DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS						
OVERCALLS (Style; Responses; 1/2 Level; Reopening)	OPENING LEADS STYLE					-	WDE Convention Cond 2.40
Can be light at 1-level with good suit (4 cards possible but rare); 2-level overcalls		Lead In Partner's Suit		Suit	WBF Convention Card 2		
tend to be sound, especially vulnerable; If next hand passes then new suit response	Suit	3rd/low, xxX or Xxx		3rd/low, xxX or Xxx			
is forcing. Cue bid response is F1 and tends to show a fit; Jump cue=mixed raise;	NT	4th best with some attitu	ıde	4th best		Category:	Green
Jump raise weak; Jump in new suit weak	Subseq	Subseq 3rd/low with some attitude				Country:	USA
	Other:					Event:	2005 Bermuda Bowl
						Players:	Fred Gitelman and Brad Moss
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)	LEADS	LEADS					JMMARY
15-18 HCP in direct; Systems on (Stayman + transfers +)	Lead	Vs. Suit		Vs. NT		GENERAL APPROACH AND STYLE	
11-14 after 1m-P-P; Cue is only force	Ace	AK(x) (even) [15] AK(x) Asks for Attitude		for Attitude	Natural with 5-card majors and strong notrumps		
11-16 after 1M-P-P; 2C is artificial force	King	King AK(x) (odd)[15], KQ(x), Kx		AKJ10(x), KQ109(x) Asks unb/cnt		Relatively sound initial action by modern standards	
	Queen	- ''' '- '- '- ''		KQJ(x), KQ(x), QJx			
		J10(x), KJ10(x), Jx		QJ10x(x), J	10(x), AQJx(x)		
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	109(x), K109(x), Q109(x	(), 10x	J109x(x), 109(x), AJ10x(x), KJ10x(x)			
1-Suit: PRE; 2NT asks for shortness; 2D=majors over Polish/Swedish 1C	9	9x		1098(x), At09x(x), K109x(x), Q109x(
2-Suit: 2NT=2 Lowest;	Hi-x	xx and rarely xxx		xx, xxx, xXx	xx, xxx, xXxx(x)		gs: 14+ to 17 HCP (5M or 6m possible)[1]
Balancing jump overcall=Intermediate; 2NT in balance=18-19	Lo-x	xxx(x), Hxx(x)		Rarely xxx(x)		2 OVER 1 ResponsesGame Force by UPH[10]	
Reopen:	SIGNALS	IN ORDER OF PRIORIT	ΓΥ			SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)		Partners Lead	Declarer's	s Lead	Discarding	3NT opening	g in 1st/2nd shows 11+ cards in the majors and less than opening bid[8]
Natural over artificial 1C/1D; Michaels over natural 1C/1D; Astro over 1M	Suit:1st	Hi=D, LO=E	HI=1, LO	=2	HI=D, LO=E	1♣♣◊♡♠♣♣	♣♦♥♦C-2D; 1D-2H show 5+S, 4+H, less than inviational values (about 5
Jump Cue=PRE over artificial openings, stopper ask over natural openings		d HI=1, LO=2 SP HI=		HI=1, LO=2	1C-2H; 1D-2S show 5S, 4H and invitiational values (about 9 to 11 HCP)[3]		
		d SP SP		1H-3C; 1S-3D are artifical preemptive raises with 4+ trumps[12]			
	NT: 1st	st HI=D, LO=E HI=1, LO=		=2	HI=D, LO=E	1H-3D; 1S-3H are artificial limit raies with 4+ trumps[12]	
VS. NT (vs. Strong / Weak; Reopening; PH)	2nd	HI=1, LO=2	SP		HI=1, LO=2	Transfers ov	ver takeout doubles of 1M starting at 2C
Over strong: DBL=C/D/Ms/Strong with spades or 20+ Balanced; 2C=C+any;	3rd SP			SP	Transfers over takeout doubles of weak 2-bids		
2D=D+H/S; 2H/S=Natural; 2NT=ms; 3x=Preempt; In response DBL=Clarify?	Signals (including Trumps): Occasional SP in trump suit				l .	Defense vs.	1NT (modified DONT vs. strong, Landy & transfers vs. weak)
Over weak: DBL=Penalty; 2C=Ms; 2D=H; 2H=S; 2S=C; 3C=D; 2NT=2 suits strong		SP ir	ı "free situati	ons"			
3x=Preempt, but semi-inviational when vul							
	DOUBLES						
	TAKEOUT DOUBLES (Style; Responses; Reopening)						
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	May be lig	May be light with perfect shape. May have only 2 cards in unbid minor.					
DBL=T/O; At 2-level: Lebensohl, Cue=Stroner 1-suit; Leaping Michaels	Jump resp	onse=Inv; Cue response	e=Forcing to	suit agreeme	nt		
At 3-level or higher Cue=2 suits	Jump response over opps' RDBL=weak						
						SPECIAL FO	DRCING PASS SEQUENCES
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL,	ARTIFICIAL AND COM	PETITIVE D	OUBLES/RED	OOUBLES		
Versus strong 1C: DBL=Ms; 1NT=ms; 2D=Weak in H/S; 2M=M+C/D	Neg and Resp->4S, Support DBLs and RDBLs->2x, Most low level doubles tend to be						
	card-showing; Snapdragon DBLs; Game try doubles only when both sides have bid						
	and raised and there is no room to make any other game try.					IMPORTAN	T NOTES THAT DON'T FIT ELSEWHERE
OVER OPPONENTS' TAKE OUT DOUBLE							
NSF by UPH; 2NT=Limit raise or better; Jump raise=Mixed; WJS except:							
1S-DBL-3H, 1H-DBL-3D=Art PRE Raise; 1M-DBL-2C=D; 1S-DBL-2D=H;						Psychics:	
1S-DBL-2H, 1H-DBL-2D=Art sound raise	+						

