


DEFENSIVE AND COMPETITIVE BIDDING		LEADS & SIGNALS			SYSTEM CARD		 <small>DANMARKS BRIDGEFORBUND</small>	
OVERCALLS(STYLE; RESPONSES 1/2-LEVEL;REOPENING)		OPENING LEAD STYLE						
Aggressive style (maybe only 4 card on 1 level).			LEAD	IN PARTNERS SUIT		EVENT		2 DIV
Cue = 10+		SUIT	ATT(can be 4th.)	1,3,5 highest, except 2.		Denmark		TEAM NO
2 NT = 10+, 4 card support after M,		NT	ATT(can be 4th.)	from 4 card.		PLAYERS		1
2 NT = Invite after minor		SUBSEQ	Same			Marlene Henneberg (DEN-35490)- Jens Ove Henneberg (DEN-10391)		
		THROUGH DECLARER	Same(2nd)					
		OTHER:	MUD					
OVERCALL 1UT (2./4. ; RESPONSES; REOPENING)		LEADS			SYSTEM SUMMARY			
1 NT = 4M og 5+m, (8)9-15 hp . Reply:		LEAD	VS. SUIT	VS: NT		GENERAL APPROACH AND STYLE		
2NT=Invite ask, cue=search for unknown color		ACE	EKx(x..),Ex	EKx(x..),Ex		Relay Precision		
1 NT i 4th. Pos.=10-14. Reply= Two Way Staymann		KING	KD(x..), EK, Kx	KD(x..), EKBT(x..),EK, Kx		1 ♠ = 17+HCP (CAN be weaker if unbalanced)		
Sandwich position=15-18NT. Reply = Two Way Staymann		QUEEN	DB(x..)	DB(x..), KDT9(x..)		1 NT=14-16 HCP		
		JACK	BT(x..),KBT(x..)	BT(x..),		1 ♦ = 11-13 bal. or 4+ ♦ and 10-16 HCP (Maybe Minor Canapé)		
JUMP OVERCALLS (STYLE; RESPONSES; UNUSUAL NT)		10	T9(x..)	Tx, HBTx(x..),H(H)T9x(x..)		5 card major (1♥ can be 4-4-1-4), 10-16HCP		
1 Suit = PRE		9	9x, 98x(x..)	9x, T9x(x..)		2 ♣ 6+ ♣ or 5+♣ and 4+ M, 11-16HCP		
2 NT = 2 lowest		Hi-x	xx(x..)	xx(x..)		1 ♦-1NT 7-11HCP, denies 4 Card		
4m after 1M, 2M, 3M= Leaping Michaels.		LO-x	H(H)xx(x..)	H(H)xx(x..)		1ma-1NT Artificial GF		
REOPENING: 2NT=18-19, jump call = good hand with 6+ Suit		SIGNALS IN ORDER OF PRIORITY			SPECIAL BIDS THAT MAY REQUIRE DEFENCE			
DIRECT AND JUMP CUEBIDS (STYLE;RESPONSES;REOPEN)								
Michaels Cuebid. 1m-2m = 4-5 i M,(8) 9-15HP			PARTNERS LEAD	DECLARERS LEAD	DISCARDING	1♣-1♦=0-7HP		
1M-2M = 5-5 in OM + m. 9-15HP. 3♣=p/c		SUIT 1	LO= ENCR	LO=EVEN	LO=EVEN	1♣-1♥=Natural 5+♥ GF or 14+HCP BAL		
2NT ask for min/max. 2♦ after 1♣-2♣= Bid longest or best M		2	LO=EVEN		LAVINTHAL	1♣-2♥=(54)m, GF		
Jump Cue = Stop ask		3	LAVINTHAL			1♣-2♠/2NT=(4-4-4-1) type, GF		
VS. NT (STRONG/WEAK;REOPENING; PASSED HAND)		NT 1	LO= ENCR	SMITH	LO=EVEN	1♦-1♥ = 4+♥ or artificial GF		
2♣=both M,		2	LO=EVEN	LO=EVEN	LAVINTHAL	1♦-1♠/2m=Max 12(13) HCP		
2NT=1) both m (8)9-15 or 2) strong 2 suited		3				2♦ opening = Multi		
D=Penalty		SIGNALS INKL. TRUMPS			2♥ opening= 5-4 in Major, 6-10 HCP			
Jump call to 3=Pre, 3 m constructive if vul.		Trumps Hi/Lo = Trump interest			2♠ opening = 5♠ and 4+ minor			
VS. PREEMPTS (DOUBLES; CUEBIDS; JUMPS; NT)		Smith (High = Encr)			2 NT opening=(55)+ m, 8-12HCP			
D = Take out		Low/high = Even, High/Low=Odd			1M-2♣=Unknown invite with max.2 in openers M			
Crowhurst		Lavinthal			1M-2♦/2♥ : Transfer, max. invite.			
