


DEFENSIVE AND COMPETITIVE BIDDING		LEADS & SIGNALS			SYSTEM CARD		 <small>DANMARKS BRIDGEFORBUND</small>					
OVERCALLS(STYLE; RESPONSES 1/2-LEVEL;REOPENING)		OPENING LEAD STYLE			EVENT		Divisionsturning 2018/2019					
Aggressive style (maybe only 4 card on 1 level).									TEAM NO		8	
Cue = 10+		LEAD										
After (1x) – 1M – (P) - :		IN PARTNERS SUIT										
1NT = 14+ unknown		SUIT			SYSTEM SUMMARY		GENERAL APPROACH AND STYLE					
2 ♣ = Invite with max 2M		ATT(4th.)										
2 ♦♥ = Transfer or 10+ 3 card support		1.3.5 highest, except 2.										
OVERCALL 1UT (2./4. ; RESPONSES; REOPENING)		LEADS			Relay Precision		1 ♣ = 17+HCP (CAN BE WEAKER IF UNBALANCED)					
1 NT = 4M og 5+m, (8)9-15 hp . Reply:		LEAD										
2NT=Invite ask, cue=search for unknown color		VS. SUIT										
1 NT i 4th. Pos.=10-13. Reply= Two Way Staymann		VS: NT										
Sandwich position=15-18NT. Reply = Two Way Staymann		ACE			1 NT=14-16 HCP		1 ♦ = 11-13 bal. or 4+ ♦ and 10-16 HCP (Maybe Minor Canapé)					
		KING										
		QUEEN										
		JACK										
JUMP OVERCALLS (STYLE; RESPONSES; UNUSUAL NT)		10			5 card major (1♥ can be 4-4-1-4), 10-16HCP		2 ♣ = 6+ ♣ or 5+♣ and 4+ M, 11-16HCP					
1 Suit = PRE		T9(x..)										
2 NT = 2 lowest		9x, 98x(x..)										
4m after 1M, 2M, 3M= Leaping Michaels.		Hi-x										
REOPENING: 2NT=18-19, jump call = good hand with 6+ Suit		LO-x			1 ♦-1NT = 7-11HCP, denies 4 Card M		1ma-1NT = Artificial GF					
DIRECT AND JUMP CUEBIDS (STYLE;RESPONSES;REOPEN)		SIGNALS IN ORDER OF PRIORITY										
Michaels Cuebid. 1m-2m = 4-5 i M,(8) 9-15HP												
1M-2M = 5-5 in OM + m. 9-15HP. 3♣=p/c												
2NT ask for min/max. 2♦ after 1♣-2♣= Bid longest or best M		PARTNERS LEAD			1 ♣-1♦=0-7HP		1 ♣-1♥=Natural 5+♥ GF or 14+HCP BAL					
Jump Cue = Stop ask		DECLARERS LEAD										
VS. NT (STRONG/WEAK;REOPENING; PASSED HAND)		DISCARDING										
2♣=both M,		LO= ENCR										
2NT=1) both m (8)9-15 or 2) strong 2 suited		LO= EVEN			1 ♣-2♥=(54)m, GF		1 ♣-2♠/2NT=(4-4-4-1) type, GF					
D=Penalty		SMITH										
Jump call to 3=Pre, 3 m constructive if vul.		LO= EVEN										
VS. PREEMPTS (DOUBLES; CUEBIDS; JUMPS; NT)		LAVINTHAL										
D = Take out		LO= EVEN			1♦-1♥ = 4+♥ or artificial GF		1♦-1♠/2m=Max 12(13)HCP					
Crowhurst		LO= EVEN										
Leaping Michaels		LAVINTHAL										
Lebensohl		LAVINTHAL										
VS ARTIFICIAL STRONG OPENINGS		SIGNALS INKL. TRUMPS			1♦-1♥ = 4+♥ or artificial GF		1♦-1♠/2m=Max 12(13)HCP					
VS. 1♣		Trumps Hi/Lo = Trump interest										
1NT=♣ suit		Smith (High = Enchr)										
2♣=both M		Low/high = Even, High/Low=Odd										
2NT=both m		Lavinthal			1♦-1♥ = 4+♥ or artificial GF		1♦-1♠/2m=Max 12(13)HCP					
OVER OPPONENTS TAKE OUT DOUBLE		DOUBLES										
RD=10+.		TAKE OUT DOUBLE (STYLE; RESPONSES; REOPENING)										
After 1M = Offensive system		May be light with classic shape. Cuebid=F1										
After 1♦= 1M = Natural, Transfer bid over 1M		1 NT = 8-11 with stopper.			1 ♣- Positive response =GF, (bid)-pass= F.		1 ♣- (1x) – P = F					
		Jump to 2 =5 card, 4-7 P										
		Jump to 3 = 5 card 8-10 P										
		SPECIEL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES										
OVER OPPONENTS TAKE OUT DOUBLE		Response and competitive doubles			1NT-(D)-p = Require RD		IMPORTANT NOTES THAT DONT FIT ELSEWHERE					
RD=10+.		Neg. Double thru 4 ♥										
After 1M = Offensive system		Invit doubles										
After 1♦= 1M = Natural, Transfer bid over 1M		After 1♣ opening and positive answer; Double are often Penalty										
		Double from opener is 3 card support after 1♦- P - 1M – OVERCALL			PSYCHICS		Rarely					