OPENII	NG BID DES	CRIP.	TION:	S			
Openin	Artificial	Min.	Neg I	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		3	4S	With 3-3 or 4-5 in ms 1C	Walsh style [2]; 1NT=6-11; 2C=Lim+[4]; 3C=mixed; 2D/H=Rev. Flan[3].; 2S=SJS; 2NT=12+-15[5]; 3NT=16-18	2-way CBS after 1NT[6]; Transfers after 2NT[7]	2S=FSJS;
1♦		3	4S	Only 3 with 4432; 1D with 4-4 ms	1NT=6-11; 2C=GF[10]; 2D=Limit+[4]; 3D=Mixed; 3C=Inv; 2NT=12+-15[5]; 3NT=16-18; 2H/S=Rev. Flan.[3]	2-way CBS after 1NT[6]; Transfers after 2NT[7]	3C=WJS
1♥		5(4)	4S		1NT=SF[9]; 2/1=GF[10]; 2NT=12+-15; 3H=Mixed Raise (4+); JS=art raise 4+ by UPH[11]; 2-way splinters[11]	1H-1NT-2m=3+[9]; Autosplinters	[12] Rev.Drury; 2S=Go
1 ≜		5(4)	4H	With 5S and 5C 1S	1NT=SF[9]; 2/1=GF[10]; 2NT=12+-15; 3S=Mixed Raise (4+); JS=art raise 4+ by UPH[11]; 2-way splinter[11]	1S-1NT-2m=3+[9]; Autosplinters	[12]Rev.Drury; 2NT=Go
1NT			4S	14+-17 HCP; 5M/6m/5422 possible	1] 2C=NF Stay; JTB; 2S=C or D Inv; 2NT=Inv; 3C=D; 3D=4441/4414; 3H=1444; 3S=4144; Gerber; Texas; [1]	[1]1NT-2D-2H-2S=Both minors GF; Retransfers	
2♣	X	0		Strong and artificial	2D=Waiting (GF); 2H=Art. Neg; 2S=8+-11 Bal; 2NT=H/S Positive	Kokish[17]; 3M=4M+Long D	
2\$		5		Weak 2-bid;	2NT Asks for description[16]; NSF; 4C=Mod RKCB[13]		
2♥		5		Weak 2-bid;	2NT Asks for description[16]; NSF; 4C=Mod RKCB[13]		
2♠		5		Weak 2-bid;	2NT Asks for description[16]; NSF; 4C=Mod RKCB[13]		
2NT			4S	20-21 HCP; 5M/6m/5422 possible	18]3C=Stay; 3D=5+H or both minors; 3H=5+S; 3S->3NT; Gerber; Texas	[18]2NT-3D-3H-3S->3NT; JTB then 4m=5-5;	
3♣		6		Preempt	3D->3H; NSF; 4D=Mod RKCB[13]		
3♦		6		Preempt	NSF; 4C=Mod RKCB[13]		
3♥				Preempt	NSF; 4C=Mod RKCB[13]		
3♠				Preempt	NSF; 4C=Mod RKCB[13]		
3NT	X			11+ Ms, "0-10" in 1st/2nd[8]	4C->4D; 4D=Pick; 4NT=6KCB[13]		"To play" in 3rd/4th
4♣			7	Preempt	4M=Signoff; 4D=Mod RKCB[13]		
4♦			7	Preempt	4M=Signoff; 4NT=Mod RKCB[13]		
4♥			7	Preempt	4S=Signoff; 4NT=Mod RKCB[13]		
4♠			7	Preempt	4NT=Mod RKCB[13]		
4NT	X			Blackwood	0, 1, 2, 3 Aces		
5♣							
5◊							
5♥							
5♠							
5NT							
HIGH L	EVEL BIDDII	NG					•
[13] RK	CB 1430; Ex	clusio	n RK	CB 1314; 1 over 4m=RKCB; 4m=RKCB rar	ely		
5NT is ι	ısually "pick	a slar	n", ra	rely GSF			
3SGF a	nd 4SGF (or	not)	14];				
Serious	3NT and La	st Tra	in to (Clarkesville			

