



DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			
OVERCALLS (Style: Responses; 1/2 Level: Reopening)		OPENING LEADS STYLE			
Fairly Sound; Occ light at 1 level; Jump Cue = 4 card limit raise;		Lead	In Partner's Suit		
New suit NF opposite 1 level o/c; Jump in New Suit = Invitational;	Suit	4th	3rd		
Jump Raise = Preemptive; Cue = 1 Round Force	NT	4th	3rd		Category: Green
	Subseq	Attitude	Attitude		Country: American Contract Bridge League
	Other: After trick 1 J,10 or 9 = 0 or 2 higher; Lead of King from AK then shift shows a singleton (See Note 6)			Event: Bermuda Bowl	
				Players: Richard Freeman & Nick Nickell	
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY
15+ - 19; Resp: If Dbl, Redbl Forces 2C, Shows a minor suit; 2C =	Lead	Vs. Suit	Vs. NT		GENERAL APPROACH AND STYLE
Stayman; 2D/H/S = Transfer; 2S = minors; 2NT = GF, Two Suits	Ace	AKx(+)	AKx(+),AQx(+),Ax(+)		Std Amer, 5 Card Majors in 1st or 2nd seat; Forcing NT,Fairly
Reopening: 11 - 15 HCP's, Stayman & Transfers	King	KQx(+)	Asks for Unblock or Count		Sound preempts (except NV vs Vul); Natural Weak 2M & 2D ;
Direct 1NT O/C: 2C = NF Stayman, Cue = F Stayman	Queen	QJx(+)	QJ10x(+),QJ9x(+),KQx(+)		Fairly Sound Openings, Especially Bal; Responses Can Be Very
	Jack	J10x(+),KJ10x(+)	J10x(+),AQJx(+),KQJx(+)		Light; Rarely Psychic or Tactical
JUMP OVERCALLS (Style: Responses; Unusual NT)	10	109x(+),(A/K/Q)109x(+)	109x(+),(A/K)J10x(+)		
1-Suit: Very Sound Preemptive, 2NT = GT, Asks For Singleton	9	Shortness or top of nothing	(A/K/Q)109x(+)+ Top		
2-Suit: 2NT - 2 Lower Unbid Suits	Hi-x	2 or 5/6 Cards	Count or Sxx(+)		1NT Openings: 15-17(or Bad 18)
	Lo-x	3 or 4 Cards	Count		2 OVER 1 Response Forcing to At Least 3 of openers suit
Reopen: Intermediate	SIGNALS IN ORDER OF PRIORITY			SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
DIRECT and JUMP CUE BIDS (Style: Responses; Reopen)		Partners Lead	Declarer's Lead	Discarding	Gambling 3NT (Shows A or K on side)
(1m)-2m= H+S, (1M)-2M=OM+m; Weak or Strong,2NT Asks m	Suit:1st	Hi = Encourages	Hi/Lo = Even	Hi = Encourages	Transfer Lebensohl - Slow (Note 3)
Cue Over Weak 2 Bid = Solid Suit, Asks For Stopper	2nd				Over Opponents 1NT Overcall 2C/2D = Artificial (Note 2)
Jump Cue Over 1M = Solid Suit, Asks For Stopper	3rd				1M - Dbl - 4x = Fit Showing
Reopening Cue = Very Good 1 or 2 Suited Hand	NT: 1st	Hi = Encourages	Hi/Lo = Even	Hi = Encourages	Grope/Scrambling 2NT
VS. NT (vs. Strong / Weak; Reopening; PH)	2nd				Bad - Good 2NT
2C = 1 Suited Hand; 2D = M's; 2M = That M & a minor;	3rd				Two Suited Bids (Note 1)
1NT - 2C - 2x - Dbl = 7 - 10 HCP's, Asks Partner to Compete,	Signals (including Trumps): After 1st Signal Then Present Count (Not			Competitive Jump Shift at 3 Level = 7 - 10 HCP's	
2NT = 10-13 HCP's; Cue = 14 - 15 HCP;	Always Given); 3 Way Signals After			Competitive Weak Jump Shift at 2 Level	
Over 2M, 2NT Asks for m, Then 3M = GT;New Suit = F	Showing Length in Suit Lead - See Note 6			Unusual vs Unusual	
Over 2M New Suit = NF	DOUBLES				
Dbl By Passed Hand Shows C's	TAKEOUT DOUBLES (Style: Responses; Reopening)				
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	If 4-4-4-1 Can Be 9 HCP; If 4-3-3-3 then usually = at least 13 HCP;				
T/O Dbls; Lebensohl vs Weak 2 Bids; Roman Jump O/C's;	With 5-4 in Majors We Tend to Overcall; A Cue-Bid By UPH				
3C - 4D = S's & Another Suit; 3C - 4C = H's & D's	Promises another Bid Except in Certain Competitive Auctions;				
3D - 4D = Good 2 Suiter	Balancing Dbl Can Be 8+ HCP With Shape				
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			SPECIAL FORCING PASS SEQUENCES	
vs 1C: 1NT = Pointed Suits, 2 NT = Minors, 3C = Rounded Suits,	1C-P-1D-1S-Dbl=4H'S;1m-P-1H-1S=3 Card Support;Resp Dbl Thru			See Note 6	
2D,2H,2S = Suit Bid + Next Higher Suit; Dbl = M's & Good Hand;	4H(Except 1H-1S-3H-Dbl=Good 3S Bid);Maximal Dbls;1m-1H-Dbl				
Pass Then O/C = Good Hand; Immediate O/C Can Be Very Light	-3H-Dbl=Good 3S Bid;Scrambling 2NT;Snapdragon;Negative Dbl			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
	Thru 4H (no Upper Limit with Hand With No 5 Card Suit); Comp			Against Polish or Swedish Club See Note 5	
OVER OPPONENTS' TAKE OUT DOUBLE	Dbl's: Dbl of Splinter = Suggests Save at Fav Vul, Otherwise				
After 1M, 2NT = Limit Raise	Suggests Lead of Higher Ranking Unbid Suit;1m-(1S)-Dbl = 4H's;				
After 1m, 2NT = WJR, 3m = Limit Raise	1m-(1D)-Dbl = Guarantees Only 1 Major; 1m-(1H)-Dbl = Shows 4S's			Psychics: Rare - 1H - 1S is occasionally short S's with H support	
Weak Jump Shifts	1x-1y-Dbl-Rdbl = A/K/Q of Ptnr's Suit, At least 2 cards & 5+ HCP				
OPENING BID DESCRIPTIONS					

