



DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS		
OVERCALLS (Style; Responses; 1/2 Level; Reopening)		OPENING LEADS STYLE		
Aggressive overcalling style at 1 level . Will overcall on KQ to five and out				
Sometimes overcall a 4 card suit at 1 level.		Lead	In Partner's Suit	
New suit Forcing at 1 level (has been passed in practice) . Constructive,NF at 2 level.		Suit	3rd from even, low from odd (18)	3rd from even, low from odd (18)
All jumps are fit showing in competition and by passed hands		NT	4th, usually 2nd from xxxx (18)	4th, usually 2nd from xxxx (18)
(Except Jumps to game = to play; dbl jumps by passed hand = splinter)		Subseq	Attitude switches at NT	
		Other: Nature of situation often decides which card we lead.		Category: Open
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)		We may overlead or underlead. A/q ask rev. att. K asks for rev. count		Country: Australia
15-18 HCP in live auctions.		LEADS		Event: OzOne
11-14 HCP in passout seat.		Lead	Vs. Suit	Vs. NT
		Ace	A asks rev. Attitude	A asks rev. Attitude
		King	K asks rev. Count (AKxx or Kqxx)	K unblock/rev. Count (19)
		Queen	q asks rev. att. (may be from Kqxx)	q asks rev. att. (may be from Kqxx)
JUMP OVERCALLS (Style; Responses; Unusual NT)		Jack	J10x(+),KJ10x(+)	J10x(+),KJ10x(+), Aj10x(x)
1-Suit: Weak. 6/7 card suit. Once a year a 5 card suit. New suits Constructive NF		10	109x(+), H109x(+)	109x(+), H109x(+)
2-Suit: If weak opening, then jump ocall = strong		9	9x, rare 98x(x)	9x, rare 98x(x)
In passout seat, intermediate.		Hi-x	See under opening leads style	See under opening leads style
Reopen: intermediate.		Lo-x	See under opening leads style	See under opening leads style
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)		SIGNALS IN ORDER OF PRIORITY		SYSTEM SUMMARY
Michaels cue bids. Then 2NT = values, 3C = p/c, 4N = bid ur suit, 5X = nat		Partners Lead	Declarer's Lead	Discarding
Leaping Michaels. Over 2D multi, 4X = X + hearts		Suit:1st	A/Q = rev. att; K = rev. cnt	Reverse count
Jump cue bid to 3 level asks for stopper		2nd	Reverse Count	S/P
Jump cue bid to 4 level shows strong minor 2 suiter. 4N = weak minor 2 suiter.		3rd	S/P	S/P
Over 2N minors , 3C = better or equal hearts; 3D = better spades		NT: 1st	A/Q = rev. att; K = rev. cnt	ODDBALL(20)
If they show two suits, two cue bids = forcing in other two suits;		2nd	S/P	Reverse count
		3rd	S/P	Reverse count
		Signals (including Trumps): Sometimes suit preference or hi-lo = odd number		2 OVER 1 Responses: promises rebid
VS. NT (vs. Strong / Weak; Reopening; PH)		DOUBLES		4N RKC (11) Gen agreements (12-15)
ASPRO vs. weak NT. (2C = H + another; 2D = S = minor ; other nat)		TAKEOUT DOUBLES (Style; Responses; Reopening)		SPECIAL BIDS THAT MAY REQUIRE DEFENCE
DONT vs. strong NT. (Dbl = single suited, 2X = X + higher)		Most doubles are takeout.		2C = weak , both majors, 4+,4+,0-10 HCP vul dependent (1)
ASPRO if we open 1m and they overcall strong NT.		Penalty doubles after one penalty double (except weak NT dbl allows one takeout dbl)		Other preempts may be very weak (1)
2C in ASPRO may be 4H and 5S		Support doubles and redoubles.		
		Preemptors doubles special (2)		
		Game try double when no other option available.		
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)		After 2/1, double = pen at two level and values at higher		
See Direct and Jump Cue-bids		After 3N gambling, Dbl = balanced and 4C = takeout		
2 under transfers when we overcall 3NT unilaterally over a preemptive opening.		High level doubles are either takeout, values or do something. Rarely penalty.		
VS. ARTIFICIAL STRONG OPENINGS		Only exception is 1M - P - 2M - Dbl; 4M -Dbl = PEN		
Natural (Often good 4 cards at 1 lv) . cheapest NT by advancer = fit + good hand.				SPECIAL FORCING PASS SEQUENCES
OVER OPPONENTS' TAKE OUT DOUBLE		SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES		
Usually ignore double.		Correctable redouble concept often applies (3)		
If they double our NT bid, suit = that + higher, redbl = single suiter, pass = to play				IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
Lebensohl around one known anchor suit only				We often bid 4 with maximums after "limit" raise. Especially after J in OM.
Dbl Dbl Dbl over multi and its sisters (Values,takeout, penalty)				NT opening/rebid/overcall may have a singleton (usually a honor)
OPENING BID DESCRIPTIONS				Psychics:
OPENING BID DESCRIPTIONS				

