



<b>DEFENSIVE AND COMPETITIVE BIDDING</b>	<b>LEADS AND SIGNALS</b>			
<b>OVERCALLS (Style; Responses; 1/2 Level; Reopening)</b>	<b>OPENING LEADS STYLE</b>			
Based on loser count and the rule of 500	Lead	in Partner's Suit		
	Suit	Low = Like Suit, 3rd or 5th	Low = 3rd or 5th, Top of doubleton, M	
	NT	Low = Like Suit not necessary 3rd or 5th	Low = 3rd or 5th, Top of doubleton, M	Category: GREEN
	Subseq			Country: Australia
	Other:			Event: SENIORS
				Players: John PETTITT - Frank POWER
<b>1NT OVERCALL (2ND/4TH Live; Responses; Reopening)</b>	<b>LEADS</b>			<b>SYSTEM SUMMARY</b>
15-18 Sytem is then on	Lead	Vs. Suit	Vs. NT	<b>GENERAL APPROACH AND STYLE</b>
	Ace	A, Ax, AK	AK, Requiring Count	ACOL
	King	K, Kx KQ		
	Queen	Q, Qx, QJx		
	Jack	J, Jx, JTx		
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>	10	10, 10x, 109x	AJT, KJT, T9x	
1-Suit: Based on loser count, Jumps are less than an opening bid	9	8, 9x, 98x	9, 98, 98x	
2-Suit: Cue bid higher suit plus another, NT lower suits	Hi-x			1NT Openings: 11-14, no shortage, may be 2.2.2.7 with a minor, may contain a 4
	Lo-x			2 OVER 1 Responses forcing
Reopen:	<b>SIGNALS IN ORDER OF PRIORITY</b>			<b>SPECIAL BIDS THAT MAY REQUIRE DEFENCE</b>
<b>DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)</b>		Partners Lead	Declarer's Lead	Discarding
As in first seat, but may be more preemptive	Suit: 1st	Reverse Attitde	Reverse Count	Mckenny
	2nd	Reverse Count		
	3rd			
	NT: 1st	Reverse attitude	Reverse count	Mckenny
<b>VS. NT (vs. Strong / Weak; Reopening; PH)</b>	2nd	Reverse count		
Kelsey, 2C = 3 suiter with short red suit, 2D = 3 suiter with short black	3rd			
2H, 2S = natural	Signals (including Trumps):			
2NT = Single suiter, responder usually bids 3C				
3C = Non forcing minor 3 suiter				
3D, 3H, 3S = 2 suiter with suit above	<b>DOUBLES</b>			
	<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
<b>VS. PREEMPTS ( Doubles; Cue-bids; Jumps; NT bids)</b>	Usually takeout, with a penalty double pass and hope that partner will reopen with a d			
Dbl = tackout, Cue Bid = a 2 suiter as per over 1 level opener				
				<b>SPECIAL FORCING PASS SEQUENCES</b>
<b>VS. ARTIFICIAL STRONG OPENINGS</b>	<b>SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES</b>			
Over precision non jump suit bids are either ther suit or shortage in the suit	None			
and a 3 suiter, Dble = the majors, 1NT = a major minor 2 suiter, 2NT = Minors				
				<b>IMPORTANT NOTES THAT DON'T FIT ELSEWHERE</b>
<b>OVER OPPONENTS' TAKE OUT DOUBLE</b>				
Pre emptive raises, fit showing jumps				
				Psychics:

