| Category: | Green – Natural |
|---|---|
| Country: | CANADA |
| Event: | 8th NEC Bridge Festival – NEC Cup (Yokohama 2003Feb) |
| Players: | Peter JONES – Gordon CAMPBELL |

## DEFENSIVE AND COMPETITIVE BIDDING

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

1-level: aggressive (6+HCP), new suit=F1

Cue-bid=F1, 9+ HCP with support

Jump raise=PRE; Jump in other suit=shortness with fit

### 1NT OVERCALL (2ND/4TH Live; Responses; Reopening)

15-18 HCP; system on (not over intervening DBL)

Reopen 1NT=11-14 HCP (except VUL vs NVUL then 13-16 HCP)

Reopen 2NT=19-20 HCP; respond as if 2NT opened

SYSTEM ON for all 1NT and 2NT overcalls and balances

4th Live 1NT=4-4 (+) in unbid suits (4-9 HCP)

### JUMP OVERCALLS (Style; Responses; Unusual NT)

1-Suit:     PRE

2-Suit:     2NT in direct=2 lower suits, 5-5 (+) any HCP (depends on VUL)

Reopen:    Natural; 12-16 HCP, 6+ suit; 2NT=19-20 HCP

### DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)

(1m)-2m=5-5 (+) H+S, any HCP (based on vulnerability)

1M-2M=other major + minor, 5-5 (+), 2NT by RESP asks which minor

UNCUE between 2 bidders (i.e., NAT)

JUMP CUE asks partner to bid NT with stopper

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

2C=4-4 (+) m; 2D=4-4 (+) M

direct DBL shows strength or very good suit and entry

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

LEB: slow (both positions)

DBL=T/O thru 4D

2NT over weak 2-bid =15-18 HCP; same responses as over 1NT opening

### VS. ARTIFICIAL STRONG OPENINGS

CRASH, over strong (1C) opening  and over (1C)-P-(1D)

over (1C), DBL=2xColour, 1D=2xRank, 1NT=2xShape

over (1D), DBL=2xColour, 1H=2xRank, 1NT=2xShape

over strong (2C): DBL=C, 3C=both M's

### OVER OPPONENTS' TAKE OUT DOUBLE

1?-(DBL): RDBL=10+ HCP usually no fit

1m-(DBL): 1M=F1, 2NT=LIMIT+ raise

1M-(DBL): 2M=WK raise, 1NT=CONST raise

1M-(DBL): 2NT=LIMIT+ raise

1H-(DBL): 2S,3C,3D=SPL; 3S,4C,4D=Void

1S-(DBL): 3C,3D,3H=SPL; 4C,4D,4H=Void

## LEADS AND SIGNALS

### OPENING LEADS STYLE

| | Lead | In Partner's Suit |
|---|---|---|
| Suit | 4th | 4th |
| NT | 4th or top card with bad suit | 4th |
| Subseq | 4th or top card with bad suit | |
| Other: | Against NT we lead high with xxx in partner's suit | |

Against Suit we lead low with xxx if not supported

A from AKx, except: lead K in partner's suit, or if lead SING next,

or at  5-level: K asks U/D count, A asks U/D attitude

### LEADS

| Lead | Vs. Suit | Vs. NT |
|---|---|---|
| Ace | AKx(+); Ax(+) | AKJ10(+); ask unblock or count |
| King | KQx(+); AK; KQJx(+) | KQx; KQJx(+) |
| Queen | QJ; QJx(+); KQ10(+) | QJ; QJx(+); AQJx(+) |
| Jack | AJ10x(+); KJ10x(+); J10 | AJ10x(+); KJ10x(+); J10; J10x(+) |
| 10 | 10x; 109x(+) | 10x; 109x(+) |
| 9 | 9x; 98x(+) | 9x; 98x(+) |
| Hi-x | Sx | Sx; Sxx |
| Lo-x | xxS; HxS; HxxS(+); xxxS(+) | HxS; HxxS(+); xxxS(+) |

### SIGNALS IN ORDER OF PRIORITY

| | Partners Lead | Declarer's Lead | Discarding |
|---|---|---|---|
| Suit:1st | Hi=DISCG | Hi=ODD | Hi=DISCG |
| 2nd | Hi=ODD | | |
| 3rd | Hi=S/P for Hi suit | | |
| NT: 1st | as above | as above | as above |
| 2nd | | | |
| 3rd | | | |

Signals (including Trumps):     Remainder Count: Hi=ODD remaining

If Pard known to hold 5+: vs NT, Lo=ENCRG

vs suit, middle=ENCRG, Hi/Lo=S/P

### DOUBLES

### TAKEOUT DOUBLES (Style; Responses; Reopening)

May be light with classic shape

Cue-bid response forces to game

RESP DBL thru 4D; After a DBL of 1M, usually less than 4 cards in OM

Reopen: same as above

### SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES

DBL AFTER both opponents bid at 1-level could be balanced 15-17 HCP

NEG DBL thru 4D shows other 2 suits or OM and fit

MAXIMAL Overcall DBL of raised suit

1M-(o/c)-2M-(raise of o/c):  with no space, DBL=INV, 3M=nonINV

with space, DBL=PEN

### COMPETITIVE DBLs

1m/M-(o/c)-DBL-(raise of o/c)-P-(P)-DBL:  takeout, no clear bid, xx in OPP

RESP DBL thru 4D, generally denies OM

Against NT: if both partners bid, DBL means lead your own suit

## SYSTEM SUMMARY

### GENERAL APPROACH AND STYLE

Natural: strong 2C, Ace-asking 3NT

5-card Majors: 1NT resp over 1M is F1 (5-13)

