

Leads, Signals & Discards

Suit Overcalls
Sound, especially at the two level. May be quite strong. Good four card suit possible at the one-level, especially if long in RHO's suit. New suit responses forcing; cue guarantees fit; new suit jumps fit; jump cue mixed raise.

Notrump Overcalls
2 nd position: 15-18 BAL, 4 th live: 17-20 BAL. Balancing: 10-14 over 1m, 10-17 over 1M. Direct 2NT is 5/5 lowest 2 unbid, balancing is 18-20.

Takeout Double
12+ three-suited or 18+ any. In response, cue is 11+ except (1m)-Dbl-(Pass)-2m which may also be a weak 4-4. Balancing: up to 3HCP weaker.

Suit Jump Overcalls
Natural and weak. Intermediate in balancing seat.

Cue Bids
1m-2m = majors, 1M-2M = OM & ♣, both opening strength. Balancing cue is any two suits.

Defense to 1NT
2♣ = majors. If strong (14+), Dbl = ♠ + m.

Defense to Preempts
Takeout doubles at all levels. 2NT & 3NT natural; 4NT = minors. Strong NF jump overcalls except: 2♦-4♣=♣&M, 2M-4m=OM&m. Four-level cue is a two-suiter, except 2♥-4♥ = good 4♠ bid.

Artificial Strong Openings
Dbl = 5/5 majors, simple NT bid = 5/5 minors


Over Opponent's Take-Out Double
RDbl=10+ hcp; 1NT+ transfers; fit jumps

Special Artificial and Competitive Doubles
1♣-(1♦)-Dbl = 5-7, 5+♥; 1♣-(1♥)-Dbl = ♠/BAL, 8+ Anti-lead directing doubles by a pre-emptor.

Opening Lead Style	
Notrump	Top of honour sequences; 4th & 2nd from length; 3rd & 5th in partner's suit.
Suit	Top of honour sequences. Count pip leads - low from even, high from odd.
1NT Opening	Lowest if leading actively. Highest affordable pip if leading passively.
Later	Attitude leads, count returns. Coded 10s and 9s (zero or two higher).

Leads		
Lead	vs Suits	vs Notrumps
Ace	Ax+, AK(+)	AK(+)
King	AK(+), KQ10(+)	AK(+), KQ10+
Queen	KQ(+), QJ(+)	KQ(+), QJ(+), AQJ(+)
Jack	KJ10(+), J10(+)	HJ10(+), J10(+)
10	H109(+)	H109(+)
9	H98(+), 109(+)	H98(+), 109(+)
High x	HSx, Sxx	Sx,xSx, xSxx, xSxxx
Low x	xS, HxxS, xxxS, HxxSx, xxxSx	HxS, HxxS, HxxSx

Signals In Order of Priority		
	Partner's Lead and Discarding	Declarer's Lead
1st	High = Odd	High = Odd
2nd	High = Discouraging	High = S/P Low Suit
3rd	High = S/P Low Suit	
Echo in trumps shows the ability to ruff, or suit preference for low suit. Smith echo (high = good) by either player when honour position in opening lead suit is unclear.		

System Category	Red (Artificial)	
Players	Chris Chambers Ed Colley	
NCBO	England	

System Summary
1♣ is either strong (17+) or 11-13 (semi)balanced with a doubleton spade. 1♠ is limited with three or four spades; 1♦ shows five spades. 14-16 notrump. Lightish opening bid style. We respond very light to one-level openings. Pre-empts fairly sound except 1 st & 3 rd NV, when very aggressive. Aggressive WJO all pos & vuln.

Special Bids That May Require Defence	
1♣	11-13, doubleton spade, BAL/5422 (not 5♥) or 17+ any shape
1♦	10-16, 5+♠
1♠	10-16, 3/4♠, not 5♥, not 14-16 BAL
2♣	12-16, three-suited, short ♠
2♦	12-16, 6♦ or 5♦ & 4♥
2♥	12-16, 6+♣
2NT	12-16, 5+♣ & 5+♦
In response to 1♣, 1♦ shows 0-7 (non-forcing), others are artificial with 8+ HCP (except 3M = 3-7HCP). 1♥-1♠ = weak catch-all (not 5♠, may have 3♥).	

Special Forcing Pass Sequences
Limit or better raises set up a FP when vulnerable against not and opponents bid to the five level. (3m)-action-(5m)-Pass if vulnerable against not.

Important Notes That Don't Fit Elsewhere
In contested 1♣ auctions, the following are potentially 11-13 balanced (others show 17+): any pass, 1♥, double of 1♠, simple NT bid, raise or P/C up to 3♥/5m, transfer completion or super-accept.

