Leads, Signals & Discards

Suit Overcalls

Wide range: may be light at one-level but generally sound at two-level. Four card suits possible at one-level but rare.

New suit responses forcing; lowest cue is two-way, fit or FG balanced; new suit jumps fit; 3-level jump-cue mixed raise; 4-level jump-cue splinter..

Notrump Overcalls

2nd position: 15-18 BAL, 4th live: 16-19 BAL.
Balancing: 11-14 over 1m, 11-16 over 1M.
Direct 2NT is 5-5 lowest 2 unbid, balancing is 18-20.

Takeout Double

10+ three-suited or any 19+. In response, cue is forcing to suit agreement. Balancing: up to 3HCP weaker.

Suit Jump Overcalls

Natural and weak. Intermediate/strong in balancing.

Cue Bids

1m-2m = majors, 1M-2M = OM & minor, any strength.
Balancing cue is any two suits.

Defense to 1NT

2♣ = both majors, 5=4/4=5/5=5 etc. (2♦ bid longer)
2♦ = single-suited major
2M = M + minor

Defense to Preempts

Takeout doubles at all levels. 2NT & 3NT natural;
4NT = minors. Strong NF jump overcalls except: 2♦-4♣=♣&M, 2M-4m=OM&m. Same after 3-level ('Non-leaping Michaels'). Four-level cue is a two-suiter, except 2♥-4♥ = good 4♠ bid.

Artificial Strong Openings

(1♣*): Dbl = ♥&♠; 1NT = ♣&♦; others NAT and PRE
Others: Dbl = 5-5 MAJ, simple NT bid = 5-5 minors

Over Opponent's Take-Out Double

1♣-(Dbl)-'system on' except 1NT=♣
1♣-(Dbl)-Rdbl = 4+♣ 5-7 HCP
Others: RDbl=10+ HCP; 1NT+ transfers; fit jumps

## Special Artificial and Competitive Doubles

1♣-(1♦)-Dbl =as 1♦ transfer – 4+♥.

Opening Lead Style

No-trump	Top of honour sequences; 2nd & 4th from length; attitude in supported suits; lowest from odd, second-lowest from even in partner's unsupported suit.
Suit	King for count, ace/queen for attitude. Spot leads as NT.
Later	Attitude in new suits, standard count returns.

Leads

Lead	vs Suits	vs Notrumps
Ace	Ax(+), AK(+)	AK(+)
King	AKxx(+), KQ(+)	KQJ(+), AKJ10(+), KQ109(+)
Queen	QJ(+), KQx(x)	QJ(+), KQx(x)
Jack	J10(+)	J10(+)
10	109(+),HJ10(+)	109(+),HJ10(+)
9	98(+), H109(+)	98(+), H109(+)
High x	Sx, xSx, xSxx, Sxx, HxS	Sx, xSx, xSxx, Sxx, HxS
Low x	Sx, HxS, HxxS HxxSx, xxxSx	Sx, HxS, HxxS HxxSx, xxxSx

Signals In Order of Priority

	Partner's	Declarer's	Discard
1st	High = Discouraging High = Even (on K)	High = Even	High = Encouraging
2nd	High = S/P (High Suit)	High = S/P (High Suit)	High = S/P (High Suit)
3rd	High = Even		High = Even

Echo in trumps is neutral; deviation S/P.

Smith echo in NT (high = bad from leader, good from third hand) when honour position (occ. count) in suit of opening lead is unclear.

When not leading count, top of touching spots

System Category

System Category	Green (Natural)
Players	Mike Ash Christopher Chambers
NCBO	Scotland / England

System Summary

5 Card Majors

1♣ natural or no-trump type; transfer resp.

Lightish opening-bid style, with light responses.

Pre-empts fairly sound except 1st & 3rd NV, when wide range.

