

<b>OVERCALLS (Style; Responses; 1/2 level; Reopening)</b>	<b>OPENING LEADS STYLE</b>				
Aggressive and could be 4 cards at 1 level, sound at 2 level. Then		<b>Lead</b>	<b>In Partner's Suit</b>		
new suit is F at 1 level, NF at 2 level, NF at 3 level if opposition	<b>Suit</b>	4 <sup>th</sup> , MUD and 2 <sup>nd</sup> if no Honour	Same		
bids again, F otherwise. Jump new suit = intermediate, no fit, NT is	<b>NT</b>	As above	Same		
natural NF, raise = 3 card fit, 4-10, jump raise = 4 card fit, 4-10 Cue = 3 card fit, 11+, jump cue = 4 card fit, 11+	<b>Subsequent</b>	Attitude	Attitude	<b>CATEGORY:</b>	SENIOR
<b>Re-opening:</b> As above				<b>NCBO:</b>	Australia <b>EVENTS:</b> APBF Hong Kong 2013
<b>1NT OVERCALLS (2<sup>nd</sup> / 4<sup>th</sup> Live; Responses; Reopening)</b>				<b>PLAYERS:</b>	Bobby Richman – George Gaspar
15-18 direct, 11-17 reopening.	<b>LEADS</b>				
Responses as to opening 1NT except transfer into your	<b>Lead</b>	<b>Vs. Suit</b>	<b>Vs. NT</b>		
major is stopper/range inquiry over reopening NT	<b>Ace</b>	AKx, A(x)	AKx, AKJxx	<b>GENERAL APPROACH AND STYLE</b>	
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>	<b>King</b>	KQx, AK, Kx	KQJx, KQ10xx	Artificial strong 1♣ (15+) system with relays	
Suits = intermediate at 2 level, strong at 3 level	<b>Queen</b>	QJ(x), Qx	QJ(x), AQJ(x), Qx	Weak 1NT, 5 or 6 card weak 2♥/2♠, natural 2♣/2♦ opening	
Unusual NT=5/5 lower 2 unbid suits (direct) and 19-20 (reopen)	<b>Jack</b>	J10(x), KJ10(x), Jx	J10(x), HJ10(x), Jx	1♦, 1♥, 1♠ openings ="transfers", 9-14, may be canapé with minor	
<b>DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)</b>	<b>10</b>	109(x), 10x, K109(x)	109(x), A109x, K109x	1♦ = 4+♥, 1♥ = 4+♠, and in 1 <sup>st</sup> and 2 <sup>nd</sup> seat 1♠ = 4+♦ and 4+♣, no 4+M.	
