



Category: GREEN

NCBO: Australia EVENT: Various

PLAYERS: David Lilley  
Zol Nagy

**SYSTEM SUMMARY**

**GENERAL APPROACH AND STYLE**  
Standardish with a 15-17 NT, 5 card majors and a short ♣  
1NT and 2NT openings can contain any 5 card suit  
Change of suit by both is F and 2 over 1 F to at least 2NT  
Overcalls aggressive at the 1 level, sounder at the 2 level  
Weak jump overcalls against natural and strong ♣ systems  
Weak jump shifts (4-7) to 2M over our 1 minor opening  
Doubles in the passout seat of weak 2s and pre-empts can be very light

**SPECIAL BIDS THAT MAY REQUIRE DEFENCE**  
(1) 2♣ opening has two strong versions and one weak version  
(2) 2♦ opening has two strong versions and one weak version  
(3) 2♥/♠ openings show 5 card suits, 8-11, no shortage  
(4) 3NT 1st/2nd seat is strong 4 of major pre-empt  
(5) 3♣♦ openings may be very poor favourable  
(6) 3♥/♠ openings may be only 6 cards favourable  
(7) Bergen style raises of major suit openings and overcalls  
(8) Weak jump shifts to 2M over minor suit openings  
(9) Fit showing doubles to the 2 level over a major suit response  
(10) Splinters over both major and minor suit openings and responses  
(11) Two suited overcalls over strong 1/2♣

**SPECIAL FORCING PASS SEQUENCES**

N/A

**IMPORTANT NOTES THAT DON'T FIT ELSEWHERE**

Long suit tries over raise of major opening to the 2 level  
Gerber over NT bids

**PSYCHICS:**

Rare

**LEADS AND SIGNALS**

OPENING LEADS STYLE		
	Lead	In Partner's suit
Suit	2nd/4th highest	Same
NT	2nd/4th highest	Same except 3rd from xxx
Subseq	Low from honour, high from junk	Same

LEADS		
Lead	Vs. Suit	Vs. NT
Ace	AK or short	Asks count/unblock
King	KQ or short	Asks attitude
Queen	QJ or short	same
Jack	J10, AJ10, KJ10 or short	same
10	109, A109, K109 or short	same
9	Q109 or short	same
Hi-x	2nd from length or short	poor suit
Lo-x	4th highest from an honour	good suit

SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit	1 Low encourage	Reverse count	Odds/evens
	2 High asks for switch		Odd encourage
	3 middle card neutral		Even Mckenny
NT	1 Low encourage		
	2 High discourage		
	3		

**DOUBLES**

**TAKEOUT DOUBLES (Style; Response; Reopening)**  
T/O doubles to 4♥ inclusive; responsive doubles to 7♦  
Reopening doubles can be weak

**SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES**  
Support doubles of major suits to the 2 level. No support XX  
XX is normally to play or looking for penalty, except where it is conventional,

**DEFENSIVE AND COMPETITIVE BIDDING**

**OVERCALLS (Style; Responses; 1/2 Level; Reopening)**  
Simple overcalls are aggressive at the 1 level, sounder at the 2 level.  
In response, change of suit is natural F, cue and jump cue are 11-14 with 3 and 4 card support respectively and NT is natural at the level  
Major suit overcalls at the 1 level can be made on a 4 card suit with modified Bergen responses of 3♣ and 3♦

**1NT OVERCALL (2nd/4th Live; Responses; Reopening)**  
2nd:- 15-18 balanced with stopper. 4th:- 10-14 with or without astopper.  
System over both as though we had opened 1NT but transfer to opened major following a 4th seat 1NT asks for stopper

**JUMP OVERCALLS (Style; Responses; Unusual NT)**  
Jump overcalls are weak over natural and strong 1/2♣ openings  
Responses are as over simple overcalls.

**DIRECT AND JUMP CUE BIDS (Style; Responses; Reopen)**  
Direct cue = Michael's, any values in the over position but promises an opening bid in the passout position. The bid of a known major at any level is to play, lowest minor is P/C and 2NT is an inquiry, followed by F and/or invitational action  
VS. NT (vs. Strong/ Weak; Reopening; PH)  
Over ANY strength NT opening, 2♣ = 5♥ + other, 2♦ = 5♠ + other, 2♥/♠ are natural, 2NT = minors, 3♣/♦ = natural, 3♥/♠ = value bids.  
X = penalty

**VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)**  
X in the direct position is T/O, normal values. X in the passout seat can be fairly weak (say 10+ over a weak 2 and 6+ over 3 level pre-empts)  
2NT is natural at the level (15-18) showing stopper in known suit(s). Over 3 level pre-empts, 3NT = to play.  
Jumps are natural, value bids. Cue is Micheal's over a weak 2 H/S but shows any 2 suiter over 3 level pre-empts  
Leaping Michael's over weak 2M openings

**VS. ARTIFICIAL STRONG OPENINGS**  
Over a strong 1♣ opening, X = ♣ + ♥, 1♦ = ♦ + ♥, 1♥ = ♥ + ♠  
1♠ = ♠ + ♣, 1NT = ♦ + ♠, 2♣ = minors. The bids show similar values to a 1 level overcall. 2♦ up = weak jumps. Similar approach over strong 2♣♦ openings except up one level

**OVER OPPONENTS' TAKEOUT DOUBLE**  
XX = good hand, no fit for partner's suit and is looking for penalties. All other bids retain their usual meaning.

