

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
10+ 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 & minor, any strength. Balancing cue is any two suits.

Defense to 1NT
Transfers (possible ♣ canape). PH Dbl = ♠ + other.

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
(1♣*): Dbl=♣&♦; 1♦=♦&♥; 1♥=♥&♠; 1♠=♠&♣; 1NT=♣&♥/♦&♠; higher NAT and PRE Others: Dbl = 5-5 MAJ, simple NT bid = 5-5 minors

Over Opponent's Take-Out Double
1♣-(Dbl)-'system on' except 1NT=♣ and 2♣=minors 1♣-(Dbl)-RDBl = 4+♣ 5-7 HCP Others: RDBl=10+ HCP; 1NT+ transfers; fit jumps

Special Artificial and Competitive Doubles
1♣-(1♦)-Dbl =as 1♦ relay.

Leads, Signals & Discards

Opening Lead Style	
No-trump	Top of honour sequences; 4th & 6th from length; attitude in supported suits.
Suit	Top of honour sequences. Count pip leads - low from even, high from odd.
Later	Attitude leads, standard count returns. Coded 10s and 9s (zero or two higher).


Leads		
Lead	vs Suits	vs Notrumps
Ace	Ax(+), AK(+)	AK(+)
King	KQ10(+), KQ(+)	KQJ(+), AKJ10(+), KQ10(+)
Queen	QJ(+)	QJ(+), KQ109(+), AQJ(+)
Jack	J10(+)	J10(+)
10	109(+), HJ10(+)	109(+), HJ10(+)
9	98(+), H109(+)	98(+), H109(+)
High x	HSx, xSx, Sxx	Sx, xSx, xSxx
Low x	xS, HxxS, xxxS HxxSx, xxSxx	HxS, HxxS, [H/x]xxSx, [H/x]xxxxS

Signals In Order of Priority			
	Partner's	Declarer's	Discard
1st	High = Discouraging	High = Odd	Even = Encouraging
2nd	High = Odd	High = S/P (High Suit)	High = Odd
3rd	High = S/P (High Suit)		High = S/P (High Suit)

Echo in trumps is neutral; deviation S/P.

Smith echo (high = good) by either player when honour position (occ. count) in opening lead suit is unclear.

When not leading count, top of touching spots

System Category	Green (Natural)	
Players	Chris Chambers Jim Gobert	
NCBO	England / England	

System Summary
5 Card Majors 1♣ is either natural or no-trump type
Lightish opening bid style, with light responses. Pre-empts fairly sound except 1 st & 3 rd NV, when wide range. Aggressive WJO all pos & vuln.
1NT Openings: 14-16 EXCEPT 1 st & 2 nd NV, 10-12
2 Over 1: Strong but opener may pass rebid

Special Bids That May Require Defence
2♦ Weak ♥ or ♠; usually 6 cards, 5-10 HCP
2♥ Both majors, 5-10 HCP, 4=4,4=5,5=4,5=5
2♠ 5♠ + 5 minor, 5-10 HCP
1♣-1♦ Relay with any 3-6 or 7+ without 5 major (1M is 5 cards 7+; 1NT 9-11; 2♣ 5(+)&♠ 8-11).
1♦-1♥ Relay without 5 major.
1♥-1♠ Forcing No-trump (by UPH) without 5♠

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
Weak no-trump with 5♦ (poor) opens 1♣ Long & short suit (via next step) game tries Transfers after 1♣/1NT-(2♦/♥/♠)-2NT+
Psychics: Very rare