Opening	Artificial	Min.	Neg Dble th	Description	Responses	Subsequent Auction	Passed Hand Bidding
1C		3	4H	If 3 Cards, Then 12 - 15 or	2D = Strong Raise; 1NT = 6 - 10 HCP; We	2 Way Checkback (2C = inv, 2D = GF);	Jump = Fit
1C				18+, no 4D ; w/4 -4 m Norm	Tend to Bid Our Suits Up The Line	Wolff Signoff After 2NT Rebid	
1C				Bid 1D; 11 HCP Bal = Pass	Preemptive Jump Raise in Comp	1C - 1NT - P - P -Dbl = Good Hand & M's	
1D		3	4H	3 Cards Only If 4 - 4 - 3 - 2	3C = Strong Raise, Comp JR = Preemptive	2 Way Checkback;Wolff Signoff	Jump = Fit
1H		5	4H	Could Be 4 in 3rd/4th Seat	2/1 Almost GF; 1NT F By UPH; 2NT =	Transfers After 1M - 1NT - 2NT; Over 2NT	Drury (3+ Trumps); 2NT = Big Raise (4+
1H					GF Raise; 3OM = any singleton 10 - 13 HCP	3C = Min + Singleton;3D = Extras = singleton	Trumps); 3C = C's, 8 - 11; Other JS = Fit
1H						1H- 1S - 1NT - 2m = 2 Way Checkback	
1S		5	4H	Same as 1H	Same as 1H	Same as 1H	Same as 1H
1NT			@3 Level	15 - 18- HCP, Bal; 5 Card M	Stayman; Transfers; 2S = m's; 2NT = C's;	Smolen; 1NT - 2C - 2D - 4C = 6H = 4S;	
1NT				or 6 Card m is possible	3C = D's ; 3M = 4 - 4 - 4 - 1;Neg Dbl at 3 Level;	1NT - 2C - 2D - 4D = 6S + 4H; 1NT - 2C -	
1NT					4S = Baron; Transfer Lebensohl (Inv =) Slow	2x - 4M = 6M, Bad Suit , Slam Try; 1NT - 2C	
1NT					Shows (Note 4); 4D/H = Texas (also in comp	- 2M - 3OM = Fit & Singleton, Relay to Ask;	
1NT					t hr 3D)	1NT - 2C ,2M - 4C = BW; 4D = Bal Slam Try	
2C		X		Strong & Artificial; Forcing	2D = Negative or Waiting; 2M or 3m = Suit	After 2D Response, 2NT = 23 - 24 HCP,	
2C				To 2NT or 3M	Headed By 2 of 3 Top Honors; 2NT = Pos	3NT = 25 - 26 HCP, 4NT = 27 - 28 HCP,	
2C					Response in C's W/O 2 of 3 Top Honors;	3M ,4M,4m or 5m = Sets Trumps & Asks For	
2C					3M = 1 Loser Suit in OM; 3NT /4C = 1 Loser	Specific Information; Cheapest 3 Level Bid By	
2C					Suit in C/D; 4D/H/S/5C = Solid Suit in Next	Responder = Second Negative	
2C					Higher Ranking Suit		
2D		6		Weak 2; 5 - 11 HCP; Could	2M = Constuctive, NF; 2NT Asks For		
2D				Be a 5 Card Suit in 3rd Seat	Feature, 3C & 3M = F		
2H		6		Weak 2; 5 - 11 HCP; Could	2NT Asks For Feature, New Suit = F		
2H				Be a 5 Card Suit in 3rd Seat			
2S				Weak 2; 5 - 11 HCP; Could	2NT Asks For Feature, New Suit = F		
2S				Be a 5 Card Suit in 3rd Seat			
2NT				20 -22 HCP, Bal	Stayman, Transfers, Texas, 3S = Relay to	Smolen	
2NT					3NT; 3NT = Relay To 4C & Shows 4-4-4-1		
3C		7		Sound Vul, NV Can be 6	4D = Slam Try	Responses to 4D = Artificial	
3C				Card Suit & Light			
3D		7		Sound Vul, NV Can be 6	4C = Slam Try		
3D				Card Suit & Light			
3H		7		Sound Vul, NV Can be 6	4C = Slam Try; 4D = RKCB	Responses to 4m = Artificial	
3H				Card Suit & Light			
3S		7		Sound Vul, NV Can be 6	4C = Slam Try; 4D = RKCB	Responses to 4m = Artificial	
3S				Card Suit & Light			
3NT				7+ Solid m Suit , OS A or K	4C = pass or correct, 4NT Asks For OS Ace		
4C		7		Natural			
4D		7		Natural			
4H		7		Natural, Usually Sound	5 X = Asking Bid, 5M = Trump Ask		
4S		7		Natural, Usually Sound	5 X = Asking Bid, 5M = Trump Ask		
4NT				29-30 HCP, Bal			

