



TWO-LEVEL O/C (10-17): sound, usually 6-cards, promises defensive values				
CUE-BID RESPONSE (10+): promises SUPP for M, tolerance for m, not nec. FG	LEADS			
NEW SUIT ADVANCE (8-12): usually 2-card SUPP for O/C, NF CONST	Lead	Vs. Suit	Vs. NT	
RAISES: simple is CONST; jump to 3♣ is MIXED with short (R); jump to 3♦ is "MIXED	Ace	A(+), AK(+)	Asks CT or UB ten or higher	
w/o shortness; double is PRE; other suits are FIT and CONST; NT is NAT	King	AK, KQ, KQx(+), K, Kx	Asks ATT, no UB expected	Category: Natural - GREEN
4THX (8+): Exactly 2-card SUPP for O/C, usually 5-cards in unbid suit; RESPX; MAX	Queen	QJ, QJx(+), Q, Qx	QJ10x(+), AQJx(+), KQ109x(+)	Country: USA
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)	Jack	J10, J10x(+), J, Jx, KJ10(+)	J109x(+), AJ10x(+), KJ10x(+)	Event: 11th World Youth Team Championships 2006
2nd POS; 14-16 NV vs VUL; 16-19 VUL vs NV; 15-17 otherwise; as over 1NT OPEN	10	109, 109x(+), 10, 10x, H109(+)	H109x(+), 109xx(+)	Players: Meredith BECK - Jason CHIU
4th POS UNUSUAL 1NT (7-10): Usually 9-10 cards in the unbid suits, little defense	9	Regarded as a Hi-x, lead 3+5/low	Regarded as a Hi-x, lead 2/4 with AT	SYSTEM SUMMARY
BAL 1NT (11-14 over m; 11-16 over M): similar to 1NT OPEN	Hi-x	Sx, Sxx in raised suit	Sx, Sxx, xSxx(+), see also [8]	GENERAL APPROACH AND STYLE
LEBENSLOH-SLOW: as over 1NT OPEN	Lo-x	xxS, xxSx, xxxS, HxS, HxSx, HxxxS	HxS, HxxS(+)	5-card M, 1NT semi-F over 1♥ and F1 over 1♠, respond 1NT very light;
ESCAPING FROM 1NT DOUBLED [3]	SIGNALS IN ORDER OF PRIORITY			longer m openings, prefer 1♣ to 1♦, slightly sounder than M openings, respond light;
JUMP OVERCALLS (Style; Responses; Unusual NT)		Partners Lead	Declarer's Lead	Discarding
1-Suit: WEAK Classic, but varies by VUL, New suit = NAT and F1	Suit:1st	HI = ENCR	HI = EVEN	HI = ENCR
2-Suit: 1NT (PRE or STR, occ. 5-4): (1m) 2NT = ♥ + om; (1M) 2NT = both m	2nd	HI = EVEN	S/P	Current CT: HI = EVEN
Advances are NAT and NF; jumps in known suits are PRE	3rd	S/P	Unusual shift	S/P
Reopen: 2NT = BAL(19-21): as over 2NT OPEN; SUITS are INTERMEDIATE (13-16)	NT: 1st	Sx, xxS, xSxx, HSx(+)	"Smith Signal" [2]	LOW = DISC
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)	2nd	S/P	CT: HI = EVEN	Current CT: HI = EVEN
MICHAELS CUE (PRE or STR, at least 5-5): (1m) 2m = both Ms; (1M) 2M = oM + m	3rd		S/P	S/P in two suits
2NT or DBL asks m; other m bids are NAT and NF except 4♣ is P/C	Signals (including Trumps): "Smith Signal" [2], suit preference in trumps on known			REVERSE FLANNERY RESPONSE to 1m: 1m-2♥ = 6-9, 5♠/4♥
JUMP CUE ASKS STOP: usually strong m; may have no strength outside m;	shortness, trump echo indicates unexpected ruff			1♣-1♦ MAY BE SHORT (5-7, generally very balanced)
Does not establish forcing pass; position invariant; 4♣/5♣ are P/C				UNUSUAL 1NT (7-10): (1X) P (1Y) 1N promises 9-10 cards in unbid suits
4th POS: CUE of LHO's suit is MICHAELS; CUE of RHO's suit is NAT	DOUBLES			WEAK JUMP SHIFTS AND RAISES IN COMPETITION
VS. NT (vs. Strong / Weak; Reopening; PH)	TAKEOUT DOUBLES (Style; Responses; Reopening)			SCRAMBLING 2NT (bid cheapest 4-card suit)