Call	Art?	Min Lgth	Neg Dbl Upto	Description	Responses	Subsequent Auction	Modifications with passed partner (if any)
1♣		2	7♠	Natural OR Balanced Balanced type will be 11-13 (13-16, 1NT = 10-12) or 17-19 all ranges may be 2+♣ and/or 5♦332	1♦ Relay; 3-6 HCP any distribution or 7+ no 5-major 1♥/♠ NAT 5+ cards, 7+ HCP, FG opposite 17+ 1NT NAT 9-11 HCP, usually no 4-major (poor OK) 2♣ NAT 5(+)* 8-11 HCP 2♦/♥ TRF 6(+)*♥/♠ 4-7 HCP (may bid after accept) 2♠ ART 4441 any shortage, 12-16 HCP 2NT ART 6(+)* 0-5 HCP OR 4(+)*♣, BAL 13-17 HCP 3♣ Pre-emptive - 6(+)*♣ 5-7 HCP	After 1♣-1♦: 1♥ = 3-way; weak NT without 4♠ OR ♣&♥ (10-16 HCP) OR 6+♣ (10-15 HCP); 1♠ = 4+♠ (may have 4♥) BAL or with ♣; 1NT = 17-19 BAL (continuations as opening 1NT); 2♣ = ♣&♦; 2♦ = 17+ HCP, either ♣&♦ OR 4♣441; 2♥/♠ = NAT (with clubs); 2NT = 6♣ no sing., 17-19; 3♣ = 6+♣ 14+ HCP After 1♣-1♥/♠: 2♣ = 3♥/♠ OR clubs; 2♦ = 17-19 BAL without 4♥/♠; 2NT = 17-19 BAL with 4♥/♠	
1♦		4	7♠	Natural: five cards / 4♦441	1♥ = Relay no 5 major; 1♠/NT = 5+ ♠/♥; 2♣ = NAT F3♣; 2♦ = 4(+)* 8-10; 2♥ = BAL 16+ HCP; 2♠ = ART 3♦ raise or better; 2NT = BAL 3-card raise, 13-15 HCP; 3♣ = any SPL; 3NT = NAT; 3M/4♣ = Void raise; 4♥/♠ = to play.	1♦-1♥-1NT = 5+♦ and 4+♥ 1♦-1♠/NT-2♣ = 5+♦ NOT 4+♥/♠ 1♦-1♠/NT-2♦ = 5+♦ and 4+♥/♠	2♣ = good suit rather than good hand. Fit jumps (5M and 4♦); 2NT = balanced raise.
1♥		5	7♠	Natural: five cards 1 st & 2 nd	1♠ ART "Forcing NT"; 1NT = 5+♠; 2m = NAT F3m; 2♥ = 3(+)*♥ 8-10; 2♠ = BAL 16+ HCP; ; 2NT = Limit or better, 3♣ = BAL 3-card raise, 13-15 HCP; 3♦ = any SPL; 3NT = good 4♥ bid; 3♠/4m = Void raise; 4♥ = pre-emptive	1♥-1♠-1NT = 11-16, BAL or 4♠ [2♣? 2♦=BAL 11-14, 2♥=4♠ 11-14, 2♠=4♠ 15-16, 2NT=BAL 15-16]	1♠ = NAT 4+♠ NF 1NT = NAT no fit 2♣ = 3-card raise 7-10 2♦ = 4-card raise 7-10 2M = Weak raise 2♠/3X = Fit jumps; 2NT = 6+ ♣ OR ♦
1♠		5	7♥	Natural: five cards 1 st & 2 nd	1NT = Forcing; 2m/♥ = NAT F3m/♥; 2♠ = 3(+)*♠ 8-10; 2NT = BAL 16+ HCP; ; 3♣ = Limit or better, 3♦ = BAL 3-card raise, 13-15 HCP; 3♥ = any SPL; 3NT = good 4♠ bid; 4m/♥ = Void raise; 4♠ = pre-emptive	1♠-1NT-2♣ = 11-16, BAL or 4+♣ [2♦? 2♥=BAL 11-14, 2♠=4♣ 11-14, 2NT=BAL 15-16, 3♣ =4/5♣ extras	
1NT		BAL	4♥	14-16 VUL and 3 rd & 4 th NV 10-12 1 st & 2 nd NV BAL / semi-balanced: 5M, 6m, 5422 all OK.	2♣ = 4+♠; 2♦ = 4+♥ (not 4+♠ unless weak) 2♥ = NAT INV; 2♠/NT = ♣/♦ weak or FG no major; 3♣/♦/♥ = Minors weak/short ♥/ short ♠; 3♠ = slam try CONFI; 4♣ = Ace asking; 4♦ = Majors; 4♥/♠ = NAT	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-2♠/NT: shortage next. 1NT-2♠/NT-2NT/3♣ = Good hand for 3NT with minor fit	
2♣	✓	-	-	Game Force OR BAL 22-23 HCP	2♦ = 5+HCP no good suit; 2♥ = 0-4 HCP (no ace); 2♠/NT/3♣/♦ = ♠/♥/♣/♦ - HHxxx(+)	2♣-2♦-2♥: BAL 24+ OR ♥ (2♠ then 2NT = BAL 24-25; other ♥) 2♣-2♦-3M = 4M&6+♦; 2♣-2♥-3♠ = 4♠&6+♥;	
2♦	✓	-	3♠	<11 HCP 6(+)*♥ OR 6(+)*♠ Maybe five cards 1 st /3 rd NV	2/3/4M P/C; 2NT = ART ENQ; 3♣/♦ = NAT NF 4♣ = 'bid suit by transfer'; 4♦ = 'bid 4♥ then pass'	2♦-2NT: 3♣ = min ♥; 3♦ = min ♠; 3♥ = max ♠; 3♠ = max ♥ 2♦-4♣: 4♦ = ♥; 4♥ = ♠; same after 2♦-(2NT/3m)-4♣	
2♥		4	-	<11 HCP 4(+)*♥ & 4(+)*♠ Usually 4=5/5=4/5=5	2/3/4M NAT; 2NT = PUPPET TO 3♣ (FG ENQ OR clubs); 3♣ = PUPPET to 3♦; 3♦ = ART INV	2♥-2NT-3♣: pass = to play clubs; 3♦ FG ENQ; 3M game try (♣) 2♥-3♣-3♦: pass = to play diamonds; 3M game try (♦)	
2♠		5	-	<11 HCP, 5♠ & 5minor	2NT = ART INV+; 3/4m = P/C 3♥ = NAT F1	Slam Approach and Conventions	
2NT		BAL	-	20-21 HCP (some uprating) BAL / semi-balanced: 5M, 6m, 5422 all OK	3♣ = major ENQ; 3♦/♥ = TRF; 3♠ = slam try CONFI; 4♣ = Ace asking; 4♦/♥ = TRF 6(+)*♥/♠ limit or slam; 4♠ = ♠!	RKCB: 1 or 4, 0 or 3, 2 no Q, 2 + Q, then denial cue-bidding After intervention: Pass = zero; Dbl = one Generally control-bid first round before second 3NT (over ♠) & 3♠ (over ♥) sometimes non-serious-slam-try 5NT usually pick-a-slam, rarely trump ask 4NT Blackwood (0,1,2...) to one- and two-level openings 'Voidwood' (0,1,2,2+Q) jumps to one over splinter-level	
3♣/♦		5	-	Pre-emptive	New suit NAT F1; 4om = RKCB		
3♥/♠		5	-	Pre-emptive	New suit NAT F1		
3NT	✓		-	Long poor minor	4/5♣ P/C; 4M NAT NF.		
4♣/♦	✓	6	-	Sound 4♥/♠			
4♥/♠		6	-	Pre-emptive	New suit = control beneath weakness		