Supplementary notes file (fredbradnotes.txt) Fred Gitelman and Brad Moss (USA)

[1] After 1NT opening:

- 2C=Stayman
 - 1NT-2C-2D-2H=majors weak
- 1NT-2C-2D-2S=art gf
- 1NT-2C-2x-3m=nat gf
- 1NT-2C-2D-3M=Smolen
- 2D=5+ Hearts any strengh of both minors game force
- 1NT-2D-2H-2S shows both minors
- Opener can superaccept with art 2S,2NT=C+H, or 3C=D+H. Responder retransfers with 3D if he has hearts. Other bids show minors
- Responder's rebids of 2NT and 3C show inv or better with 5+H and 4+ in the next higher ranking suit
- Responder's rebid of 3D is an artificial 1-suited sound slam try in hearts
- Responder's rebid of 3S, 4C, and 4D are all autosplinters and mild slam
- Responder's rebid of 4H is a mild balanced slam try
- Responder's rebid of 4S is 5332 with 5 clubs and at least slam invitational values
- 2D=5+ Spades and strength
- Responder's rebids of 2NT and 3C show inv or better with 5+S and 4+ in the next higher ranking suit
- Responder's rebid of 3D shows 5+S and 5+H and at least invitational values
- Responder's rebid of 3H is an artificial 1-suited sound slam try in spades
- Responder's rebid of 4C, 4D, and 4H are all autosplinters and mild slam
- Responder's rebid of 4S is a mild balanced slam try
- 2S=6+ club any strength or 6+ diamonds invitational
- Opener bids 2NT to say he would accept an invitation in clubs, otherwise 3C
- Responder's rebid of 3D shows diamond invite
- Responder's rebid of 3M is game force with clubs and shortness in the bid suit
- 2NT=Inv
- 3C=Diamonds either signoff or game force
- Opener always bids 3D
- Responder's rebid of 3M is a game force with diamonds and shortness in the bid suit
- 3D=4441/4414/4450/4405 GF
- 3H=1444/0454/0445 GF
- 3S=4144/4054/4045 GF
- 4C=Gerber (0, 1, 2, 3)
- 4D/4H=Texas (then 4NT is RKCB 1430 and new suit is exclusion RKCB 0314)
- 4S=5332 with 5 diamonds, at least invitational to slam
- Lebensohl and negative doubles against most
- We ignore most artificial doubles and play "system on", but RDBL shows a strong hand
- If $2\bar{C}$ shows 2 known suits we play "unusual over unusual". Otherwise we play DBL=Stayman and system is on.
- If 2D overcall is multi we play DBL=5+H, system is on, but 3D is Stayman

