

DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			Cruise/Burman 2025 Medwin
OVERCALLS (Style; Responses; 1/2level; Reopening)		OPENING LEADS STYLE			
1 level may be aggressive, 2 level sound		Lead	in Partner's Suit		
Weak Jumps	Suit	3rd and 5th	3rd & 5th or TON if supported		
Responses: Transfer advances over 1 level overcalls from opened suit	NT	2nd and 4th	4th or TON if supported		
Otherwise new suit by non passed hand F1	Subseq	Upside down attitude	Upside down attitude		Event: All Open
Cue-bid raises, Mixed Raises (1), Fit jumps, Splinters	Other:				Players: Andrew Cruise, Saul Burman
1NT OVERCALL (2nd/4th Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY
2nd 15+=18-	Lead	Vs.Suit	Vs. NT		GENERAL APPROACH AND STYLE
4th 11-14 (12-15 over 1S)	Ace	AKx+	AKx+		5cM 2/1 GF
	King	KQ+ , AK bare	AKJx+ KQ109+		15-17 1NT
	Queen	QJ+	KQx, QJ+		WEAK 2s in D H S
	Jack	KJ10+ J10+	J10+		
JUMP OVERCALLS(Style; Responses; Unusual NT)	10	K109x, Q109x, 109+	AJ10+, KJ10+, 109+		
1-Suit: Weak	9	9x	A109x, K109x, Q109x, 9x		1NT Openings: 15 - 17
2-Suit: Michaels and Unusual 2NT	Hi-x	Doubleton	Doubleton		2 OVER 1 Responses: GF
	Lo-x	3+	3+ with H		SPECIAL BIDS THAT MAY REQUIRE DEFENCE
Reopening: Intermediate	SIGNALS IN ORDER OF PRIORITY			Weak 2's	
DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)		Partner's Lead	Declarer's Lead	Discarding	Good/Bad 2NT
Direct cues = Michaels; Jump Cues = solid minor asks for stopper	Suit:1st	UD Attitude	UD Count	UD Attitude	Lebensohl & Scrambles
	2nd	UD Count	SP	Standard count	Namyats
	3rd	SP			
	NT: 1st	UD Attitude	UD Count	UD Attitude	
VS. NT(vs. Strong/Weak; Reopening;PH)	2nd	UD Count	SP	Standard count	
Strong NT : DON'T (Db; = 1 suiter, bid = suit + higher)	3rd	SP			
Weak NT : Hamilton (2C Both Majors, 2D 1 Major, 2M = M+m)	Signals (including Trumps): Trump signals SP if applicable				
	DOUBLES				
	TAKEOUT DOUBLES(Style;Responses;Reopening)				
VS.PREEMPTS(Doubles; Cue-bids; Jumps; NT bids)	Classic shape t/o double or any shape 18+				
x=Take-out	Simple response 0-7/8, Jump response 8-11 (In M shows 4 card suit, double jump 5)				
NT natural (over which 4C staymanic, 4D Gladiator, 4M INV)	Cue= two+ places to play 10+ or very strong single suiter			SPECIAL FORCING PASS SEQUENCES	
Cue = strong 2 suiter				(3m) Dbl (5m) FP except white versus red	
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			Any sequence where we have fit and known balance of points	
Versus Strong Club : x= same colour, 1D=same rank; 1NT =odds	Neg x up to 2S overcall promises 4 of higher unbid suit				
1 or 2 of Majors natural - can be aggressive and 4/4	Support x			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
After 1C P 1D: x = same colour, 1NT = same rank;; 2C = odds	Comp x				
Pass and Bid = real hand	Maximal x only when opponents bid one below our agreed suit				
OVER OPPONENTS' TAKE OUT DOUBLE	Redouble = 10+ may have 3 card support				
After 1M x; 1NT up to 2M-1 = Transfer (natural or lead directing)	(1x) 1y (1NT) Dbl = take-out				
If not a transfer bid suits are F1	Responsive x = t/o - tends to deny 4oM or if no major bid by opps = equal length in M				
Jump bids are weak; Double jump are fit-jumps					

