



Category: Event  
 NCBO: \_\_\_\_\_ EVENT: Camrose Trials  
 PLAYERS: John Ferguson  
Hilary Ferguson

**SYSTEM SUMMARY**

**GENERAL APPROACH AND STYLE**  
 5 card majors  
 clubs can be 2 cards  
 strong NT  
 Sound suit pre-empts

**SPECIAL BIDS THAT MAY REQUIRE DEFENCE**  
 3NT = solid minor, little outside  
 4♣♦ = sound 4♥♠ opener  
 Leaping Michaels - over weak 2M, 4m shows that minor and the other major

RKCB 41/30  
 DOPI ROPI

Jump raise in minor is normally RKCB

**SPECIAL FORCING PASS SEQUENCES**  
 If 1NT is doubled for penalties and taken out, pass is sound and forcing.

**IMPORTANT NOTES THAT DON'T FIT ELSEWHERE**  
 Bergen and inverted minors off in competition

PSYCHICS: rare

**LEADS AND SIGNALS**

**OPENING LEADS STYLE**

	Lead	In Partner's suit
Suit	4th, low from 3. 2nd from poor 4+	same
NT	as above	same
Subseq	remaining count	same

**LEADS**

Lead	Vs. Suit	Vs. NT
Ace	AK or unsupported	strong - req unblock or length
King	KQ or unsupported	as suit
Queen	QJ or unsupported	as suit
Jack	J10 or unsupported	J10 or unsupported denies higher
10	109 or unsupported	AJ10 etc, 109 or unsupported
9	98 or unsupported	A109 etc, 98 or unsupported
Hi-x	doubleton or 4+ poor	doubleton or 4+ poor
Lo-x	3+	3+

**SIGNALS IN ORDER OF PRIORITY**

	Partner's Lead	Declarer's Lead	Discarding
Suit	1 reverse attitude	length	odd like, even dislike
	2 Suit preference		length
	3 length		
NT	1 reverse attitude	length	odd like, even dislike
	2 suit preference		length
	3 length		

length and suit preference shown in orthodox fashion. Attitude against suits means low/high with doubleton. Some orthodox SP signals

**DOUBLES**

**TAKEOUT DOUBLES** (Style; Response; Reopening)  
 may be light/distributional  
 Jumps non-forcing. Only force is oppo's known suit

**SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES**  
 As a rule are values, not penalty  
 Double of artificial bid usually shows that suit.

**DEFENSIVE AND COMPETITIVE BIDDING**

**OVERCALLS** (Style; Responses; 1/2 Level; Reopening)  
 Usually sound suit, or strong hand. Change of suit forcing for one round  
 4th seat does not promise 5 card suit. Re-opening likewise.

**1NT OVERCALL** (2nd/4th Live; Responses; Reopening)  
 15-17, system on. 4th seat 11-13.

**JUMP OVERCALLS** (Style; Responses; Unusual NT)  
 Weak at all vulnerabilities. Raises pre-emptive. Change of suit forcing.  
 Ghestem- cue = highest/lowest, 2NT = 2 lowest, 3♣ = 2 highest. Usually at least 5:5.

**DIRECT AND JUMP CUE BIDS** (Style; Responses; Reopen)  
 Direct = Ghestem. Jumps = Stop ask.

**VS. NT** (vs. Strong/ Weak; Reopening; PH)  
 2♣ = majors (2♦ relay), 2♦ = single suiter, 2M = M and unspecified minor  
 2♥ over 2♦ = pass or correct, 2NT forcing. Over 2M 2NT asks for minor  
 Dble of Strong NT or by passed hand is single suiter, relay 2♣

**VS. PREEMPTS** (Doubles; Cue-bids; Jumps; NT bids)  
 x= takeout. Cue= strong takeout. Jumps are that suit and the other Major  
 3NT is to play. 4NT, if a jump, is 4 ace Blackwood

**VS. ARTIFICIAL STRONG OPENINGS**  
 over 1♣ suits are bid suit and suit above. x = ♠♥, 1NT = ♦♣  
 Jumps are weak

**OVER OPPONENTS' TAKEOUT DOUBLE**  
 Suits natural and forcing. 1NT 6-9. Redouble 9+, usually desire to penalise.  
 2NT/3NT = sound raise to 3/4  
 Jump support as one level lower

OPENING	TICKET	ARTICLE	OF MINORS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		2	7♠		clubs or balanced	raises inverted, near GF. 2♦/♥/♠ = weak 2 2NT is 11-12 balanced with fit.	2M extra values 2NT 11-14	unchanged
1♦		4	7♠			raises inverted, as above. 2♥/♠ = weak 2 2NT is 11-12 balanced with fit.	as above After 1♦-P-2♣-P rebid of a major does not show extra values, but is non minimum	unchanged
1♥		5	7♠		5+♥, may be balanced	3♣=7-9 4cd support, 3♦=4cd support 10-11 2NT= GF 4cd support	essentially natural 3 bids= shortage. 4 bids= void. 3NT void spade over hearts. 3♥/4♥ strongest to weakest	unchanged
1♠		5	7♠		as 1♥	as 1♥		
1 NT		13	7♠		15-17 balanced	2♣ = 5 cd stayman, 2♦/2♥ major transfers 2♠/2NT minor transfers	break transfers to weakness. Over 2♣2♦=min 2NT=max, responder shows suits complete with Qxx or better	
2♣	✓	0	7♠		GF or 23-24 balanced	2♦ neg/relay, bids natural	Opener shows basis. Responder uses principle of fast arrival. Opener's 2♥ is either hearts or 25-26 bal. Responder relays with 2♠. Opener clarifies	
2♦		5	7♠		5-10 diamonds	suits forcing. 2NT= please show feature. Raises non constructive		
2♥		5	7♠		5-10 hearts	as 2♦		
2♠		5	7♠		5-10 spades	as 2♦		
2 NT		13	7♠		20-22	3♣ puppet stayman, 3♦/♥ transfers. 3♠= minors		
3 bids		6	7♠		6+ preemptive			
3NT		13	7♠		solid minor, little else	4♣ = pass or correct		
4♣	✓	0	7♠		7+ hearts, decent suit			
4♦	✓	0	7♠		7+ spades decent suit			
4♥		6	7♠		weaker than 4♣		<b>HIGH LEVEL BIDDING</b>	
4♠		6	7♠		weaker than 4♦			
4NT	✓	13	7♠		specific ace ask	5♣=none, 5NT=2		