Inverted m raises over 1m: 2NT is m-fit FG

Limit jump raises over 1M: 2NT is M-fit FG

NAT weak opening 2D and 2M

PRE: may be aggressive

1NT Openings:         15-17 HCP (may be 14)

2 OVER 1 Responses:  FG by unPH in non-COMP

FG by unPH in COMP unless RESP rebids suit

### SPECIAL BIDS THAT MAY REQUIRE DEFENCE

1C-1D may be not 4D's if BAL with 4+C's and too weak for 1NT CONSTR

1m-2m=Good CONSTR 9-11; 1m-2NT=FGR [1]; 1m-3m=WK NAT 3-8

Many INV+ SPL, especially over Majors

2C opening=strong, artificial, forcing to 2NT or 3M

3NT Immediate Ace asking may be tactical [2]

Over DBL of M: INT=CONSTR raise in M; 1M-2M=WK raise in M

In COMP:  fit-showing SPL/1M, Jump Raise=PRE, CUE=LIMIT+ raise

DEFENSE vs any 2-suit o/c: DBL=PEN, over 1M-(2M)-2NT=FG ask if SPL

Negative Doubles thru 4D

LEB: SLOW is WK with suit or stopper with BAL or 4M  (also after 1NT o/c)

LEB after DBL of WK 2-bid both in direct and balancing seats

CRASH vs STR ART club systems (e.g., not v Polish)