HIGH LEVEL BIDDING

RKCB(1430) ; After Q ask, Return to Trump Suit = No Q;

Vs Interference: Above our Suit We Use Depo; Below Dbl = 1 or 4,

Pass = 0 or 3, 1 Step = 2 W/O Q, 2 Steps = 2 W/ Q, Etc ; In Many

Auctions RKCB is 4 or 5 of a Suit Rather Than 4NT; In Certain

Auctions When an 8 Card Major Suit Fit Is Established Then 3NT

Is a Slam Try, Weaker Than a Cue Bid;

Supplementary notes file (nickell.txt) Richard Freeman & Nick Nickell (American Contract Bridge League)

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WBF SUPPLEMENTARY SHEET

NCBC: USA PLAYERS: DICK FREEMAN, NICK NICKELL

NOTE (1) - BIDS SHOWING 2 SUITED HANDS

1X - 2NT = 2 LOWER UNBID
1m - 2m = MICHAEL'S CUE BID (USUALLY EITHER
VERY GOOD HAND OR WEAK)
1M - 2M = MICHAEL'S. OTHER MAJOR PLUS
UNKNOWN MINOR - 2NT ASKS MINOR
1NT - 2M = THAT MAJOR PLUS UNKNOWN MINOR. 2NT
ASKS FOR MINOR (THEN 3M =
INVITATIONAL RAISE)
1M - P - 2M - 2N = TAKE OUT FOR MINORS.

VS STRONG CLUB:

2D = D'S & H'S
2H = H'S & S'S
2S = S'S & C'S
2NT = C'S & D'S
3C'S = C'S & H'S
1NT = D'S & S'S
DBL = H'S & S'S, GOOD HAND
(THE ABOVE BIDS APPLY AFTER 1C - P - 1D ALSO)

NOTE (2) - TWO OF A MINOR RESPONSE AFTER OPPONENTS 1NT OVERCALL

1m - 1NT - 2C = TAKE OUT FOR MAJORS
1M - 1NT - 2m = THAT MINOR PLUS OTHER MAJOR

NOTE (3) - TRANSFER LEBENSOHL

1NT - 2S - 2NT = RELAY TO C'S, THEN 3D/H = TO PLAY,
3S = STAYMAN W/STOPPER, 4C = C'S
3C = TRANSFER TO D, INV. OR BETTER
3D = TRANSFER TO H, INV. OR BETTER
3H = FAST STAYMAN, NO STOPPER
3S = BOTH MINORS, INVITATIONAL OR BETTER
1NT - 2H - 2S = COMPETITIVE
- 2NT = RELAY TO C'S, THEN 3D TO PLAY, 3H
= STAYMAN W/STOPPER, 3S = C'S
3C = TRANSFER TO D, INV. OR BETTER
3D = FAST STAYMAN, NO STOPPER,
3H = TRANSFER TO S, INV. OR BETTER
3S = MINORS, INVITATIONAL OR BETTER
TNSF TO H, THEN 3NT = CHOICE OF
GAME,
4NT = INVITATIONAL