Opening	Artificial	Min.	Neg Dble t	Description	Responses	Subsequent Auction	Passed Hand Bidding
1C		3	4S	Natural	2C = limit; 2D = 6-9 distributional raise; 2N = GF raise (4) ; 3C preemptive	(12-15),	2C = 5-7. FSJ
1D		3	4S	Natural	2D = limit; 3C = 6-9 distributional raise; 2N = GF raise(4) ; 3D preempt	(5), (12-15)	2D = 5-7. FSJ
1H		5	4S	Natural	2S = 10-12, 3cd H; 3C = 6-9, 4cd H; 3D = 10-12, 4 cd H; 2N = GF raise; 3N = 13-15, bal, 3 cd H	(6), (12-15)	2C = Drury; FSJ; 2N = Big Drury
1S		5	4S	Natural	3H = 10-12, 3cd S; 3C = 6-9, 4cd S; 3D = 10-12, 4 cd S; 2N = GF raise; 3N = 13-15, bal, 3 cd S	(6), (12-15)	2C = Drury; FSJ; 2N = Big Drury
1NT		variable	4H	(11) 12-14 mostly, 14-16 3rd seat vul.	2C = stayman, 4 suit transfers, 3C = both minors, 3D = 4441 short minor, 3M = 4cd suit (7)	(8) After X (17)	
2C	Yes	0		weak, both majors, 4+/4+ , 0-10 HCP	2D asks to bid longer major (Then 2N relay 3C = bad hand, else natural)		
2D	Yes	0		game force	2H = most hands, 2S = dbl negative, 2N = 55 in majors 3X = good suit	(10)	
2H		5		(1)	New suit NF (Constructive when vulnerable). (9)		
2S		5		(1)	New suit NF (Constructive when vulnerable). (9)		
2NT		0	4H	20-22 HCP	5 card stayman, transfers, 3S = minors, 4X = natural		
3C		6		preempt	F1 4D = art slam trial		
3D		6		preempt	F1 4C = art slam trial		
3H		6		preempt	F1 4C = art slam trial		
3S		6		preempt	F1 4C = art slam trial		
3NT				Shows solid suit in 1/2. To play in 3/4			
4C		6		preempt			
4D		6		preempt			
4H		6		preempt			
4S		6		preempt			
4NT							
5C		7					
5D		7					
5H		7					
5S		7					
5NT							

HIGH LEVEL BIDDING

Most high level doubles are takeout

If the opposition bids 4M, then 4NT is takeout (may include slam try in partner's suit)

Preemptors doubles special (2)

After 2 over 1, dbls = pen at two level; cards at three level.