[2] Walsh Style

- After 1C opener, responder bypasses diamonds to bid a major unless he has a game force with longer diamonds
- 1C-1D-1NT could have 1 or 2 4-card majors
- 1m-1H-1NT opener routinely bids 1NT with 12-14 balanced and 4 spades
- 1C-1H-1S shows 4+ spades and 5+ clubs
- 1D-1H-1S shows 4+ spades and either 5+ diamonds or 4144

[3] Reverse Flannery Responses

- 1C-2D and 1D-2H show 5+S, 4+H and a "minimum response" (about 4-8 HCP)
- 1C-2H and 1D-2S show 5S, 4H and invitational values (about 9-11 HCP)
- 2NT response is either a slam try in a major or a signoff in a minor
- 3C response asks for further description
- 3D response is game force with strong minor 1-suiter

[4] Responses to Inverted Single Raise (limit or better, no 4-card major)

- Step 1=minimum unbalanced or 4441 16+
- Step 2=artificial balanced hand that does not want to bid notrump
- Step 3=artificial GF with no shortness usually with long minor
- 2NT=12-14 or 18-19 hand that wants to bid notrump
- 3m=balanced minimum with 5+ in the minor
- 1m-2m-3M=16+ with shortness in M and not 4441
- 1C-2C-3D, 1D-2D-3NT/4C=16+ with shortness on other minor and not 4441

[5] After a 2NT response to a minor suit opening (12+ to 15 or 18+ and no 4-card major)

- 3m=natural and forcing
- 3M=shortness

[6] After a 1NT rebid

- 1C-1D-1NT-2H=possible artificial game force opener bids 2S to say he has 4 hearts
- 1H-2S-1NT-2C=inv or better relay asking for opener's shape
- 1m-1M-1NT-2D=art GF
- 1m-1M-1NT-2C=relay to 2D to signoff in diamonds or show various inviational or game forcing hands
- 1m-1M-1NT-2NT=relay to 3C to signoff in clubs or show hands with support for partner's minor
- 1m-1M-1NT-3x=natural and forcing

18/08/2005 Page 1 of 3

[7] After a 2NT rebid

- 3C is a relay to 3D to signoff in diamonds, to signoff in responder's major, or to make a slam try in opener's minor
 - 3D shows length in hearts
 - 3H shows length in spades
 - 3S shows the other minor
- If responder transfers to his major, he may be trying to signoff.

[8] After a 3NT opening (at least 6-5 in the majors and less than opening bid values)

- 4C is a relay to 4D
- 4M=slam try
- 4NT=mod RKCB for hearts
- 5C=mod RKCB for spades
- 4D asks opener to choose between the majors
- 4M is a signoff
- 4NT is RKCB with 6 keycards

[9] Responder's rebids after 1NT semi-forcing

- 1S-1NT-2C-2D=5+ hearts
- 1H-1NT-2m-2S=relay to 2NT to show various good hands
- 1H-1NT-2C-2D, 1S-1NT-2m-2H=asking opener to rebid his suit unless very strong. Either a signoff or various good hands.
 - 1H-1NT-2D-2H, 1S-1NT-2m-2S=8-10 with 2-card support

[10] After a game-forcing 2/1 response

- 1D-2C-2D shows any minimum with at least 4 diamonds
- 1M-2x-2M does not promise 6 cards
- 1M-2x other rebids by opener are pure

[11] Major suit raises by unpassed hands

- 1x-3x is "mixed raise" with 4+ card support, on in comp
- 1H-3D, 1S-3H are art limit raises (or minimum balanced game force) with 4+ card support, off in comp
 - 1H-3C, 1S-3D are art weak raises with 4+ card support, off in comp
- 1H-2S, 1S-3C are art forcing raises with 4+ card support. Opener describes his hand in response
- 1H-3S, 1S-3NT show any splinter and about 9-11 HCP
- 1H-3NT shows a spade splinter and about 12-14 HCP
- 1H-4m, 1S-4x show a splinter and about 12-14 HCP

