

Leads, Signals & Discards

Suit Overcalls
Wide range (but generally sound at two-level) Advances: 2N in competition = sound raise of a MAJ; Cues = UCB or mixed raise

Notrump Overcalls
Direct 1N = 15-18, system on Balancing 1N 11-15 (12-16 over major) then 2♣ for range/shape; other system bids on Direct 2NT is 5-5 lowest 2 unbid (minors over short ♣) balancing is 19-21.

Takeout Double

Suit Jump Overcalls
Natural and weak. Intermediate in balancing.

Cue Bids
1m-2m = majors, 1M-2M = OM & minor, any strength.

Defence to 1NT (Weak or Strong)
Dble = Penalty 2♣ = MAJs; 2♦ = 1 MAJ; 2 MAJ = MAJ+Min; 2N = minors

Defence to Pre-empts
Takeout doubles at 2/3 level 2NT & 3NT natural; DOUBLE = VALUES AT HIGHER LEVELS

Over Artificial Strong Openings
(1♣*): X=♥; 1♦=♠; 1♥/♠/1NT=CRO; 2 level = that suit or other three

Over Short Club (2+)
2♣ = MAJs; 2♦ = 1 MAJ; 2 MAJ = MAJ+Min; 2N = minors


Over Opponent's Take-Out Double
XX=(9)10+ HCP; 2NT = good raise

Opening Lead Style	
No-trump	4 th best leads or 2 nd from bad suit. Higher of touching honours except from A/K Ace for (reverse) attitude, King for (standard) count
Suit	Same overall style
Later	Attitude in new suits

Leads		
Lead	vs Suits	vs Notrumps
Ace	Ax(+), AK+	AK(+)
King	AK(+), KQ(+)	AK(+), KQ(+)
Queen	QJ(+)	AQJ(+), QJ(+)
Jack	KJ10(+), J10(+), Jx	A/KJ10(+), J10(+), Jx
10	K/Q109(+), 10x	A/K/Q109(+), 10x
9	109x, H98, 9x	109x, H98, 9x
High x	Sx, 10Sx(+), xSx(+), HxS, HxxS(+)	Sx, 10Sx(+), xSx(+), HxS, HxxS(+)
Low x	HxS, HxxS, HxxSx, xxxSx(+)	HxS, HxxS, HxxSx, xxxSx(+)

Signals In Order of Priority			
	Partner's	Declarer's	Discard
1st	Low = Enc (on King lead = Odd)	High = Smith (NT) High = Even (suit)	Low = Enc
2nd	Low = Odd	High = Even (NT)	Low = Odd
3rd	Low = S/P	High = S/P	Low = S/P

standard Smith (Hi = Like); echo in trumps suggests ruffing else suit preference

System Category	Green (Natural)	
Players	Malcolm PRYOR Ed SCERRI	
NCBO	England	

System Summary
1♣ can be 2 5-Card Majors Strong No-trump: (14)15-17 2♦ = weak 2 MAJ 2♥ = weak 5-5(4) ♥ + min 2♠ = weak 5-5(4) ♠ + min

Special Bids That May Require Defence
2♦ = weak 2 MAJ

Special Forcing Pass Sequences

Important Notes That Don't Fit Elsewhere
Control-bids are 1 st or 2 nd round; XX = 1 st round.

Call	Art?	Min Lgth	Neg Dbl Upto	Description	Responses	Subsequent Auction	Modifications with passed partner (if any)
1♣		2	4♥		Single raise INV; double raise weak; Splinters Jump shifts: at 2 level = weak, at 3 level = NF INV	1NT rebid: 11-14 then 2♣ puppet to 2♦; 2♦ = ART FG; 2N = RELAY TO 3♣ 2NT jump rebid: 18-19	
1♦		4	4♥				
1♥		5	4♦				
1♠		5	4♥				
1NT		BAL	-	(14)15-17 5M possible also 6m322, 5m422	2♣ = Stayman (non promissory); 2♦/♥ = TRF; 2♠ = Clubs 2NT = Diamonds 3♣ = Muppet Stayman (as after opening 2N)	After 2♠: 2NT = no fit; 3♣ = FIT After 2NT: 3♣ = no fit; 3♦ = fit After intervention Leb (FASS) 4N after stayman or transfer = quantitative	
2♣	✓	-	-	FG or bal /semi-bal 23+ (can contain singleton)	2♦ = Waiting	2♥ = Kokish (25/26 or 29/30 BAL or ♥)	
2♦	✓	-	Majors up to 3♠	Weak 2 major <10 HCP (5)6 ♥/♠	2/3M P/C; 2NT = ART ENQ; 4♣ = 'bid suit by transfer'; 4♦ = 'bid major'	After 2NT: 3♣/3♦ = max ♥/♠; 3♥/3♠ = natural, min	
2♥		5	-	<11 HCP, 5♥ & 5/(4) minor	2♠ = NF INV; 3/4/5♣ Pass/correct; 2NT = ART ENQ, INV+; 3♦ = INV in the MAJ	2M – 2NT; 3m = NAT min; 3 MAJ = ♣/♦ Max	
2♠		5	-	<11 HCP, 5♠ & 5/(4) minor	As 2♥ but with 3♥ = NAT FG	Slam Approach and Conventions	
2NT		BAL	-	20-22 HCP BAL / semi-bal (can contain singleton)	3♣ = Muppet Stayman (3♥ = no 4/5 MAJ, 3N = 5♥) 3♦/♥ = TRF 3♠ = minors 4NT = quantitative; 4♣/♦ = slam try in ♥/♠	RKCB: 1 or 4, 0 or 3, 2 no Q, 2 + Q. Q ask after 5m (bid King) After intervention: Dble = step 1; Pass = step 2 5NT after 4NT = ask for specific kings	
3♣/♦		6	-	Pre-emptive	New suit below game NAT F1		
3♥/♠		6	-	Pre-emptive	New suit below game NAT F1		
3NT	✓	7	-	Solid minor No outside ace or king	4/5♣ p/c; 4♦ = ask for shortage; 4M NAT NF		
4♣/♦		6	-	Pre-emptive	4M to play		
4♥/♠		6	-	Pre-emptive			