OPEN	TICK IF ART.	MIN NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPETITIVE & PASSED HAND BIDDING
IC		3	4S	11-21 3+C	Inverted minors 11+. 3C PRE, SPL =9/10+6 card support	Inverted Minor responses (2)	Fit Jumps by a passed hand
					2D = 7-9 with 5H and 4S, 2M = weak, 2NT natural 11/12	1NT rebid 12-14 may have a 4 card major checkback	
					INT = 8-10 with 4C, 1D may be 3 if no 4cM and <8	2NT rebid 18/19 (3D checkback)	
					1M may include a longer D suit if <10 points	Relay when opener raises responders major (7)	
ID		3	4S	Will only have 3D if 4432 shape else same as 1C	INT = 6-10 may have 4D, else same as 1C	As per 1C opening	Fit Jumps by a passed hand
					3C = INV with 6C	Relay when opener raises responders major (7)	
IH		5(4)		11-21 with 5H (occasionally can be 4 and lead directional in 3rd)	INT FI by unpassed hand, NF versus passed hand, 2/1 GF	Jump in new suit after 2/1 = SPL	Drury opposite 3/4th hand opening
					2H = Constructive raise by unpassed hand, Bergen Style raises (3)		2C = 8-11 with 4c support,
					IH - 2S = Jacoby, 2NT = 13-16 Bal may have 3 card support		2D = 9-11 with 3c support
					SPL (3S = any SPL, 9-13 then 3N asks, 3NT = Void S, 4m = void)		
IS		5(4)		As per IH	As per IH except 1S - 3C = Jacoby; 3N = any splinter	As per IH	As per IH
I NT				15-17 upgrades and downgrades possible	2C Stayman always promises INV+	Transfer breaks 4+ support in M, Hxx in m	
				Will infrequently include 5cM	4 suit Transfers (2S = C, 2NT = D)		
					2C does not promise M if INV		
2C	x			GF or 22/3 Bal or semi Bal	2D =4+ (but more than 2 queens), 2H = 0-4	After 2C 2D 2H is Kokish (4)	Over Intereference dbl = 0-4
					2S, 3C, 3D = Nat 5+ cards 2 of top 3 H, 2NT = 5+H 2 of top 3 H	2C 2H 2S is trf to 2NT then bids are NF	Pass = 5-8 no stopper or 9+ own suit
2D		6(5)		Weak, Natural 5-10pts can be 5 card suit in 3rd	2M = FI and asks		Suit = 5-8pts 5+ card suit
					2NT = relay (5)		
2H/2S		5		Weak 5-10, can be 5 card suit NV 1st and 2nd or any vul in 3rd	2NT = relay (6)		Dbl = Penalties
					New suit at 3 level NF INV		In Comp, one below suit = INV
							2NT upwards = Trf
2N				20-21 Bal	3C Stayman, 3D H tfr, 3S Minor suit Stayman, 4m natural GF		Dbl = Penalties
3C		6		PRE may be 6 card suit	Change of suit FI and asking length		
					4D = Keycard asking for trump honours		
3D H S				PRE may be 6 card suit in 3rd	Change of suit FI and asking length		
					4C = Keycard asking for Trump Honours		
3N				Gambling 7 card solid minor no outside A or K	4C = P/C, 4D asks for shortage	High Level Bidding	
						Cue bidding style - up the line A or K Singleton or Void	
4C				Solid H (usually 8), or one loser suit and outside Ace	4D asks for shortage	Minorwood (14/30)	
4D				Solid S (usually 8) or one loser suit and outside Ace	4H asks for shortage	Kickback where minorwood not applicable	
4H S				PRE		Exclusion Keycard (14/30 except when adjunct to trump suit 30/41)	
						5NT Pick a slam	

Note #**Description**

- 1 Mixed raise
In response to Major suit opening bid and an opposition bid or overcall a jump to 1 below the major opened shows a mixed raise (7-9) with 4 card support and a jump to 3M is weak
Same principle applies opposite the overcall of a major if space permits
- 2 Inverted Minors
After 1C 2C 2D is GF relay R bids shortage if held else 2NT (13+) or 3NT 11/12
2N shows 12-14 balanced not all stoppers required
3C = Minimum unusitable for NT
New Suit = shape showing, non minimum hand
After 1D 2D 2H is GF relay and responses are as per 1C 2C 2D
- 3 Bergen Style Raises
After 1H , 2S = Jacoby, 3C = 10/11, 3D = 7-9; 3H = PRE
After 1S - 3C = Jacoby, 3D = 10-11, 3H = 7-9; 3S = PRE
- 4 Kokish
2C 2D / 2H forces 2S then
2NT = 22/23 ; New suit is natural with 5+H
- 5 2D 2N then
3C = any upper range hand no 4cM
3M = natural 4-6
3NT = solid D
- 6 2M - 2N asks then
3C = Minimum 5 card suit
3D = good suit
3M = minimum 6 card suit
3oM = Maximum hand
3N = Max 5 card suit
- 7 1m - 1 , 2 - 2 is an artificial relay (denying 4c)
1m - 1 , 2 - 2N is an artificial realy (showing 4 c)
1m - 1 , 2 - 2NT is an artificial relay
Then a new suit = shortage + 3 card trump support
Jump new suit = shortage + 4 trumps
3M = 4 trumps, no shortage + minimum
4M = 4 trumps, no shortage + maximum
3m = 3 trumps, no shortage + minimum
3NT = 3 trumps, no shortage + maximum or 4M-3-3-3
(note 1m - 1 , 2 - 2 , 3 = 4 trumps + short and
1m - 1 , 2 - 2 , 2NT = 3 trumps + short