



DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS			
OVERCALLS (Style; Responses; 1/2 Level; Reopening)	OPENING LEADS STYLE			
USU. 5-CARD. new suit NF (F AT 3-LEVEL)		Lead	In Partner's Suit	
JUMP RAISE = PRE	Suit	4TH, 2ND FROM BAD	3RD/5TH	
JUMP CUE OPENER'S = MIXED	NT	4TH, 2ND FROM BAD	SAME	Category:
2N OFTEN LIMIT RAISE	Subseq	ATTITUDE	ATTITUDE	Country: USA
XFERS OVER DOUBLE	Other:			Event: SENIORS D'ORSI BOWL
				Players: JEFF MECKSTROTH - ZIA MAHMOOD
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)	LEADS			SYSTEM SUMMARY
15+-18, SYSTEM ON	Lead	Vs. Suit	Vs. NT	GENERAL APPROACH AND STYLE
4TH SEAT = 15+-18	Ace	AKx(x),	AK(x)(x)	5 - CARD MAJORS
BALANCING = 10-16	King	KQ(x), AK. AT 5-LEVEL AK(x)	UNBLOCK OR COUNT	OPEN MOST BAL 12
	Queen	QJ(x)	KQ(x), KQJ(x), QJx	
	Jack	J10(x), J(x)	QJxx(x), J10X	
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	109(x), 10(x)	J10xx(x), 109x	
1-Suit: WEAK	9	9x	109xx(x), 98x	
2-Suit:	Hi-x	Sx, xSx, xSxx(x), POSS ATT	SSx(x), POSS ATT	1NT Openings: 15-17
	Lo-x	HxS, HxxS(x)	HxS, HxxS(x) POSS ATT	2 OVER 1 ResponseFG
Reopen: INT	SIGNALS IN ORDER OF PRIORITY			SPECIAL BIDS THAT MAY REQUIRE DEFENCE
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)		Partners Lead	Declarer's Lead	Discarding
MICHAELS, AVERAGE STYLE	Suit: 1♠	ATT	COUNT	ATT
JUMP CUE 3M ASKS STOPPER	2nd	SP	SP	COUNT
	3rd	COUNT		SP
	NT: 1♠	ATT	COUNT	ATT
VS. NT (vs. Strong / Weak)	2nd	COUNT	SMITH	COUNT
Dbl = Penalty, 2♣ = Both MM, 2♦ = ♦+M, 2♥/2♠ = natural	3rd	SP	SP	SP
	Signals (including Trumps): STD AT TRICK 1. UD AFTER TRICK 1. SP IN TRUMP			FSJ PH
4th seat or PH...Dbl = 1m or Both MM, 2♣ = ♣+M, 2♦ = ♦+M, 2♥/2♠ = natural	SMITH VS NT			UNUSUAL VS UNUSUAL
				1♣-2♦ = 6-9 1-SUITED M
	DOUBLES			
	TAKEOUT DOUBLES (Style; Responses; Reopening)			3N = 4 MAJOR PREEMPT
VS. PREEMPTS ( Doubles; Cue-bids; Jumps; NT bids)	SOUND			
TO. LEB OVER WEAK 2M				
3M CUE ASKS STOP. CUE OF m = M's. JUMP 4M CUE = minors slammish				
4N = m's OVER 2M OR 3M				SPECIAL FORCING PASS SEQUENCES
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			RARE
VS. STRONG ♣. DBL = M's, 1NT = m's	SUPPORT X (M ONLY)			
	SPLINTER DOUBLE			
	ACTION DOUBLE			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
	SNAPDRAGON			MIGHT OPEN 'WRONG' MINOR
OVER OPPONENTS' TAKE OUT DOUBLE	ANTI-LEAD			MIGHT PSYCHE IN CONTROLLED SITUATION - EG AFTER 1M-2M
XFERS OVER 1M. JORDAN. 3M-1 = MIXED.	LEAD DIRECTING			
	LIGHTNER			Psychics:

