal Inv, ♣/♦inv or ♣+♦FG	1N-2♣-2♦-2M=Nat inv; 1N-2♣-2♦-2N=FG asking	
1NT					2N=FG with xx or ♣.weak; 3m=spl; 3M=spl with 4OM	1N-2N-3♣ asks, then responder bids suit below xx	
1NT					4♣/♦=♥/♠	Second Transfers; 1N-2♣-2N/3♣=min/Max	
2♣	yes	0		FG or 23+ balanced	2♦=4+; 2♥=0-3; 2N=♥; 3M=Nat	2♣-2♦/♥-2N respond as for opening 2N.	
2♦	yes	5		weak 2 in a Major (3-8)	2M=p/c; 2N=enq	2♦-2N-3♣=Max(5); 3♦/♥=min ♥/♠; 3♠/N=Max ♥/♠(6)	
2♥		5		Weak (9-12)	2N=enq	2M-2N-3M=min; 3NT=good suit; 3L=feature	
2♠		5		weak (9-12)	2N=enq		
2NT			7♥	20-22, may have 5M or 6m	3♣=puppet stayman; transfers; 3♠=mm; 4x=2 below s/t	2N-3♣-3♦=at least one 4 M, then 3♥/♠=♠/♥	
3♣		6		Natural	4♦=s/t		
3♦		6		Natural	4♠=s/t		
3♥		6		Natural	4♣=s/t		
3♠		6		Natural	4♣=s/t		
3NT	yes			Good 4M. 3rd,4th to play			
4♣		7		Natural			
4♦		7		Natural			
4♥		7		Natural	4♠=to play		
4♠		7		Natural			
4NT	yes			Asks specific aces	5♣=0, 5N=2		
5♣		7		Natural			
5♦		7		Natural			
5♥							
5♠							
5NT							
HIGH LEVEL BIDDING							
RKCB (1430); over intervention dbl=pen, pass=1, next step=2, 2+Q, 3, 4							
Last train, cue bids							
6 Ace Blackwood (2 suits agreed)							
5N often pick a slam; when GSF, 6T=worst holding, then 6♣							