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WBF SUPPLEMENTARY SHEET

MCBC: USA PLAYERS: DICK FREEMAN, NICK NICKELL

TNSF TO m, THEN 3NT IS CHOICE OF
GAMES OR MILD SLAM TRY
TNSF TO D THEN 4D (EITHER AS RAISE
OR AFTER CUE BY OPENER) = KCBW
5m OVER CUE = FAST ARRIVAL

AFTER FAST STAYMAN:

3M = NO STOPPER (OR 1 STOPPER) AND NO 5
CARD SUIT -
RESPONDER CAN BID 3NT TO PLAY OPPOSITE 1 STOPPER;
NT'ER PASSES OR BIDS WITH NO STOPPER
4m = 5 CARD SUIT, NON-FORCING

IN THESE AUCTIONS 4m BY RESPONDER
IS NOT FORCING - MUST CUE TO SET UP
FORCE; THEN BID LOGICALLY TO GET TO
FIT.

NOTE (4) - LEADS AND SIGNALS

VS SUITS

AT TRICK ONE, SIGNALS ARE USUALLY ATTITUDE. IF THE DUMMY IS SHORT IN THE SUIT LED, AND A
SHIFT APPEARS TO BE AN OPTION, WE DO NOT PLAY SUIT PREFERENCE. A DISCOURAGING CARD (LOW)
SUGGESTS THAT YOU CAN STAND THE OBVIOUS SHIFT AND AN ENCOURAGING CARD (HIGH) SUGGESTS
THAT YOU CANNOT. THE OBVIOUS SHIFT WILL VARY DEPENDING ON THE BIDDING, BUT ABSENT
BIDDING, WILL NORMALLY BE DUMMY'S WEAKEST SUIT OR THE SUIT WHICH MOST LIKELY NEEDS TO
BE ATTACKED QUICKLY. AN EXCEPTION TO THIS METHOD IS WHEN YOU HAVE SHOWN A LONG SUIT,
WE PLAY AT TRICK ONE THAT MIDDLE CARDS ARE ENCOURAGING, AND HIGH AND LOW CARDS ARE
SUIT PREFERENCES. THIS TREATMENT ALSO APPLIES IN CERTAIN SITUATIONS AFTER A SUIT HAS
BEEN JUMP RAISED BY THE OPENING LEADER'S PARTNER. AFTER ATTITUDE IS ESTABLISHED, WE
MAY OR MAY NOT GIVE COUNT DEPENDING ON WHETHER WE THINK IT IS MORE IMPORTANT TO
INFORM PARTNER OR KEEP THE DECLARE IN THE DARK. WHEN WE GIVE COUNT, IT IS NORMALLY
STANDARD PRESENT COUNT. DEPARTURES FROM STANDARD COUNT SIGNALS MAY HAVE SUIT
PREFERENCE IMPLICATIONS.

A HIGH-LOW IN TRUMPS CAN SHOW EITHER AN ODD NUMBER OF TRUMPS OR, OCCASIONALLY,
BE SUIT PREFERENCE. LOW-HIGH IS NEUTRAL.

VS NT

AGAINST NT, WE SIGNAL STANDARD ATTITUDE ON THE ACE, QUEEN OR JACK LEAD AND UNBLOCK
OR GIVE COUNT ON THE KING LEAD. THEREFORE, FROM SUITS HEADED BY KQ10 YOU MAY LEAD THE
KING WHEN YOU WANT AN UNBLOCK OR THE Q WHEN YOU DO NOT.

NOTE (5) - VS POLISH CLUB OR SWEDISH CLUB

1C - 2C = CLUBS

1C - 2D = MAJORS

AFTER 1C OPENING, AND OUR OVERCALL, WE PLAY THAT A CLUB BID AT THE CHEAPEST LEVEL = CUE BID.

A C JUMP IN C'S = C'S.

NOTE (6) - FORCING PASS AGREEMENTS

3m - 3M - 5m - P = FORCING IF UNFAVORABLE

3H - 3S - 5H - P = FORCING AT ANY VULNERABILITY

3X - D - 5X - P = FORCING AT ANY VULNERABILITY
1H - 1S - 3H - 4S = FORCING AT UNFAVORABLE
1X - D - P - 2X = SETS UP A FORCING PASS AT 5 LEVEL

1X - D - 2X - 3X = SETS UP A FORCING PASS IF WE BID GAME AND THEY BID
1M - P - 2NT = SETS UP A FORCING PASS EXCEPT AT FAVORABLE
2 OVER 1 = SETS UP A FORCING PASS IF WE BID A GAME.