



Category: Event

NCBO: _____ EVENT: Teltscher

PLAYERS: Ian Hamilton
Hastings Campbell

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

Acol
4 card majors
Weak NT

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

Multi 2♦ = 5-10 6 card major or 4:4:4:1 17-24

SPECIAL FORCING PASS SEQUENCES

When we have bid constructively to game and are out-bid

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

2NT over intervention is 4 card raise; cue is 3 card raise

PSYCHICS: Rare

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's suit
Suit	4th	4th
NT	4th	4th
Subseq	remaining count	

LEADS

Lead	Vs. Suit	Vs. NT
Ace	plus King or unsupported	as suit
King	plus queen or unsupported	
Queen	plus jack or unsupported	
Jack	plus 10 or unsupported	
10	as above	
9	as above	
Hi-x	even number	
Lo-x	odd number	

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
Suit	1 orthodox length	ditto	ditto
	2		
	3		
NT	1 orthodox length	ditto	ditto
	2		
	3		

Some orthodox suit preference signals

DOUBLES

TAKEOUT DOUBLES (Style; Response; Reopening)

can be light distributional; jumps NF

SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES

Doubles are as a rule competitive

DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style; Responses; 1/2 Level; Reopening)

Light occasionally; new suit forcing; cue of oppo suit usually sound raise

Sounder at 2 level

Reopening can be 4 carder

1NT OVERCALL (2nd/4th Live; Responses; Reopening)

15-17 system on

In fourth 11-13, system on

JUMP OVERCALLS (Style; Responses; Unusual NT)

Weak at all vulnerabilities

DIRECT AND JUMP CUE BIDS (Style; Responses; Reopen)

Ghestem - weak or strong; 2NT=lowest; 3♣=highest; cue=extremes

Jumps ask for stop

VS. NT (vs. Strong/ Weak; Reopening; PH)

2♣ = single suiter with 2♦ relay

2♦ = ♥+♠; 2♥ = ♥+ minor; 2♠ = ♠+ minor (In both latter major is usually 4 carder)

VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)

double takeout, otherwise natural and NF

VS. ARTIFICIAL STRONG OPENINGS

Natural

OVER OPPONENTS' TAKEOUT DOUBLE

2NT = sound raise

OPENING	TICKET	ARTICLE	OF MINORS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		4	7♠		natural and NF	natural 1NT NF		
1♦		4	7♠		do.	do		
1♥		4	7♠		do.	do	2NT in competition is a sound 4 card raise ; cue is a 3 card raise	
1♠		4	7♠		do.	do.	ditto	
1 NT		2			balanced, rarely singleton	2♣ stayman non-promissary 2♦=♥; 2♥=♠; 2♠=♣; 2NT=♦	If 1NT is doubled xx is puppet to 2♣; suits are suit and suit above equal length (Helvic)	
2♣	✓	0			GF or 23-24 balanced	2♦ not necessarily weak		
2♦		0			5-10 Major 6 carder or 17-21 4:4:4:1	2♥/♠ to play; 2NT asks; new suit natural and forcing		
2♥		6			Game-going unlimited Single or two-suiter	Only non-forcing continuation is simple rebid		
2♠		6			As above	As above		
2 NT		2			20-22	5 card stayman without puppet responses		
3 bids		6			weak			
3NT		7			solid minor, minimal outside			
4♣		7			Natural			
4♦		7			Natural			
								HIGH LEVEL BIDDING
								RKCB - 30/41