1NT Openings: 15-17 (5M possible, not frequent)

2 Over 1:   Game-force; 2♣ is clubs or balanced

Special Bids That May Require Defence

2♣   ART, two-way
   1) Weak ♦, usually 6 cards, 5-10 HCP
   2) FG, not suitable for 2♦

2♦   ART, three-way:
   1) Weak ♥ or ♠; usually 6 cards, 5-10 HCP
   2) BAL 22-23
   2) FG, primary diamonds with ♣ or ♥.

2♥   Both majors, 5-10 HCP, 4=5,5=4,5=5…

2♠   5♠ + 4/5 minor, 5-10 HCP

1♣-1♦/♥ Transfer to ♥/♠ (complete with weak-NT)

1♣-1♠ Balanced no-major OR weak/INV with ♦

Special Forcing Pass Sequences

Limit or better raises set up a FP when vulnerable against not and opponents bid to the five level.
(3m)-action-(5m)-Pass if vulnerable against not.

Important Notes That Don't Fit Elsewehere

Weak no-trump with 5♦ (poor) opens 1♣
Short & long suit (via next step) game tries
Psychics: Very rare

Call	Art?	Min Lgth	Neg Dbl Upto	Description	Responses	Subsequent Auction	Modifications with passed partner (if any)
1♣		2	7♠	Natural OR Balanced Balanced type will be 11-14 or 18-19; all ranges may be 2+♣ and/or 5♦332	1♦/♥ TRF ♥/♠, may be lighter than classic 1♠ BAL no major / diamonds plus another INV 1NT FG clubs or Bal, initiates relays 2♣ FG diamonds 2♦ INV NF, 5♦/4+♣ 2♥ 5♠/4+H 4-8 HCP 2♠ 6+ clubs, weak or FG (shortage next) 2NT Both minors, weak 3♣/♦ INV NF, 6+minor, typically 9-11	After 1♦/♥: TRF accept typically weak-NT; 1NT = 18-19; 2NT = 15+ 6♣+3M; 3♦ = 18-19 and 4M. After 1♠: 1NT = all hands that would pass 1NT resp. in standard methods; 2♦/M nat strong; 2NT typically 18-19. After 1NT: 2♣ = all balanced; 2♦/♥ = clubs & ♥/♠; 2♠ = clubs single-suited; 2NT and above show clubs & diamonds After 2♣: 2♦ = weak-NT; 2♥/♠ = Nat; 2NT = Bal 18-19 After 2♥: 2♠ = End; 2NT = Puppet, to play 3♣ or major ST; 3♣ = INV; 3♦ = ART FG (3♥/♠ = SPL C/♦, 3NT = 5422 After 2♠: 2NT = 18-19; 3♣ = most hands	
1♦		4	7♠	Natural: five cards or 4♦-4-4-1 (14+ HCP)	2♣ FG clubs or bal, relays as 1♣ – 1NT; 2♦ Raise [3♦ or game] 2♥ 5♠/4+H 4-8 hcp (as 1♣ – 2♥) 2♠ Mixed raise [3♦ or game]	1♦-1M; 1NT = 6(5)+♦ OR 16+ any. 1♦-1M; 2♣ = 5+♦ 4+♣ limited. 1♦-1M; 2♦ = 3-card raise. 1♦-1M; jumps = SPL raise	2♣ = good suit rather than good hand. Fit jumps (5M and 4♦); 2NT = balanced raise.