DEFENSE vs FLANNERY:  DBL=BAL 15-18, now System ON inc LEB

2H=takeout of H, 2S=NAT, 2NT=minors

DEFENSE vs MULTI:    DBL=BAL 15-18, now System ON inc LEB

2H=NAT, 2S=NAT, 2NT=minors

(1m/M)-2NT=2 lower unbid suits

1NT after both opponents bid = WK 4+-4+ in other suits 4-9

Responsive Doubles thru 4D

### SPECIAL FORCING PASS SEQUENCES

Forcing Pass: we have forced to game (i.e., non-preemptively),

or we have more HCP than the OPPT, or we are VUL

### IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

May open 1C with 3-3-4-3

Double jump in suit=SPL if minor over Major

Jump cuebid by opener=SPL raise

Psychics:        Occasional+, no controls, usually opp PH, usually xx+ or 1NT

| Opening | Artificial | Min. | Neg Dble thru | Description | Responses | Subsequent Auction | Passed Hand Bidding |
|---|---|---|---|---|---|---|---|
| 1C | | 3 | 4D | 11–21 HCP | 2m=9–11, 3m=PRE, 1NT=8–10 HCP, 2M=NAT (3–7) | 4SFG; 1C–1m/M–1M=F1; 1C–1m/M–1NT– jumps INV | |
| | | 3 | 4D | may be 3-3-4-3 | 1D may be 6–7 with 4+C; 1M may bypass longer D | 1C–1D–1H: 1S NAT F1, 2S ART FG | |
| | | 3 | 4D | | 2NT=FG [1]; 3NT=15–17 HCP 3-3-3-4 / 3-3-4-3 | 1C–1M–1NT–2D ART, forcing to 2NT by RESP | |
| | | 3 | 4D | | Dble jump=SING except 4M | reverse by opener F1 then 2NT=LEB F1; jump shifts FG | |
| 1D | | 3–4 | 4D | 11–21 HCP; usually 4D | 2m=9–11, 3m=PRE, 1NT=8–10 HCP, 2M=NAT (3–7) | 4SFG; 1D–1M–1M=F1; 1D–1M–1NT– jumps INV | |
| | | 3–4 | 4D | | 2NT=FG [1]; 3NT=15–17 HCP 3-3-3-4 / 3-3-4-3 | 1D–1M–1NT–2C ART, forcing to 2NT by RESP | |
| | | 3–4 | 4D | | 1D–1M=maybe only 3M; Dble jump=SING except 4M | reverse by opener F1 then 2NT=LEB F1; jump shifts FG | |
| 1H | | 5 | 4D | 11–21 HCP; may be 4H in 3rd | F1NT=5–13 HCP; 2/1 FG; 3NT=15–17 2cdH BAL | help suit G/T | 1NT=semi–forcing |
| | | 5 | 4D | | 2S,3C,3D=4+T, SING, 8+; 3S,4C,4D=4+T, VOID, 8+ | 1H–1NT–2S=reverse F1 then 2NT=LEB F1 | 2C=9–12 HCP+fit; 2H rebid=MIN |
| | | 5 | 4D | | 2NT=FGR: 3m=SING m, 3OM=SING M, 4?=VOID | 1H–2NT–4H=WK; in COMP: P=bid below, DBL=exact | |
| | | 5 | 4D | | 1H–2S=SING; 1S–4H=VOID; | | |
| 1S | | 5 | 4D | 11–21 HCP; may be 4H in 3rd | F1NT=5–13 HCP; 2/1 FG; 3NT=15–17 HCP 2cdS BAL | help suit G/T | 1NT=semi–forcing |
| | | 5 | 4D | | 3C,3D,3H=4+T, SING, 8+; 4C,4D,4H=4+T, VOID, 8+ | | 2C=9–12 HCP+fit; 2S rebid=MIN |
| | | 5 | 4D | | 2NT=FGR: 3C,3D,3H=SING INV+, 4?=VOID | 1S–2NT–4S=WK; in COMP: P=bid below, DBL=exact | |
| 1NT | | | –– | 15–17 HCP | 2C=STAY | 1NT–2C–2M, 3OM=M–fit with slam interest | |
| | | | –– | may be 14 HCP in 3rd or 4th | 2D and 2H=JTB to H and S | 1NT–JTB: if good fit jump or bid new suit, 2NT=3T max | |
| | | | –– | sometimes 5M or 6m | 2S=FG minor suit STAY, ask 4 card minor | 2NT denies, then 3m=S/T with only 1xminor (poor suit) | |
| | | | –– | | 2NT=transfer to 3C, to play in m or show 1444/4144 | over 3C: Pass or 3D to Play, 3M=SING M, 3NT=SING C | |
| | | - | | | 3C/D=NAT 6–8 HCP poor suit; 3M=S/T, good suit | | |
| | | - | | | 4C=ask rate hand (4 increasing steps) | 4D=14–15, 4H=15–16, 4S=16–17, 4NT=17 | |
| | | | –– | | 1NT–4M weak, to play | | |
| 2C | ART | | –– | STR | Controls [2]; | 2C–2D–2NT=22–24 HCP: STAY, JTB (3T), 3S=mSTAY | |
| 2D | | 6 | –– | 5–10 HCP, may be 5 in 3rd | new suit F1; 2NT=ask rate hand | /NEW: raise with xxx or Hx; /2NT: 3C=WK, 3T=2 of Top3 | |
| 2H | | 6 | –– | 5–10 HCP, may be 5 in 3rd | new suit F1; 2NT=ask rate hand | /NEW: raise with xxx or Hx; /2NT: 3C=WK, 3T=2 of Top3 | |
| 2S | | 6 | –– | 5–10 HCP, may be 5 in 3rd | new suit F1; 2NT=ask rate hand | /NEW: raise with xxx or Hx; /2NT: 3C=WK, 3T=2 of Top3 | |
| 2NT | | | –– | 20–21 HCP; may be 5M or 6m | 3C=STAY; JTB; 3S=mSTAY, 4C=Ace ask | /JTB: 3M=3T, 3NT=2T then retransfer, 4M=not 2xQuickL | |
| 3C | | 7–6 | –– | 4–10 HCP, may be 6 in 3rd | new suit F1 | raise new suit with xxx or Hx | |
| 3D | | 7–6 | –– | 5–10 HCP, may be 6 in 3rd | new suit F1 | raise new suit with xxx or Hx | |
| 3H | | 7–6 | –– | 5–10 HCP, may be 6 in 3rd | new suit F1 | raise new suit with xxx or Hx | |
| 3S | | 7–6 | –– | 5–10 HCP, may be 6 in 3rd | new suit F1 | raise new suit with xxx or Hx | |
| 3NT | ART | | –– | 10–19 HCP, specific ace ask | 4C=0, 4D=DA, 4H=HA, 4S=SA, 4NT=CA [3] | 4NT=ask specific Kings; ALL suits to Play | |
| 4C | | 7 | –– | 5–10 HCP | new suit F1 | | |
| 4D | | 7 | –– | 5–10 HCP | new suit F1 | | |
| 4H | | 7 | –– | 5–10 HCP | new suit F1 | | |
| 4S | | 7 | –– | 5–10 HCP | new suit F1 | | |
| 4NT | ART | | –– | RKCB | 5C=0/3; 5D=1/4; 5H=2 no Q; 5S=2 yes Q | | |
| 5C | | 8 | –– | 5–10 HCP | | | |
| 5D | | 8 | –– | 5–10 HCP | | | |
| 5H | | 8 | –– | 5–10 HCP | bid 6H with HA or HK; bid 7H with HA and HK | | |
| 5S | | 8 | –– | 5–10 HCP | bid 6S with SA or SK; bid 7S with SA and SK | | |

**HIGH LEVEL BIDDING**

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|---|
| 4NT–(interference) thru 5H: DBL= 0, PASS=1, next step=2 |
| 4NT–(interference 5S+): DBL=0,2,4, PASS=1,3,5 |
| 4NT–(DBL): RDBL=0, PASS=1, next step=2 |
| If response to 4NT says nothing about Q of T, next step asks (if not T): then |
| 5T/6T=no, 5?/6?=yes with named specific King, 5NT=yes with 2xKings |
| After response to 4NT: 5NT asks ## of K's, 5?(not next)/6? asks 7 if that K |