6C over grand slam force shows one trump honor (Ace or King)

2 under transfers if we overcall 3N (unilaterally)

Supplementary notes file (Hans_Nunn.txt) Sartaj Hans - Tony Nunn (Australia)

1. NV against V : Almost always 5 cards, hyper-aggressive style ;
NV against NV : Sometimes 5 , aggressive style;
Vul : Usually 6 cards, moderate style ;
Relatively disciplined in second seat.
2. Premptors doubles express desire to bid more. Only if open preempt opposite an unpassed hand or if partner supports suit.
These doubles do not apply if we overcall a preempt.
3. If partner's bid was going to be artificial but the opponents double before he makes that call, correctable redoubles apply.
e.g 1N (X) 2C (X); Now 2D = natural; XX = bid your other suit.
4. Then 3X = shortage; 4N = 18-19 bal , bad 3 card suit
5. Special auctions : 1D - 2C; 2D = forcing And 1D - 2C; 2D - 2M = not GF . 2N F by OPN/RES
6. Short suit slam trials. Serious 3NT after 2N raise of M and extras-showing 3M or 2/1 auctions with 3 level primary support with both hands unlimited (Not OPN 2N rebid or high reverse and preference)
7. We sometimes dont bid 3M (anti-stayman) with 4 card major when right siding contract may seem essential.
8. With superaccept, bid Axx or xxx suit with non minimums.
4N Quant after stayman or transfer. 4N RKC after superaccept.
4N RKC after 4 level transfer
3 of OM after stayman response = GF raise (Then 3N = extra length)
Heart transfer and 2S = invitational. Spade transfer and 4H = auto splinter.
9. 2N enquiry (NV 3C = any 55; 3D = sub minimum; 3M = moderate 5; 3 OM classical wk2 6cards; 3N = good 5cd)
(Vul 3C = any 55; 3D = 6 cd, concentrated; 3M = 6 cd, poor hand; 3 OM = super monster, 6 cd; 3N = 6 cd, scattered)
10. If they bid in auction starting with 2D, double = pen in immediate seat and i dont know what to do in passout
11. 4NT = RKCB 1430 (25) . Never straight blackwood.
Over queen ask, cheaper of TS/NT = no; Else = Q + that king;
5NT = specific king ask (Then 6X = ask).
4NT and signoff in 5M = queen ask if 3/4 keycards held.
5N resp over 4N shows void + KCards one higher than trump suit.
If they bid over 4NT with 5C/D Pass = 1st st, dbl = 2nd st; Higher :X = odd, pass = even
12. After 2NT rebid. 3C forces 3D , signoff in M or slam try in clubs; 3D = checkback; 3H/S = natural, (exception: 3S shows 5H when res. bid 1H
After 1C-1D -2N. 3C forces 3D -then 3M = shortage; 3N = slam try with clubs;
3D = checkback; 3M = nat
13. Exclusion key card. Jumps to 5 level (On in pd suit). In comp, only in oppos suit. Responses 0,1,1Q,2,2Q,3,3Q,4,4Q
14. Blackout over reverses. 2 way checkback. Jump shifts = splinters. 4S GF. PH
4S = raise of 3rd suit. 4N = Q over 4th suit.
15. Transfer Advances after 1M - 1NT.
16. Random auction agreements. Covered in system notes.
17. (Whatever dbl means) Suit = That + higher; Redbl = single suiter; Pass = suggestion to play
18. We do not blindly follow these principles. Will often make a natural lead that conflicts with these rules.
Example 1, when having supported partner in the auction, we may choose to lead 9 from 98xx .
Example 2, And holding 752 against a suit contract, we may lead the 2 , systemic,

or the seven or the five, depending on the situation

Example 3. Holding 9832 against NT contract, we may lead the 9, 8 (systemic)

or

the 2, depending on the message we desire to send to partner.

19. Against Gambling-style 3NT calls based on a long suit, the king lead might

be

attitude seeking.(Not necessarily unblock by partner)

20. Against NT contracts at trick 2, a high card by either defender

sends the message "Something unusual is going on". We rarely use this alarm

clock

device.