(1m): 2m = 5+/5+ ♥/♠, (1M): 2M = 5 other M + 5m. Wide ranging	<b>9</b>	Q109x, 9x	Q109x/ 9x, 98x(x)	Aggressive overcalls, pre-empts, openings and responses.	
2NT by responder asks for strength and other suit.	<b>Hi-x</b>	xx, 2 <sup>nd</sup> weak 4+ suit, MUD	xx or top/2 <sup>nd</sup> from weak 3+ suit	<b>1NT Opening:</b> = 11-14, but if 4 card M then 11-12	
New suit = NF if suits known, 3♣ = P/C over M/m hand	<b>Lo-x</b>	Hxx, fourth with Honour	Hxx, Hxxx, Hxxxx, fourth best	<b>2 OVER 1 Resp:</b> Artificial over 1♣ and 1♠, transfers over 1♦ and 1♥	
	<b>SIGNALS IN ORDER OF PRIORITY</b>				<b>3<sup>rd</sup> and 4<sup>th</sup> seat: 1NT = 15 bal, 1♠ includes 12-14 bal with no 4M</b>
		<b>Partner's Lead</b>	<b>Declarer's Lead</b>	<b>Discarding</b>	<b>SPECIAL BIDS THAT MAY REQUIRE DEFENCE</b>
<b>VS. NT (vs. Strong / Weak; Reopening; PH)</b>					
X = Penalty, then next Dbl is t/o, 3 <sup>rd</sup> Dbl is penalty	1	Hi = DISCRG	Hi = Odd	1 <sup>st</sup> discard: odd ENCRG, even S/P	1♣ opening = 15+ any
2♣ = ♥ + other, 2♦ = ♠ + minor, 2♥/2♠ = natural, 2NT = minors	2	Suit Preference	Suit Preference	Suit Preference	1♦ opening = 4+♥, 9-14 HCP, could have longer minor. [Ref Note 1]
	3	Hi = Odd	-	Remainder: Present Natural Count	1♥ opening = 4+♠, 9-14 HCP, could have longer minor. [Ref Note 1]
3♣/3♦ = natural, 3♥/3♠ = pre-emptive. Same in all circumstances	1	Same	Same	Same	1♠ opening = at least nine cards in minors, at least 5/4, 9-14 HCP
	2				RESPONSES
<b>VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)</b>	3			Remainder Count Hi = Even	Transfers to 1♣: e.g. 1♣: 1♥ = 5+♠, 9+ HCP; 1♣: 1♠ = BAL, 9+; 1♣: 1NT = 5+♣, 9+; 1♣: 2♣ = 5+♦, 9+; 1♣: 2♦ = 9+, 5+♥, 1♣: 2♥ = 9-11, 3 suited
X = T/O, cue = Michaels, suit and NT = natural, jump suit =	<b>Signals (including Trumps):</b> Secondary Suit Preference , e.g. in trump suit				1♦: 1♥ response = relay, game interest plus

intermediate to strong. X in the over position is based on shape and					1♥ : 1♠ response = relay, game interest plus		
X in the pass-out position is based on shortage. No Lebensohl.					To 1♠ (shows minors). 2♣-♠ are artificial, weak or strong, 2NT FG,		
VS. ARTIFICIAL STRONG OPENINGS					and 3♣/3♦ are aggressive pre-empts on 3+ cards.		
X = willing to compete, 1♦/1♥/1♠ = natural, 1NT = minors,				TAKEOUT DOUBLES (Style; Responses; Reopening)	SPECIAL FORCING PASS SEQUENCES		
2♣ = ♥ + another, 2♦ = ♠ + minor, 2♥ upwards = weak				Based on shape rather than HCP. In response, suit = natural, 0-10.	In relays, pass often continues the relay.		
				jump suit = 7-10, Cue = F to suit agreement.	If F auction, pass then pull = strong		
Over strong 2♣, X = ♥ + another, 2♦ = ♠ + minor				X in the pass-out seat over pre-empts can be very weak	IMPORTANT NOTES THAT DON'T FIT ELSEWHERE		
					HCP ranges shown on this card are best indication of meaning		
OVER OPPONENTS' TAKEOUT DOUBLE				SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES / REDOUBLES	3 <sup>rd</sup> /4 <sup>th</sup> seats: 1♠ and 1NT opening bids are <b>DIFFERENT</b> to 1 <sup>st</sup> /2 <sup>nd</sup>		
Ref Note 2(a) if they X 1♣. If we open 1♦ - 1♠, XX = penalty, good hand				DOPI, ROPI, many low level take-out doubles	PSYCHICS:		
Then next X by both is T/O. If they X 1NT, pass is to play, XX is				If we open at two level, Dbl at 2 level t/o and at 3 level penalty.	3 <sup>rd</sup> seat openings can be very light, bordering on psychics.		
puppet to 2♣ then pass next bid, 2♣/2♦ show suit and higher suit					Occasional psyches, e.g. 1♦ : 1♠ response was psyched once		
					Both players psyche sometimes, but have not yet in this partnership.		
OP EN IN G	T I C K I	M I N - N O	N E G. D B L T H R U	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION / COMPETITIVE BIDDING	PASSED HAND BIDDING / COMPETITIVE BIDDING
1♣	Y	0	4♠	15 <sup>+</sup> any in 1 <sup>st</sup> /2 <sup>nd</sup> seat but 16+ in 3 <sup>rd</sup> /4 <sup>th</sup> seat if balanced. (Refer note 2 of attachment)	1♦ = 0-9 if balanced, 0-8 if unbalanced 1♥/1NT/2♣/2♦ = 9+ unbalanced, with ♠/♣/♦/♥ respectively 1♠ = 9-14 balanced, may have any 5 card suit if 9-11 2♥ = 9-11, 3 suited or 15+ balanced, 2♠ = 12-14, 3 suited, 2NT = 15+ 3 suited, 3♣-3♠ = natural, weak	After 1♣-1♦ : 1♥=18 <sup>+</sup> ART, 1NT = 15-17 BAL, 1♠/2♦/2♥ are natural, 15-17, 2♣ = ♥+ another, 15-17, 2NT = 5+♣ and 4+♦, 15-17, 2♠-3♥ = 6+ card suit, 15-17. Ref Note 2 regarding how we handle interference.	Same but no strong options by a passed hand and no 3 suited bids in competitive sequences
1♦	Y	0	4♠	9-14 with 4+♥, may have 4♠ or can have a longer minor. (Refer note 1(a) of attachment for recommended defence)	1♥=Relay, at least game interest. 1♠ = natural F, 1NT = natural NF, 2♣/2♦/2NT = transfers, 2♥ = 3♥ 0-7, 3♣/3♦ = 4 card limit raise Reverse Bergen, 3♥ = 4♥ 2-8, 2♦ = 7-10, 3 card SUPP, 3♠/4♣/4♦ SPL	Over 1♥, 1♠ = any maximum, resolvable. Other rebids = a relay response, 9-12 [see Note 3]. If they X 1♦, XX = to play, else normal system. If they overcall, X = T/O below 4♠, values above. Suit = natural F.	3 <sup>rd</sup> 4 <sup>th</sup> same, but 1♥ response to 1♦ is simply a scramble, with natural responses.
1♥	Y	0	4♠	9-14 with 4+♠, may have 4♥ or can have a longer minor. (Refer note 1(a) for recommended defence)	1♠ = Relay, at least game interest. 1NT = natural NF, 2♣/2♦/2♥/2NT = transfers, 2♠ = 3♠ 0-7, 3♠ = 4♠, 2-8, 3♣/3♦ = 4 card limit raise like Reverse Bergen. 4♣/4♦ SPL, 4♥ natural.	Over 1♠, 1NT = any maximum, resolvable. Other rebids = a relay response, 9-12 [see Note 4]. If they X 1♥, XX = to play, else normal system. If they overcall, X = T/O below 4♠s, values above. Suit = natural, F.	3 <sup>rd</sup> and 4 <sup>th</sup> seat same, but 1♠ response to 1♥ is simply a scramble, with natural responses.