1♥		5	7♠	Natural: five cards 1st & 2nd	1♥-1♠=F1, <5SPADES 1NT 1♠-1N=F1 2♣ FG clubs or bal, relay similar to 1♣ – 1NT 2M Raise – wide-range 2♦/♥ FG NAT 2♠(♥)/3♥(♠) INV raise, balanced 3/4 trumps 2NT FG raise (3♣ = min shortage; 3♦ = max short) 3♣/♦ INV NF, 6+minor, typically 9-11 3M+1 Medium SPL raise (3M+2=better SPL ngf)	After 1♠: 2♣ Häxan; 2NT 6♥+3♠; After 1NT: 2♣ = Häxan; After 2♣ etc. = as responses to 1♠;	1♠ = NAT 4+♠ NF 1NT = NAT no fit 2♣ = 3-card raise 7-10 2♦ = 4-card raise 7-10
1♠		5	7♥			After 1NT: 2♣ = 15+ BAL OR 16+ any OR min ♠+♥ After 2♣: 2♦ = BAL/3-suit/♥; 2♥ = ♦; 2♠ = single-suited; 2NT… = ♣	2M = Weak raise 2♠/3X = Fit jumps; 2NT = Weak clubs
1NT		BAL	4♥	15-17 BAL / semi-balanced: 5M rarer than most but 6m322, 5m422 both OK.	2♣ = Stayman (with 4M); 2♦/♥ = TRF; 2♠ = Clubs; 2NT = diamonds; 3♣ = Asks for 5M; 3♦ = FG minors 3M = 4M and 4-4 minors; 4♣ = Ace asking; 4♦ = Majors; 4♥/♠ = NAT; 4NT = quantitative	1NT-2♣: 2♦ = not 4♠ (now 2♥ = 5+♠; 2♠ = 4+♥; 2NT+ = NAT with 4♠); 2♥/♠ = 4♠ max/min (no game tries). 1NT-2♦:2♥: 2♠ = 5♥ FG; 2NT+ = NAT with 4♥; 1NT-2♠/NT: shortage next. 1NT-2♠/NT-2NT/3♣ = Good hand for 3NT with minor fit	
2♣	✓	-	-	Game Force OR WEAK diamonds	2♦ = Would pass weak 2♦; 2M = Nat NF, 11-14 6-cards; 2NT = Enquiry (3♣ = Good 2♦; 3♦ = bad 2♦)		No weak option in 4th
2♦	✓	-	3♠	<11 HCP 6(+)♥ OR 6(+)♠ Maybe five cards 1st/3rd NV	2/3/4M P/C; 2NT = ART ENQ; 3♣/♦ = NAT F4m 4♣ = 'bid suit by transfer'; 4♦ = 'bid 4♥ then pass'	After 2NT: 3♣ = max; 3♦ = min ♥; 3♥ = min ♠; 3♠ = max ♥ 2♦-4♣: 4♦ = ♥; 4♥ = ♠; same after 2♦-(2NT/3m)-4♣	
2♥		4	-	<11 HCP 4(+)♥ & 4(+)♠ Usually 4=5/5=4/5=5	2/3/4M NAT; 2NT = INV+ ENQ; 3m = F4m	2♥-2NT-3♣: pass = to play clubs;3♦ FG ENQ; 3M game try (♣) 2♥-3♣-3♦: pass = to play diamonds; 3M game try (♦)	
2♠		5	-	<11 HCP, 5♠ & 5(4)minor	2NT = ART INV+; 3/4C = P/C; 3D = INV($S); 3♥ = NAT FG	Slam Approach and Conventions	
2NT		BAL	-	20-21 HCP (some uprating) BAL / semi-balanced: 5M, 6m, 5422 all OK	3♣ = Major ENQ; 3♦/♥ = TRF; 3♠ = minors; 4♣/♦ = Slam-try in ♥/♠; 4♥/♠ = Slam-try in ♣/♦; 4NT = quantitative	RKCB: 1 or 4, 0 or 3, 2 no Q, 2 + Q, then denial cue-bidding After intervention: Pass = zero; Dbl = one 3NT (over ♠) & 3♠ (over ♥) sometimes serious-slam-try 5NT usually pick-a-slam, rarely trump ask 4NT Blackwood (0,1,2...) to one- and two-level openings 'Voidwood' (0,1,2,2+Q) jumps to one over splinter-level	
3♣/♦		5	-	Pre-emptive	New suit NAT F1; 4om = RKCB		
3♥/♠		5	-	Pre-emptive	New suit NAT F1; 4C = RKCB		
3NT	✓		-	Long minor	4/5♣ p/c; 4M NAT NF.		
4♣/♦	✓	6	-	Sound 4♥/♠	4♦/♥ = slam interest.		
4♥/♠		6	-	Pre-emptive	New suit = control beneath weakness		