OPENING	TICKET	ARTICLE	OF MINORS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		2	4♥		Can be a hand with ♣ or a balanced hand outside our NT range	1♦/♥/♠/ = nat F. 1NT= 6-10, usually no M(s). 2♣ = 5-8 raise 2♥/♠ = natural, 4-7, 2♦ = 16+ with ♣s, 2NT=10/11 and ♣	1NT rebid = 12-14, 2NT rebid = 18-20, change of suit F, limit and splinter raise of partner's suit. 3♣ = 15-17 NF, 3NT = to play, long ♣s	Same but no strong options exist
1♦		4	4♥		Either balanced hand outside our 1NT range or unbalanced	Suit = nat, F. 1NT = 6-10, no M(s). 2♦ = 5-8, 3♦ = 9-11 2NT=16+ with ♦ s. 2♥/♠ = natural, 4-7, 3♥/♠ = splinter	1NT = 12-14, 2NT = 18-20, change of suit = F. Limit and splinter raise of partner's suit, 3♦ = 15-17, NF, 3NT = to play, long ♦ s	Same but no strong options exist
1♥		5	4♥		As per 1♦ opening	1♣ - 2♦ = Nat, F. Bergen raises. 2NT = 16+ with ♥s, 2♠ = 3 card support, 11/12, 3NT = 12-15 balanced raise 3♠/4♠/4♦ = splinters, 10-14, 1NT = F	1NT = 12-14, 2NT = 18-20, 2♥ = F after 2♣/♦, NF over 1♠ or 1NT, 3♥ = 15-17 NF over 1♠ or 1NT and shows good hand, good suit over 2♣/♦. Long and short suit tries over Bergen, as well as inquiry bids. 3NT rebid over 1♠ or 1NT is to play	Same but no strong options exist
1♠		5	4♥		As per 1♥ opening	Identical to over the 1♥ opening, 3♥ = 3 card raise, 11/12	Identical to continuations over 1♥ opening	Same but no strong options
1 NT			4♥		15-17 balanced. May contain any 5 card suit	2♣ = simple Stayman, 2♦/♥ = Jacoby, 2♠ = strong inquiry, 2NT = Puppet to 3♠s, various hands, 3♣ to 3♠ = strong slam oriented	Over Stayman, 2♦ = no M, 2♥ = ♥s, may have ♠s, 2♠ = ♠s, no ♥s. Over Jacoby 2♦/♥ accept transfer denies 4 card support. jump to 3M = 4+ card support, min. 2NT and new suit = 4+ card support, max.	Same but no strong options exist
2♣	✓	0	4♥		23/24 balanced, 9 playing tricks in any suit or both majors (5+/4+) 6-10	2♦ = Pivot, 2♥/♠ = to play, clear preference for this suit 2NT = strong inquiry, 3♣/♦ = nat, NF. All game level bids are to play	With strong hand, rebid NT or suit over any bid by responder. With weak hand, pass with no fit for partner and raise with fit and suitable hand. Describe hand over 2♦ pivot or 2NT inquiry	Same but no strong options exist
2♦	✓	0	4♥		25+ balanced, GF in any suit or 6 card weak 2 in one of the majors	2♥/♠ = P/C, 3♣/♦ = nat, NF. 2NT = inquiry. 3NT = to play	Similar to continuations following 2♣ opening	Same but no strong options exist
2♥		5	4♥		5+ ♥s, 8-11, no shortage	2NT = inquiry, new suit = Nat NF, Raise = pre-emptive 3NT = to play	describe hand over 2NT, pass otherwise	Same but no strong options exist
2♠		5	4♥		5+ ♠s, 8-11, no shortage	As per 2♥ opening	As per 2♥ opening	As per 2♥ opening
2 NT					20-22. May contain any 5 card suit	Puppet Stayman, Jacoby, shape inquiry, Gerber	Super accepts rare.	
3 bids		6+			3♣/♦ may be fairly strong - up to 11	3NT = to play, new suit = F, jump suit over 3♥/♠ = artificial	Natural continuations	Same
3NT	✓				Strong 4♥/♠ pre-empt in 1st/2nd seat. To play 3rd/4th seat	4♣ is puppet to suit below opener's M and 4♦ asks for the M. Some artificial continuations		
4♣		7			Normal pre-empt	4♦ = nat, F, 4♥/♠ = to play. 4NT = RKCB	Natural continuations	Same
4♦		7			As per 4♣ opening	As per 4♣ opening	As above	Same
4♥/♠		6			Show poor pre-empts in 1st/2nd seat and are to play otherwise	New suit = asks stopper in suit above, 4NT = RKCB	<b>HIGH LEVEL BIDDING</b>	
4NT	✓				Minors, any values	All suit bids are to play	(1) Inquiry system over splinter raises (2) RKCB once suit agreed or jump to 4NT over any suit	
5♣/♦					Standard pre-empts	All suit bids are to play	(3) Gerber over NT openings and rebids (4) Simple Blackwood if no fit agreed (5) Cue bids "up the line" - 1st and 2nd round (6) DOPI (7) 5NT trump probe	