DESCRIPTION OF OPENING BIDS							
OPENING	ARTIFICIAL?	MINIMUM NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE AND PASSED HAND BIDDING
1♣	X	0		17+ HCP (CAN BE WEAKER IF UNBALANCED)	1♦=0-7, 1♥: Natural GF or 14+ bal, 1NT=8-13HCP, 1♠, 2♣, 2♦; Natural GF.	Relay or natural	Same
					2♥=54/45 in minor GF, 2♠, 2NT=4441 types		
					3x=HHxxxxx, 3NT= Solid minor		
1♦	X	2	4♥	11-13 bal or 4+♦ 10-16 HCP (can be longer♣)	1NT=7-11. 2M=Invit with 6 card 1♦-1♥=4+♥ or unknown GF, 1♠ or 2m = max 12(13HP) 3M=Single, 3m=PRE	After rebid 1NT: 1NT system Transfer after intervention.	1♦-1♥=Natural after pass 1♦-(1♥)1♠=4+♠, 1♦-(1♥)-D= Minors, 1♦-1♠-2♠=5+-5+ in minors
1♥		(4)5	4♦	10-16 4 card if 4-4-1-4	1NT=GF, 2♣=Invit max.2♥, 2♦=3♥ 10-12 2NT=4+♥ 8-12, 3♣=5-5 m Invit, 3♦=PRE	Romex trialbids Relay after 1♥-1NT	1♥-1NT= Natural after pass
1♠		5	4♥	10-16	1NT=GF, 2♣=Invit, 2♦=5+♥, 2♥=3♠ 10-12 2NT=4+♠ 8-12, 3♣=5-5 m Invit, 3♦/♥=PRE	Romex trialbids Relay after 1♠-1NT	1♠-1NT= Natural after pass Jacoll Stenberg after (2m)/(2♥)
1ut			4♥	14-16 in 1/2 pos., 15-16 in 3/4 pos. Can be 5422 type with 5-4 i m Blank H(Rarely)	Two way Staymann. Relay ask after 2♦ 2M=signoff 2NT=Ask for low double, 3m=Invit with 6+ 3M=single, 4m=SA Texas		Transfer after intervention. D of natural bid =T/O 4m after (M)=Leaping Michaels
2♣		5	4♥	11-16 6+♣ or 5+♣ og 4M	2♦=relay, invit+ 2M=Nonforcing, 3x=Invit with 6 card	Relay after 2♣-2♦	
2♦				6+♦, 10-13 HCP	2M=Invit+, 2NT=Ask, 3♣=ASK, GF 3M=NAT GF, 4♣=Splint		
2♥		6(5)		Weak, 5-9. Normally 6 card.	2NT=Asking.		
2♠		6(5)		Weak, 5-9. Normally 6 card	2NT=Asking.		
2ut	X			5+-5+ in m, 7-10HP	3♥=transfer til 3♠		
3♣		6		Pre	3x=Constructive, NF		
3♦		6		Pre	3x=Constructive, NF		
3♥		6		Pre	3x=Constructive, NF, 4m=cue		
3♠		6		Pre	4m=cue, 4♥=To play		
3ut	X			Solid minor, chance in 3-4 pos.	4+♣=p/c, 4♦=single asking, 4M=To play	After relay bids; Coleur	
4♣	X	0		Namyats (♥)	4♦=Slam try, 1 Ace	Depo	
4♦	X	0		Namyats (♠)	4♥=Slam try, 1 Ace		
4♥		(6)7			4♠=TP, 4NT=1430	Namyats	
4♠		(6)7			4NT=1430	Leaping Michaels	
4ut	X			Both m (min. 6-5)			

HIGH LEVEL BIDDING

Cuebids, 1430 RKCB, Exclusion 1430.