

(DEFENSIVE AND COMPETITIVE BIDDING**OVERCALLS**

aggressive 1 level (4++ cards); sound at 2 level.
all suit jumps=fit jumps
over 1M, 2N/cue with 4cd in mixed/good raise

1NT OVERCALL

2nd / sandwich / 4th
15-18 / 16-19 / 11-14
system on, unless 2 suits bid (3+ promised)

JUMP OVERCALLS

preempt except strong over weak; 2N asks short
2N = lowest two suits (weak or strong)
1X-P-P-2N : balanced 18-20 with system on

DIRECT and JUMP CUE BIDS

shows 55+ in ♥+♠ or OM+minor
over short ♣: 2♣=majors, 3♣=weak
response over major cue : 2NT asks, 3♣ p/c
most cues natural in 4th seat positions
jump cue : asks for stop (holding long good suit)

vs. NT (1N, 1m-P-1N, gambling 3N)

2♣ : any minor+Major (45/54/55 occas 44)
2♦: majors
2♥/2♠ : natural
Jump in 2nd/4th = long & obstructive/constructive

vs. PREEMPTS

X=takeout.
2any-3same is stop ask; 2any-4m=m+M
3any-4same is MM or m+OM; 3any-4m=natural

vs. ARTIFICIAL STRONG OPENINGS

natural

OVER OPPONENTS' TAKEOUT DOUBLE

1M-X-XX penalty; jump over 1♦/1M-X is weak

David Kendrick & Patrick				
DESCRIPTION				
1♣ 1♦		4+	4♠	Strong jump shifts Inverted minor raises, F2N 3higher=splinter
1♥ 1♠		4+		Tendency to open major on any weak NT hands but more a minor on strong balanced 1N is 5-11; 2lower is F2N; 1♥ suit jump strong, 3M weak raise. 1M-2N: natural, 3cd in M, NF 1M-3N: many 4cd support GF hands P-1M-2m : natural 5+, NF
1NT				15-17 could have singleton or 5M or 6m (but never all three)
2♣	√	0		2♣ 2♠ 3m 3M shortage (usually 3OM); 4♣
2♦	√	0	more in 4th	strong 2(3)M pass/correct; 2N asks; forcing
2♥ 2♠		5		WEAK ONLY MULTI weak M 2N asking strength & minor 3♣
2NT				5M+5m, 3-11 according to seat & vulnerability 3♣ 3♠
3X		6	more in 4th	balanced 20-21 new suit is 1R force; 3M-4
3NT	√			constructive in 2 nd seat except at green 4♣ 4♦
4X		6		long solid minor; little else over major, new suit about losers there (step1=2)
4NT	√	0		asks specific aces 5♣
5♣/♦		7		