Call	Art?	Min Lgth	Neg Dbl Upto	Description	Responses	Subsequent Auction	Modifications with passed partner (if any)
1♣	✓	-	1♥	Strong (any 17+) or 11-13 (semi)bal with 2♣ Weak hand may be: 22(54), 22(63), 2344, 23(53), 23(62), 24(43), or 24(52)	1♦ 0-7 any (non-forcing); Unbalanced positives, show the longest suit first. 5/5s start with the higher suit if 5521, the lower if 5530. 1♥ = 5♠ (8+) or 8-13 4432, 4333 or 4441; 1♠ = 8+, ♣ or ♦; 1NT = 8+, ♥; 2♣ = 8+, ♥ either ♦ or equal length short suits; 2♦ = 8+, ♦, either ♥ or equal length short suits; 2♥ = 6♣, 6322 or 7222; 2♠ = 6♦, 6322 or 7222; 2NT = 14+ 4432, 4333 or 4441. 3♣/♦ = 7♥/♠(222); 3♥/♠ = seven cards, 3-7 HCP.	After 1♣-1♦: Pass = 11-13 with 5♦; 1♥ = 4+♥, either 11-13 balanced or 17-20 two-suited; 1♠ = either 11-13 with 4♣ or 17-20 two-suited without 4♥ or 17-20 club one-suiter or 24+ BAL; 1NT = 17-20 BAL; 2♣/♦/♥ = transfers, one-suited or 21+ two-suited; 2♠ = 21+ ♣ one-suiter; 2NT 21-23 BAL. After positive responses, the following show 11-13: 1♥-1NT; 1♠-2♣/♦ (P/C); 1NT-2♦/♥; 2♣-2♥/♠; 2♦-2♠/NT; 2♥-2NT/3♣; 2♠-2NT/3♦; 2NT-3♦/♥/♠/NT. Others are strong, cheapest = relay.	
1♦	✓	-	7♠	10-16, 5+♠. May have longer minor.	1♥ NAT F1; 1♠ catch-all not FG; 1NT 9-11; 2m = NAT F3m; 2♥ = 3♠, 9+, 2♠ = 0-8; 2NT = BAL FG; 3♣ = 4♠ BAL INV+; 3♦ = short ♠ FG; 3♥ = any SPL; 3♠ PRE; 3NT = majors; 4m = 4♠ & 5m; 4♥/♠ = to play.	1♦-1♥-1NT = 11-13 BAL 1♦-1♠-Pass = weak, good suit 1♦-2NT: shortness next	2/1s show a good suit rather than good hand. Fit jumps (4M/5other); 2NT = balanced raise.
1♥		5	7♠	10-16. May have longer minor. Spades shorter.	1♠ ART weak; 1NT = 5+♠; 2m NAT F3m; 2♥ = 3♥ 8-10, 2♠ = weak (3-7); 2NT = BAL FG, 3♠ = BAL raise; 3♦ = short ♥ FG; 3♠ = any SPL; 3NT = majors; 4m = 4♥ & 5m.	1♥-1♠: 2♦ = 4♠; 1NT = ♦ / BAL / good one-suiter (2♣ = enquiry, 9+)	
1♠		3	7♥	10-16. 3/4♠, not 5♥, not 14-16 BAL	1NT weak; 2♣ = NAT (F3♣) / 10-12 BAL; 2♦♥ = NAT F3♦♥; 2♠ = 4+♠ 4-9; 2NT = BAL FG; 3♣ = 5♠ INV+; 3♦ = short ♠ FG; 3♥ = any SPL; 3♠ PRE; 3NT = majors; 4m = 5♠ & 5m; 4♥/♠ = to play.	1♠-2♣: bid major (2♦ with none), now 2M-3M / 2♥-2♠ / 2NT = BAL, others = ♣.	2m = 4m & 4♠ 2♥ = Constructive raise 2♠ = Pre-emptive Fit jumps; 2NT = minors
1NT		-	4♥	14-16 BAL / semi-balanced; 5M, 6m, 5422 all OK.	2♣ = 4+♠; 2♦ = 4+♥ (not 4+♠ unless weak or slam inv) 2♥/♠ = NAT INV; 2NT/3♣ = transfers, weak or FG no major; 3♦ = ♦, FG; 3♥/♠ = SPL; 4♣/♦ = to play 4♥/♠.	1NT-2♣: 2♦ = not 4♠ (now 2♥ = 5+♠; 2♠ = 4+♥; 2NT+ = NAT with 4♠); 2♥/♠ = 4♠ max/min (no game tries). 1NT-2♦: 2♥: 2♠ = 5♥ FG; 2NT+ = NAT with 4♥; 1NT-2NT/3♣: shortage next.	
2♣	✓	4	-	12-16HCP, 13(45), 0355, 04(45), 1444, or 1435	2♦/♥ = to play; 2NT = ART INV; 3♣/♦/♥ = PRE; 3♠ = NAT FG; 3NT/4♥/♠ = to play; 4m = PRE.	2♣-2NT: 3♣ = min; 3♦ = max 5♦; 3♥ = max 4♥; 3♠ = max 1345; 3NT = max, singleton spade K/Q.	
2♦		5	2♠	12-16, 6+♦ or 5♦ & 4♥	2♥/♠/3♣ = NAT F1; 2NT = ART INV; 3♦ = PRE	2♦-2NT: opener bids shortness next	
2♥	✓	-	-	12-16, 6+♣, one-suited	2♠ = ART FG; 2NT = ART INV; 3♣ = weak; 3any = NAT FG	2♠/NT: opener bids shortness	2♠ = NAT, NF
2♠		5	-	Weak two (4-9 HCP)	Transfers (weak, fit, or FG); 3♥ = INV raise; 4any = SPL	Slam Approach and Conventions	
2NT	✓	-	-	12-16, 5+♣ & 5+♦	3♣ ART INV; 3♦ weak; 3any NAT FG	RKCB: 0 or 3, 1 or 4, 2 or 5, then asks (either in specific suits of for count of kings, etc.) After intervention: Pass = zero; Dbl = one Generally cue-bid first round controls before second 5NT usually pick-a-slam, rarely trump ask	
3♣/♦		5	Pre-emptive	New suit NAT F1; 4m-4om = RKCB			
3♥/♠		5	Pre-emptive	New suit NAT F1			
3NT	✓	-	-	A solid suit, little outside	4♣ P/C; game in opener's suit = to play; others ask.		
4any		6	-	Pre-emptive	New Suit cue, except 4♥-4♠ when NV or 4m-4M any vul		