DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1/2 Level; Reopening) Wide ranging at 1 level, sound at 2 level.
New suit forcing by unpassed hand
Cue shows support with about $10+$

## 1NT OVERCALL (2 ${ }^{\text {nd }} / 4^{\text {th }}$ Live; Responses; Reopening) <br> $15-18$ direct or live in $4^{\text {th }}$ seat. $10-14$ in protective position

System on.
10-14 in protective position. 2 C is range + major enquiry

JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak with respect for vulnerability
2NT in fourth seat is about 19-21
Direct 2N is lowest two unbid suits 5+/5+
4th seat: intermediate $10-13$ with $6+$ suit
DIRECT \& JUMP CUE BIDS (Style; Response; Reopen)
Michaels
Jump cue is stopper ask - usually with a running minor + stopper(s)
Cue of weak 2 is $5 / 52$-suiter (Other major + minor or majors)
VS. NT (vs. Strong/Weak; Reopening; PH)
If 1 NT range includes 14 or less, X in $2^{\text {nd }}$ or $4^{\text {th }}$ seat is $15+$. Then takeout double of one suit.
2C both majors; 2D response asks better M; may be invite
2D one suited major; 2M response pass/correct; 2N ask
$2 \mathrm{H} / \mathrm{S}$ show 5 that suit $4+$ either minor. 2 N enquiry then $3 \mathrm{C} / \mathrm{D}$ weak,
$3 \mathrm{H} / \mathrm{S}$ good with corresponding minor.. 3C pass/correct
X by passed hand is majors or minors and about $9-11$
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
X takeout; Jump to 3M is about 15-17 good suit
(2M) 3 M is $5 \mathrm{OM}+5 \mathrm{~m}$
(3m) 4 m is majors $5+/ 5+$
VS. ARTIFICIAL STRONG OPENINGS- i.e. $1 \boldsymbol{2}$ or 2 $\boldsymbol{*}$
Strong club: X/1D show good hands with C/D. 1N/2C/2D=CRO Strong 2 C : $\mathrm{X}=$ majors, $2 \mathrm{~N}=$ minors

## OVER OPPONENTS' TAKEOUT DOUBLE

$\mathrm{XX}=10+$ subsequent Xs are penalty; new suit F 1
Jumps are fit showing over 1D/H/S (X)
Jumps to 2 and 3 level are weak over 1C (X)

LEADS AND SIGNALS

| OPENING LEADS STYLE |  |  |
| :---: | :---: | :---: |
|  | Lead | In Partner's Suit |
| Suit | 4th/2nd From Poor Suits | 4th/2nd From Poor Suits |
| NT | 4th/2nd From Poor Suits | 4th/2nd From Poor Suits |
| Subseq | Low to encourage continuation/high to discourage. |  |
| Other: Low from Hxx |  |  |
|  |  |  |
| LEADS |  |  |
| Lead | Vs. Suit | Vs. NT |
| Ace | AK asks attitude | AK asks attitude |
| King | AK or KQ asks count | AK or KQ Asks count |
| Queen | KQ or QJ asks attitude | same |
| Jack | (H)JT( $\mathrm{x}+$ ) | (H)JT( $\mathrm{x}+$ ) |
| 10 | (H)T9( ${ }^{+}$) | (H)T9(x+) |
| 9 | H98(x+) or 9x | H98(x+) or 9x |
| Hi-X | $\mathrm{xXx}(\mathrm{x}+$ ) | $\mathrm{xXx}(\mathrm{x}+$ ) |
| Lo-X | HxX HxxX(x+) | HxX HxxX(x+) |

## SIGNALS IN ORDER OF PRIORITY

|  | Partner's Lead | Declarer's Lead | Discarding |
| ---: | :--- | :--- | :--- |
| 1 | Reverse attitude | Standard count | Even enc, Odd SP |
| Suit 2 | Current count | Suit preference | Current count |
| 3 | Suit preference |  | Suit preference |
| 1 | Reverse attitude | Standard count | Even enc, Odd SP |
| NT 2 | Current count | Suit preference | Remaining count |
| 3 | Suit preference |  | Suit preference |
|  |  |  |  |
|  |  |  |  |

When following with low trumps we show suit preference
Hi-low is even or discouraging

## DOUBLES

## TAKEOUT DOUBLES (Style; Responses; Reopening)

Shape suitable or about $18+$ HCP
Can be as weak as 9 HCP with ideal shape
First double from both sides is takeout except after preempt or in forcing auctions.
SPECIAL, ARTIFICIAL \& COMPETITIVE DBLS/RDLS
Support X/XX: opener's X or XX when responder has shown a major shows 3 cards if we can still play at the 1 or 2 level.
Game try X - if we've bid and raised a major, and there's no space for game try (eg 1S (P) $2 \mathrm{~S}(3 \mathrm{H})-\mathrm{X}$ is a game try.
$\square$

## CATEGORY: Open

NCBO: CBAI
PLAYERS:
Ciaran Coyne
David Walsh
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
2/1 Game Forcing
1C =clubs or balanced
1D=natural, unbalanced
Third in hand openings are wide ranging and can be light with a good suit

|  |
| :--- |

SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Transfer rebids after 1D (P) 1M

|  |
| :--- |
|  |


|  |
| :--- |

$\square$

SPECIAL FORCING PASS SEQUENCES
When we're in a GF. When we bid game constructively.

IMPORTANT NOTES

PSYCHICS: Rare