1♠	Y	0	4♠	9-14, 5+/4+ in the minors, no 4 card major. ( Refer note 1(b) of attachment for recommended defence)	1NT = Natural, NF, 2♣ asks for major fragment, 2♦ is artificial puppet to 2♥ - weak or strong, 2♥ is transfer to 2♠ - weakish or strong, 2♠ = enquiry, 2NT = GF shape inquiry, 3♣/3♦ to play.	Following the 2♣-2♠ bids, responder can pass, invite or force to game depending on his hand. (see Note 5). Should opposition bid, X by responder is penalty, 2NT is an inquiry, 2♣-3♠ are natural, to play.	3 <sup>rd</sup> and 4 <sup>th</sup> seat includes balanced (12) 13-14 too, if no 4M.
1NT			4♠	11-14 balanced. If 4 card major, 11/12. (Refer note 6 of attachment) BUT in 3 <sup>rd</sup> and 4 <sup>th</sup> seat is exactly 15 HCP, balanced.	2♣ = Stayman, 2♦ to 2NT = transfer to ♥/♠/♣/♦ respectively, 3♣, 3♦, 3♥, 3♠ = shortage, 4♣/4♦ = Texas, 4♥/4♠ = to play, 4NT = Quantitative	Over interference, X of 2♣ is system on, else X is T/O at 2 level, penalty at 3 level or higher, 2NT natural, suit = natural NF up to 3♦ but 3 over 3 is GF, jump suit = F, cue = Stayman	3 <sup>rd</sup> /4 <sup>th</sup> hand 1NT = balanced, exactly 15 points
02♣		6	2♠	9-14, 6+♣s, no major. (Refer note 7 of attachment)	2♦ = Inquiry, 2♥/♠ = Nat F1, 3♣ = invite with club honour, 3♦, 3♥, 3♠ = splinter, 2NT = puppet to 3♣	Artificial continuations over 2♦ inquiry (see Note 7)	Same
2♦		6	2♠	9-14, 6+♦s, no major (Ref note 8)	2NT puppet to 3♦, 3♦ has ♦ honour, others like 3♣	Artificial continuations over 2NT inquiry	Same
2♥		5	2♠	5-9, 5 or 6 card suit	2NT = inquiry, 2♠/3♣/3♦ = NF, 3♥ = to play	Artificial continuations over 2NT	3 <sup>rd</sup> /4 <sup>th</sup> hand = 6+♥, 8-14
2♠		5	pen	5-9, 5 or 6 card suit	2NT = inquiry, 3♣/3♦/3♥ = NF, 3♠ = to play	After 2♠-2NT; 3x: 3♠ = INV, new suits = F.	3 <sup>rd</sup> /4 <sup>th</sup> hand = 6+♠, 8-14
2NT				Not used		<b>HIGH LEVEL BIDDING</b>	
3♣		6	pen	Nat. May be pathetic NV v Vul	3♦/3♥/3♠ natural F, 4♦ = RKCB.	Artificial continuations (not full realys) after positive responses to opening 1♣/1♦/1♥/1♠.	
3♦		6	pen	Nat. May be pathetic NV v Vul	3♥/3♠ natural F, 4♣ = RKCB.	RKCB (0314) sets last genuine suit	
3♥		6	pen	Nat. May be pathetic NV v Vul	3♠/4♦ natural F, 4♣ sets suit and asks for cues	Splinters including 1♠-4♥.	
3♠		6	pen	Nat. May be pathetic NV v Vul	4♦ natural, F, 4♥ = to play, 4♣ sets suit, asks cues	Control (cue) bids may be 1st or 2nd round controls.	
3NT				Gambling in 1 <sup>st</sup> and 2 <sup>nd</sup> seat	4♣ pass or correct	5NT may be pick a slam, or may be GSF	
4♣		7	pen	Natural	Natural.	4NT if previous bid is natural NT bid is quantitative	
4♦		7	pen	Natural	Natural.		
4♥		6	pen	Natural	Cue suit below needed control.		
4♠		6	pen	Natural	Cue suit below needed control.		
4NT	Y		pen	Minors			

