



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 MINOR CARDS	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		
1♠		4	7♠		do.	do.		
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 with puppet responses		
3 bids		6			weak			
3NT		7			solid minor, minimal outside			
4♣		7			Natural			
4♦		7			Natural			
<b>HIGH LEVEL BIDDING</b>								