

DEFENSIVE AND COMPETITIVE BIDDING		
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)		
Aggressive overcalls at the one-level, can be strong (4-18)		
Can be 4 cards sometimes		
Two-level overcalls can also be pushy		
Cue Raises.		
Over 1M, 2C is ART Raise and Cue shows Clubs sometimes		
INT OVERCALL (2 nd /4 th Live; Responses; Reopening)		
15 – 18 balancedish. Stoppers. System on		
Reopening (10)11 – 14. Doesn't promise a stopper. System on		
(1A) p (1B) 1NT = Natural 16-19ish (by passed hand t/o)		
JUMP O'CALLS (Style; Responses; Unusual NT; Reopening)		
Vulnerability Sensitive Weak Jump overcalls / Preempts		
Unusual 2NT: Weak or strong Lowest Unbid Suits		
DIRECT & JUMP CUE BIDS (Style; Response; Reopening)		
Michaels Weak or Strong (Major oriented)		
Jump Cue stopper ask		
vs. NT (vs. Strong/Weak; Reopening; Passed Hand)		
X = 4 card Major, 5+ minor vs Strong Pen vs Weak (<16)		
2♣: Majors (2♦ asks)		
2♦: Single suited Major (6+)		
2♥/♠: 5+♥/♠ and a minor		
2NT: Minors (5/4+)		
3♣/♦: Natural, wide ranging		
vs. PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)		
X takeout		
Reopening doubles can be light with good shape.		
(non)Leaping Michaels at 4-level vs 2- and 3-bids		
vs. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣		
(1♣) X = 4M 5+m, <<1NT defence @ 2-level>>, 1NT minors		
(2♣) X = Majors, Natural, 2NT minors		
OVER OPPONENTS' TAKEOUT DOUBLE		
System on. Bergen, Jacoby, Inverted minors, Splinters		
System off after 1NT (X) Transfers After 1M (X)		
(Fit Showing Jumps by passed hand)		

LEADS AND SIGNALS				
OPENING LEADS STYLE				
	Lead	In Partner's Suit		
Suit	Overlead, 4ths	Overlead, 4ths		
NT	Overlead, 4ths	Overlead, 4ths		
Subsequent	Overlead, 4ths	Overlead, 4ths		
Other: K from AK doubleton vs Suits				
King is Power Lead vs NT, asks unblock or count. Q can be from KQ+				
LEADS				
Lead	Vs. Suit	Vs. NT		
Ace	A, Ax+, AKx+	A, Ax+, AKx+		
King	AK, Kx, KQx+	Power. Ask unblock or count		
Queen	Qx, QJx+	QJx+, AQJx+, can be KQ+		
Jack	Jx, JTx+, KJTx+	Jx, JTx+, AJTx+, KJTx+		
10	Tx, T9x+, QT9x+ KT9x+	Tx, T9x+, HT9+ (deny J)		
9	9x, H98x+ (or low)	9x, H98x+ (or low)		
Hi-X	Xx, xXx, xXxx	Xx, xXx, xXxx		
Lo-X	HxX, HxxX, HxxXx+	HxX, HxxX, HxxXx+		
SIGNALS IN ORDER OF PRIORITY				
	Partner's Lead	Declarer's Lead	Discarding	
Suit	1	Reverse Attitude	Reverse Count	Reverse Attitude
	2	Suit Pref on snglton	Suit Pref	Reverse Count
	3	Reverse Count		
NT	1	Reverse Attitude	Reverse Smith @T 2	Reverse Attitude
	2	Reverse Count	Reverse Count	Reverse Count
	3			
Signals (including Trumps):				
Hi-Low in trumps shows desire to Ruff (possibly, rare)				
Natural Suit Preference: singleton in dummy, on Ruff, other times				
DOUBLES				
TAKEOUT DOUBLES (Style; Responses; Reopening)				
Standard, can be weaker with good shape				
Jumps are invitational, cue bid is game forcing				
Re-opening doubles may be weak with appropriate shape				
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDBLS				
Mandatory support X up to two-of-our-suit, higher X's takeout				
Last Train Game try doubles in competition				
DOP1/ROP1				
1NT (X) XX rescue (pass is happy)				
First Action Doubles at 4♥+ are "Good Hand" not T/O or Pen				