vs 1NT in ANY POS: JUMPBALL (constructive, usually 10 cards)	Emphasize Ms; m unclear with sound double; otherwise not offshape			COMPETITIVE CUE = LIMIT RAISE (or better)
DBL = ♣, ♦+♥, or ♥+♠ (2♣ = P/C, 2M = NAT)	ADVANCER CUE-BID: (10+ HCP) If only INV, at least two places, promises rebid			LEBENSLOH-SLOW (fast denies, PEN DBL on two level, NEG DBL on three level)
2♣ = ♦ or ♣+M (2♦ = P/C, 2M = NAT)	RESP DBL after m: 2+ 4+ in each M; after M: tends to deny 4-card oM			FIT-SHOWING JUMPS (FIT): single jump shifts over 1M opening without COMP, INV
2♦ = ♦+♠ (jumps are PRE; ♣+♥ bids are NAT)	OK pass RESP DBL if BAL especially beyond 2♠; otherwise SCRAMBLING 2NT			MIXED RAISE (7-10): 1M (DBL) 3♣ includes shortness (R), 3♦ denies, also advances
2M = NAT (at least 6-cards, usually constructive)	Over RDBL of balancing DBL: Pass is PEN if over opener or at 2M or beyond			OVER OPPONENT'S 1NT OVERCALL [1]: Modified Cappelletti
2N = ♣+♦ (jumps are PRE; M bids are NAT)	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			SPECIAL FORCING PASS SEQUENCES
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	1♣ (1♦) DBL: at least four cards in each M; 1m (1♥) DBL: exactly four ♠			1X (DBL) RDBL: We cannot defend undoubled
T/O DBL thru 4♠; 4NT = unspecified 2-suiter; OPT DBL after 5♣, pass with BAL hand	Beyond 4♠: NEG DBL does not promise specific shape, usually passed			
LEAPING MICHAELS (55+ STR): (2♦) 4♣ = ♣+M; (2♦) 4♦ = both M; (2M) 4m = m + o	RESP DBL advances over O/C: promises 4+ in unbid M; usually 4+ in unbid m			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
LEB after (WK2x)-DBL-(P): direct CUE is STR; delayed CUE is scrambling	COMP DBL: covers non-obvious DBLs when (1) partner has acted (2) doubler acted			
4♣ RELAY OVER 3N O/C: (4♦ = single-suiter, 4♥ = 22-24, 4♠ = 19-21, 4N = 16-18)	at previous opportunity (3) the previous bid is at or below 3♠ (4) we have not bid			Psychics: Extremely rare, may be initial action, tends to be risk averse
VS. ARTIFICIAL STRONG OPENINGS	notrump naturally and (5) we have not established a trump fit; limit bidding applies			
Over 1♣ STR and ART: MATHE (Classic, usually 9 cards, pass with BAL good hand)	Most low level DBLs are T/O not PEN; usually pass with 4+ trump and xx in SUPP			LEADS AND SIGNALS
DBL = ♥+♠ (jump responses are PRE)	MAX DBL: Only when both sides have established a fit			OPENING LEADS STYLE
1NT / 2NT / 3NT / 4NT = ♣+♦ (jump responses are PRE)	ANTI-LEAD DIRECTING DBL: over any non-NAT CUE			Lead
Also applies to (1♣) PASS (1♦) and 1♦ STR and ART	SPLINTER DBL: requests lead of higher side suit			In Partner's Suit
OVER OPPONENTS' TAKE OUT DOUBLE	DEFENSIVE AND COMPETITIVE BIDDING			Suit
Over 1M (DBL): Cheapest OM = CONST raise of M, 2m = NAT and NF, 2M = WEAK	OVERCALLS (Style; Responses; 1/2 Level; Reopening)			NT
raise, 2NT = 4-card INV+, 3♣ = MIXED with short., 3♦ = MIXED w/o short., 3M = PRE	ONE-LEVEL O/C (8-17): sound, good suit, very rarely 4-cards in a M only when NV			2nd/4th with ATT except xxx [8]
Over 1m (DBL): 2m = WEAK raise, 2N = PRE raise, 3m = CONST raise, J/S in om =	TWO-LEVEL O/C (10-17): sound, usually 6-cards, promises defensive values			Subseq
				present count (high = even) suits; 2nd
				present count (high = even)
				Other:

OPENING BID DESCRIPTIONS

Opening	Artificial	Min.	Neg Dble thr	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		3	4♠	NAT, 12-21 HCP, lighter in 3/4	1♦ may be ART with 6-7 HCP, 1N = 8-10 HCP	1♣-1X; 1N-2♣ = PUP 2♦; 2♦ = ART FG; 1♣-1♦; 1♥-2♠=4S	Fourth suit ART INV = 2♠
1♣					2N = 11-12 HCP, 3N = 13-15 HCP, 2♦ = INV with 6+♦	1♣-1X; 2N-3♣ = WOLFF; 3♦ = CB; can bypass M	
1♣					INVERTED MINOR RAISES, BYPASS ♦ (6-10)	1m-1M; 2M-2N ART (R) [6]	
1♦		3	4♠	as 1♣	as over 1♣, except 3♣ = INV with 6+♣	as 1♣	Fourth suit ART INV = 2♠
1♥		5 (4)	4♠	NAT, 11-21 HCP, much lighter in 3/4	1N = S-F1, 2N = FG raise, 3♥ = INV raise, 3N = MIXED	as 1♣, FAST ARRIVAL, Kokish Game Tries [5]	2♣ = 3-card INV ♥ raise, 2♦ = 4-card INV ♥ raise
1♥					with out. CTRL, FIT JUMP, SPL DBL JUMP, RESP light	1♥-2♥; 2♠ = Asks cheap't help, 2N/3♣/3♦ = ♠/♣/♦ short	1N includes CONST hands with ♣ or ♦
1♠		5 (4)	4♥	as 1♥	as 1♥, except 1N = F1	as 1♥, with BART [7]: 1♠-1N; 2♣-2♦ = ART	as 1♥
1NT			3♣ to 4♠	15-17 HCP BAL, usu no 5-card M	STAY, 4-SUIT TRF (2♠ = ♣, 2N = ♦), 3m = 55 m, 3M = S	SMOLEN TRF, SPL, 2♠ = ♠+m / STAY	No Modifications
2♣		0		STR ART nearly FG, usu 20+ HCP	CTRL RESP": 2♦ = 0, 1, 4+, 2♥ = 2, 2♠ = 3	2N = 20-21 HCP, next over CTRL may show 24+ BAL	No Modifications
2♦		5		Weak two, 6-11 HCP, semi CONST	2NT = A or K ask, 4♣ = RKC, new suit F1, raises PRE	Raise new suit aggressively, bid feature if asked	
2♥		5		Weak two, 6-11 HCP, semi CONST	as 2♦	as 2♦	
2♠		5		Weak two, 6-11 HCP, semi CONST	as 2♦	as 2♦	
2NT				22-23 HCP BAL	PUP STAY, JACOBY TRF, 3♠ PUP 3N for m hands	2N-3♣; 3♦-4♣ = Both M mild slam, 4♦ = Both M without	No Modifications
3♣		6		PRE	4♦ = RKC, new suit F1, raises PRE		
3♦		6		PRE	new suit F1, raises PRE		
3♥		6		PRE	as 3♦		
3♠		6		PRE	as 3♦		
3NT	X			9-15 HCP solid m 1/2, to play 3/4	4♣ = P/C; 4♦ = SHORT ASK, 4M = NAT	3N-4♣; 4♦ - 4♥/♠ = ♥/♠ SHORT, 4N = None, 5m = om	
4♣		7		PRE			
4♦		7		PRE			
4♥		7		PRE			
4♠		7		PRE			
4NT	X			Specific Ace Blackwood	5♣ = None; 5♦/♥/♠/NT = ♦/♥/♠/♣ Ace		

HIGH LEVEL BIDDING

Q BIDDING: first and second round controls are treated equally, with shortness bid

in any suit not bid naturally by our partnership. Q-bidding partner's two-over-one

suit promises one of the top three honors, while Q-bidding our own suit promises

two of the top three honors. Bypassing a step necessarily denies a control.