## SUPPLEMENTARY NOTES for RICHMAN – GASPAR (Australia)

### 1. Recommended defense to transfer openings

- (a) 1♦ and 1♥ openings showing ♥ and ♠ respectively
- bid of opener's major is natural
  - 2 of opener's major is Michaels
  - X = T/O on opener's major
  - NT = natural
  - Natural overcalls
- (b) 1♠ opening showing minors
- X = T/O, general values
  - NT is natural
  - 2♣/2♦ are T/O and emphasize ♥ and ♠ respectively
  - Natural overcalls

### 2. Continuations following a 1♣ opening

1♣ / 1♦  
 Any / 3♣/3♦ = 6+ card suit, **two of top 3** honours, 6-8. Natural continuations  
 3♥/3♠ = **Good quality** 6+ card suit, 6-8. Natural continuations

1♣ / 1♦  
 1♥ / 1♠ = 0-5 any  
 1NT = 6-9 balanced  
 2♣/2♦/2♥/2♠ = Natural, 6-8, GF  
 2NT = 6-9, 4441 shape. Normal system continuations following  
 3 suited response  
 3♣/3♦/3♥/3♠ = 6-8, good 6+ card suit

1♣ / 1♦  
 1♥ / 1♠  
 1NT = 18-20 balanced/semi-balanced  
 2♣ = Artificial GF  
 2♦-3♠ = 18-20, 5+ card suit at lowest level (2♦-2♠), 6+ **and a good hand** at jump/3 level  
 2NT = 21-23 balanced/semi-balance

1♣ / 1♦  
 1♥ / 1♠  
 1NT / 2♣ = Puppet to 2♦. No ambitions  
 2♦ = Stayman, some potential  
 Higher = NNF but some potential. Natural continuations

1♣ / 1♦  
 1♥ / 1♠  
 2♣ / 2♦ = No 5+ M or 6+ m, not 4441 shape. Natural continuations  
 2♥/2♠ = Natural 5 or 6 card suit. Natural continuations  
 2NT = 0-5, 4441 shape. Normal system continuations following  
 3 suited response  
 3♣/3♦ = Natural 6 card suits. Natural continuations

### Action following interference over the 1♣ opening

#### We open 1♣ and they interfere in the direct seat

- (a)      1♣      X      Pass = 0-5 (then after pass, XX by opener = strong)  
                                 XX = 6-8, not T/O shape **if** X has an anchor suit  
                                 1♦ = transfer to ♥, GF  
                                 Others unchanged
- (b)      1♣      1♦      Pass = 0-5 (then X = T/O)  
                                 X = 6-8, not T/O shape  
                                 Others unchanged
- (c)      1♣      1♥      pass = 0-5 (then X = T/O)  
                                 X = 6-8, not T/O shape  
                                 1♠ = 9-14 transfer to NT (continuations unchanged)  
                                 Others unchanged **except** 2♥ = positive with ♠
- (d)      1♣      1♠      Pass = 0-5 (then X = T/O)  
                                 X = 6-8, not T/O shape  
                                 1NT = 9-14 balanced. Now 2♣ = Range Stayman, followed by 2NT/3♣ Baron  
                                 Others unchanged **except** 2♠ = positive with ♣

### 3. Continuations following a 1♦ opening

- 1♥ = Relay, at least a game try  
1♠ = Natural, 4+ card suit F1, then change of suit F1.  
1NT = NNF  
2♣ = Transfer to 2♦  
2♦ = transfer to 2♥, 3 card support, 9-11  
2♥ = 3 card support 6-8 (4 card support possible if balanced)  
2♠ = 6+ suit, NNF  
2NT = Transfer to 3♣  
3♣ = 4 card limit raise, 11-13  
3♦ = 4 card limit raise, 9-11  
3♥ = 4+ ♥, 3-8  
4♣/4♦ = Splinter  
4♥/4♠ = To play  
4NT = RKCB

#### The meaning of bids in response to the Relay

- 1♦ / 1♥  
1♠ = All maximums, **excluding** 13-14 balanced 5332  
1NT = 5332 or 4♠s and 5♥, **any** residue, resolvable  
2♣ = 6+ ♥ or 4+♣  
2♦ = 4+♦, could be 4441 shape with **either** black shortage  
2♥ = 9-12, 3 suited  
2♠ = 13/14, 3 suited  
2NT = **13/14** balanced 5332  
3♣ = 6+♣, good suit  
3♦ = 6+♦, good suit  
3♥ = 6/7 ♥, very good suit  
3S = 5Ss & 6♥s