Vanessa Brown & Will O'Shea Australia – Mixed Team – Asian Games	
SYSTEM CATEGORY: Green	
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE (Basic System)	
Standard, five-card Majors, better minor	
1NT=15-17	2NT=20-21
2♣ Game Force, or 22-23 Bal	
2♦: Weak 2 in a Major, Less than 8 HCP, Can be 5 NV	
2♥: 4+/4+ Both Majors (0)4-10 points	
2♠: Weak 2, 8-10, 6 cards	
PRE-ALERTS	
Weak Jump Shifts after 1♣/1♦ opening	
Weak Raises (0-6)	
Weak Raises in Competition (0-6 or 0-9)	
Last Train Doubles	
3NT Opening is Both Majors	
Advancing Cue might not show a fit (Giorgio 2C raise)	
1M (X) Transfers	
SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
3NT Both Majors: 5♠, 6+♥, (8)10-14	
2♦ Opening: Weak two in either Major 0-7	
2♥: 4+/4+ Both Majors (0)4-10 points	
SPECIAL FORCING PASS SEQUENCES	
IMPORTANT NOTES	
PSYCHICS: Rare	

OPENING	ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		3+♣	4♥	Longer minor Usually open 1♣ with 3/3 Usually open 1♦ with 4/4	Suits Natural Forcing, Inverted minors Criss-Cross Raises, Weak Jump and double jumps 1m:2m = 10+ / 1m : 3m = 0-6 / jump o/m 7-9 1♦:1NT 6-10 1♣:1NT Inv 1♣:1♦ 6-10 or ♦	Stopper showing Jumps Splinters	Fit Showing Jumps New suits non forcing
1♦		3+♦	4♥				
1♥		5+♥	4♦	5+ cards, 11+ HCP Can be Rule of 20	Bergen 3M:0-6, 3♣:7-9, 3♦:10-12, jump o/M 3,11-12. 3NT (3)433 13-16 Jacoby GF (3♣ any min and 3M = ♣ shortage) Splinters,	3♥ barrage, new suit game try	Fit Showing Jumps 2C ART, fit New suits non forcing
1♠		5+♠	4♥			3♠ barrage, new suit game try	
1NT		15-17	4♥	15-17 balanced, can 5 cd Major Can be unbalanced w minor(s)	Stayman (doesn't promise a Maj), 4-suit Transfers 3♣ minors, 3♦ asks 5c Major, 3♥/♠ Nat Forcing 4♣/♦: Tfr to ♥/♠ (on in contested). 4M to play	2NT: ♦, can be ♦&♣ weak. Minor Tfr, Accept = Super accept Don't super accept Major Tfr	System on
2♣	✓	Bal or Unbal	4♥	Game Forcing 20+ Unbal Or 22-23 BAL, or 24+Bal	2♦ Negative or waiting, 2NT 8+Bal New suit 8+, 5+ good suit	After 2♣:2♦: 2♥ is Kokish, showing ♥ or 24+ Bal, GF, with system on.	System on
2♦	✓		2M X is p/correct X:Pen				
				Weak 2 in either Major 0-7 Can be 5 cards NV	2NT enquiry (INV+) 2M/3M pass/correct New suits NON forcing 4♣/4♦: Tfr ME / BID your suit (on in contested)	2♦ (X) XX = bid your suit, P = ♦, 2M = to play. 2♦ (Major) X = p/c	
2♥	✓	4+♥	X:Pen	Both Majors , 4-10 5/4+ when Vul	2NT enquiry (INV+) New suits NON FORCING		
		4+♠					
2♠		6♠	X:Pen	Good Weak Two in Spades 8-10			
2 NT		20-21	4♥	20-21 Balanced, Can be offshape (minor)	3♣ Simple Stayman, 3♦/♥ Transfers 3♠ Minors. 4♣/4♦ TFR to Major, 4♥/♠: tfr minor	4NT mostly Quant (Texas to Keycard) After Stayman, oM is slam try	
3♣		6+♣	X:Pen	Vul Sensitive Preempt Can be very aggressive when NV	New suits forcing 4♣: Step Gerber		
3♦		6+♦	X:Pen				
3♥		(6)7♥	X:Pen				
3♠		(6)7♠	X:Pen				
3 NT	✓	5♠6+♥	X:Pen	5♠, 6+♥, (8)10-14	4♣/♦: Slam Try in ♥/♠. 4♥/♠/Pass: To Play. 4NT: 6 KC (14/630/25/25Q)		
4♣		7+♣	X:Pen	Destructive Natural pre-empt Doesn't want to sit 3NT			
4♦		7+♦	X:Pen				
4♥		7+♥	X:Pen	Usually worse than usual			
4♠		7+♠	X:Pen			HIGH LEVEL BIDDING	
4 NT	✓	♣&♦	X:Pen	Could be bad		4NT Keycard 14:30, Queen Ask, Specific Kings, 4♠ Kickback over ♥s 4♥/♦ kickback over ♦/♣. DOP1/R0P1	
5♣		(7)8♣	X:Pen				
5♦		(7)8♦	X:Pen				
5♥		(7)8♥		FUSH Preempt			
5♠							