SERIOUS 3NT: applies when we are in a FG auction with at least an 8-card M fit.

LIM SPL, RKCB 1430, MINORWOOD 1430 (jumps to 4m), DIPO and RIPO.

SPECIFIC KINGS: Over RKCB, 5NT asks for specific kings, any further non-trump

bid by asker invites grand. Over Minorwood, next step besides 4NT and 5m is a

queen ask, second step besides is a king ask, any further bid invites grand.

Supplementary notes file (meredith.txt) Meredith BECK - Jason CHIU (USA)

NOTE...1: Over Opponents' 1NT Overcall - Modified Cappelletti

1m (1NT) -
DBL = Penalty, all good 9+ HCP
2C = Puppet to 2D, single-suited
2D = Both majors
2M = That M + one minor
2N = Minors

1M (1NT) -
DBL = Penalty, all good 9+ HCP
2C = Puppet to 2D, single-suited
2D = Diamonds + other major
2M = Natural raise, not constructive
2OM = Clubs + other major
2N = Minors

NOTE...2: Modified Smith Signal versus Notrump

In defending a notrump contract, if declarer leads a suit whose count we deem irrelevant, then a high-low signal asks for the continuation of the opening-lead suit and a low-high signal asks for a shift. Used by both defenders.

NOTE...3: DONT Runouts from 1NT Doubled

1NT (DBL) -

RDBL = Business
PASS = Forces a RDBL by opener (overcaller)
2X = Natural, shows at least four cards in X and a higher suit

1NT (DBL) PASS (PASS); RDBL (PASS) -

2X = Natural, shows a single-suited hand

Note...4: Exceptions to Weak Jump Shifts and Raises

1M (DBL) 3C = MIXED with shortness, 3D = ASK (low-mid-hi)
1M (DBL) 3D = MIXED without shortness
1m (DBL) 3sm = CONST 5-card raise of sm, 7-10 HCP

Advances to overcalls:

Jump to 3C = MIXED with shortness, 3D = ASK (low-mid-hi)
Jump to 3D = MIXED without shortness

Note...5: Kokish Game Tries after 1M-2M

1H-2H- Semi-CONST raise, exists at least one game try that responder would accept (see below)

2S = ART asks for cheapest acceptable game try
2N = accept help suit try in S
3C/D = game retry, focus on C/D values
3C = accept help suit try in C, but not S
3D = game retry, focus on value structure
3D = accept help suit try in D, but not S or C
3H = accept unbalanced trump suit try only
2N = Short S, natural game try
3C/D = Short C/D, natural game try
3H = Trump suit game try with balanced hand

1S-2S- Semi-CONST raise, as over 1H-2H

2N = ART asks for cheapest acceptable game try
3C = accept help suit try in C
3D/H = game retry, focus on D/H values
3D = accept help suit try in D, but not C
3H = game retry, focus on value structure
3H = accept help suit try in H, but not C or D
3S = accept unbalanced trump suit try only
3C/D/H = Short C/D/H, natural game try
3S = Trump suit game try with balanced hand

Note...6: Artificial Relay after 1m-1M; 2M

2N = (R) inquiring about number of cards in M, strength, and shortness
3C = 3 cards in M, MIN, NF
3D = 3 cards in M, MAX, some SHORT, 3H = ASK (low-hi)
3H = 4 cards in M, MIN, no SHORT
3S = 4 cards in M, MAX, may have SHORT, 3N = ASK (no-low-hi)
3N = 3 cards in M, MAX, no SHORT
4sm = 4 cards in M, MIN, SHORT in oM
4om = 4 cards in M, MIN, SHORT in om
4M = 4 cards in M, MAX, 5 cards in m, no SHORT

Note...7: Bart over 1♠-1N; 2♣

2D = Many hand types (5H S/O, 5H INV, 2S 9-11,

4C BAL INV, 5C INV, 6+D INV)
2H = shows 3H NF if RESP has 5H S/O
2H = 6+H S/O
2S = 5-8 HCP preference
2N = BAL INV, denies 4C
3C = CONST raise, usually 5C
3D = 6+ NAT S/O

Note...8: Opening Leads

We lead second highest from four small cards to avoid
wasting the highest spot: might lead the 8 from 108xx
but not 98xx or 1098x.