[12] Major suit raises by passed hands

- 1M-2C=Reverse Drury (always at least 3-card support)
- 2D response shows a real opening bid and may be a prelude to a game try
- 2M response shows a sub-minimum opening bid
- 2NT is a balanced game force
- All other bids are natural slam tries (jumps are splinters)
- 1H-2S, 1S-2NT=sound raises with 4+ trumps and any shortness
- 1H-3S, 1S-3NT show any splinter with a singleton and about 9-11 HCP
- 1H-3NT shows a spade void and about 9-11 HCP
- 1H-4m, 1S-4x show a void and about 9-11 HCP
- 1H-2NT=Fit-showing jump with long clubs
- 1M-3C=natural and invitational
- 1M-3D=Fit-showing jump

[13] RKCB

- RKCB is always 1430, except when it is exclusion (then 0314) or when responder has a preempt
- When the responder has a preempt we use "modified responses": 0, 1 no Q, 1+Q, 2 no Q, 2+Q
- If the Q is unresolved, the cheapest non-signoff asks for it (return to the trump suit denies, else cuebid K)
- The next cheapest non-signoff asks for Kings In response to RKCB: 5NT=Even number of keycards and a void, 6x=Odd number of keycards and a void
- When we have agreed a minor, 1 over 4 of that minor is RKCB (unless that call is needed as a natural bid)
- When we have agreed a minor, 4 of that minor can be RKCB, but only in a few specific auctions

[14] Special 3rd and 4th suit auctions

- 1D-1H-1S-2C=Weak preference to 2D or art game force
- 1D-1H-1S-2D=Constructive preference
- 1H-1S-2C-2D=Weak preference to 2H or art game force
- 1H-1S-2C-2H=Constructive preference
- 1C-1D-1H-1S=Weak 1NT bid or weak 2C preference or art game force
- 1C-1D-1H-1NT/2C=Constructive
- 1H-1S-2H-2S=Art game force
- All other 3rd and 4th suit bids are art game forces
- 1x-1y-2x-3y=Forcing

[15] Ace-King leads against suit contracts

- We can give count when leading from holdings headed by the AK
- A=Even, K=Odd
- Does not apply at the 5-level
- Does not apply if we judge the situation is one in which we might lay down
- Does not apply if we think count may help declarer more than defense
- In these situations our normal lead is the K

[16] After a 2NT response to a weak 2-bid:

3C=5-card suit, then 3D asks,

- 3H/3S/3NT=min/mid/max

3D=6-card suit min

18/08/2005 Page 2 of 3

3H=6-card suit mid 3S=6-card suit max 3NT=strong 6-card suit 4x=Natural with extra distribution

[17] Kokish Relay

2C-2D-2H forces 2S, then: - 2NT=24+ balanced

- 3C=H+D
- 3D=Heart 1-suiter
- 3H=Hearts and spades
- 3S=Hearts and clubs
- 3NT=Hearts natural

[18] After a 2NT opening or rebid:

- 3C=Stayman
- Smolen over 3D response
- After major response, bid of other major is artificial slam try agreeing

- 4m rebid is slam try with or without 4-card major
 3D=5+ Hearts or both minors emphazing clubs
 If opener completes transfer, responder's 3S forces 3NT, then:
 4C=5+H, 4C
 4D=5+H, 4D

- 4M=Shortness with both minors, clubs better or longer
- 4NT=Both minors and no shortness, clubs better or longer
- Opener's only super-accept of 3D is 3S. Then 3NT=Hearts (forcing) and other bids as above.
- Responder's 4m rebid=5-5
- Responder's 4S is 5332 with 5 clubs, at least invitational to slam
- Responder's 4x rebid=5-5 3S->3NT then: 4C=5+S, 4C 4D=5+S, 4D

- 4M=Shortness with both minors, diamonds better or longer
- 4NT=Both minors and no shortness, diamonds better or longer
- 4C=Gerber 0, 1, 2, 3
- 4S=5332 with 5 diamonds, at least invitational to slam

18/08/2005 Page 3 of 3