#### 4. Continuations following a 1♥ opening

1♠ = Relay  
1NT = NNF  
2♣/2♦ = transfer to 2♦/2♥ respectively  
2♥ = Transfer to 2♠. 3 card support, 9-11  
2♠ = 3 card support, 6-8 (may be 4 card support if balanced)  
2NT = Transfer to 3♣  
3♣ = 4 card limit raise, 11-13  
3♦ = 4 card limit raise, 9-11  
3♠ = 4+ Ss, 6-9  
4♣/4♦ = Splinter  
4♥/4♠ = To play

#### The meaning of bids in response to the Relay

1♥ / 1♠  
1NT = All maximums excluding 13-14 balanced 5332  
2♣ = 6+♠ or 5332  
2♦ = 4+♦, could be 4144, short ♥  
2♥ = 5♠ & 4♥. Now 2♠ asks for fragment if 5431 shape. 3♣/3♦ = fragment, 2NT = 5422  
2♠ = 4+♠, 5/4+ either way  
2NT = 13-14 balanced 5332  
3♣/3♦ = 6+ minor, good suit  
3♥ = 5+♠ & 5♥  
3♠ = Very good 6/7 card suit

#### 5. Continuations following the 1♠ opening

1NT = To play  
2♣ = Asks for major suit fragment. Can be weak with majors **or** a hand just below GF values  
2♦ = Transfer to 2♥. Can be weak to play **or any GF** if responder bids again  
2♥ = Transfer to 2♠. Can be weak to play **or** invitational with 5+♠ **or** a GF in ♠  
2♠ = Inquiry. Interested in game in a minor, **not** NT  
2NT = Shape inquiry, GF  
3♣/3♦ = To play, tactical. Responder need not have a long suit. May be looking to defend 3M  
3♥/3♠ = Natural, pre-emptive. Not invitational

#### Continuations following the 2♣ response

1♠ / 2♣  
2♦ = No 3 card major. 2245 or 1255 shape. Now 2♥ = P/C, 2♠/2NT3♣/3♦ = invite  
2♥ = Fragment. May be 0355 or 1345/1354. Over this, 3♣/3♦ to play, 2NT and raise = invite  
2♠ = Fragment. May be 3055 or 3145/3154. As above

#### Continuations following the 2NT response

1♠ / 2NT  
3♣/3♦ = Some unusual hand, either:

- Shapely and weak but prepared to pass 3NT if responder bids it
- Shapely and good. Will take another bid over 3NT if that's what responder bids

  
3♥/3♠ = shortage, normal hand  
3NT = some 5422 hand  
4♣/4♦ = shapely and weak, long minor, not prepared to play 3NT  
4♥/4♠ = void, good hand, 5+/5+

## 6. Continuations following the 1NT opening

1NT / 2♣ = Stayman  
2♦ = Transfer to 2♥  
2♥ = transfer to 2♠  
2♠ = transfer to ♣  
2NT = transfer to ♦  
3suit = shortage in suit bid  
4♣/4♦ = South African Texas

## 7. Continuations following the 2♣ opening

2♣ / 2♦ = Inquiry for 3 card M  
2♥/2♠ = Natural, unlimited, F to 3♣  
2NT = Puppet to 3♣  
3♣ = Invitational to 3NT. Will have a ♣ honour  
3♦/3♥/3♠ = Splinter  
3NT = To play  
4♣ = pre-emptive, not invitational

### Continuations over the Relay

2♣ / 2♦  
2♥ = 3♥, may have 3♠ if minimum  
2♠ = 3♠, not 3♥, minimum or maximum  
2NT = No 3 card M, maximum  
3♣ = No 3 card M, minimum  
3♦ = 3♥ and 3♠, maximum

## 8. Continuations following the 2♦ opening

2♦ / 2♥/2♠ = Continuations:

- 3♦ or raise = minimum, else maximum. In particular:
- Suit below 3♦ = No fit, values for NT
- Suit above 3♦ = Fit, control/splinter

2NT = Puppet to 3♦  
3♦ = invitational, will have a ♦ honour  
3♥/3♠/4♣ = Splinter  
3NT = to play