Leaping Michaels					1 NT in defence = 4M and 5+m, (8)9-15 HCP (4th hand=Natural)			
		DOUBLES						
Lebensohl		TAKE OUT DOUBLE (STYLE; RESPONSES; REOPENING)			SPECIAL FORCING PASS SEQUENCES			
VS ARTIFICIAL STRONG OPENINGS		May be light with classic shape. Can also be 15-17 NT. Cuebid=F1			1♣- Positive response =GF, (bid)-pass= F.			
VS. 1♣		1 NT = 8-11 with stopper.			1♣ - (1x) - P = F			
1NT=♣ suit		Jump to 2 =5 card, 4-7 P			1NT-(D)-p = Require RD			
2♣=both M		Jump to 3 = 5 card 8-10 P			IMPORTANT NOTES THAT DONT FIT ELSEWHERE			
2NT=both m		SPECIEL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			Count of HCP can vary according to total assessment of the hand.			
OVER OPPONENTS TAKE OUT DOUBLE		Response and competitive doubles						
RD=10+.		Neg. Double thru 4♥						
After 1M = Offensive system		Invite doubles			PSYCHICS			
After 1♦= 1M = Natural, Transfer bid over 1M		After 1♣ opening and positive answer; Double = Penalty			Rarely			
		Double from opener is 3 card support after 1♦-P-1M-OVERCALL						

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		
					3x=HHxxxxx, 3NT= Solid minor		
1♦	X	2	4♥	11-13 bal or 4+♦ 10-16 HCP (can be longer♣)	1NT=7-11. 2M= Invite with 5+ card	After rebid 1NT: 1NT system	1♦ - 1♥=Natural after pass
					1♦-1♥= 4+♥ or unknown GF, 1♠ or 2m	Transfer after intervention.	1♦ - (1♥) 1♠ = 4+♠, 1♦-(1♥)-D =
					= max 12(13HP) 3M= Single, 3m=PRE		Minors, 1♦-1♠-2♠=5+-5+ in minors
1♥		(4)5	4♦	10-16 4 card if 4-4-1-4	1NT=GF, 2♣=Invite max.2♥, 2♦=3♥ 10-12 2NT=4+♥ 8-12, 3♣/3♦= Invite, 6+ card	Romex trialbids Relay after 1♥-1NT	1♥-1NT= Natural after pass
1♠		5	4♥	10-16	1NT=GF, 2♣=Invite, 2♦=5+♥, 2♥=3♠ 10- 2NT=4+♠ 8-12, 3♣/3♦/3♥=Invite 6+ card	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.	Two way Staymann. Relay ask after 2♦		Transfer after intervention.
				Can be 5422 type with 5-4 i m	2M=signoff		D of natural bid =T/O
				Blank H(Rarely)	2NT=Ask for low double, 3m=Invite with 6+		4m after (M)=Leaping Michaels
					3M = single, 4m=SA Texas		
2♣		5	4♥	11-16 6+♣ or 5+♣ og 4M	2♦=relay, invit+ 2M=Nonforcing, 3x= Invite with 6 card	Relay after 2♣-2♦	
2♦				Multi, 6(5)+ Major, 6-10 HP (3-9 non vul against Vul)	2NT = Ask. 3♣=Max, 3♦/3♥=Min with ♥/♠.		
2♥		6(5)		5-4 in Major, 6-10 HP	2NT=Asking. 3♣/3♦=Min., 3♥/3♠=Max.		
2♠		6(5)		5♠ - 4+ in a minor, 6-10 HP	2NT=Asking. 3♣/3♦=Min., 3♥/3♠=Max.		
2ut	X			5+-5+ in m, (7)8-12HP	3♥=transfer til 3♠		
3♣		6		Preemp., 5-10 HCP, maybe better in 3.4pos.	3x = Constructive, NF		
3♦		6		Preemp., 5-10 HCP, maybe better in 3.4pos.	3x = Constructive, NF		
3♥		6		Preemp., 5-10 HCP, maybe better in 3.4pos.	3x = Constructive, NF, 4m=cue	HIGH LEVEL BIDDING	
3♠		6		Preemp., 5-10 HCP, maybe better in 3.4pos.	4m=cue, 4♥= To play	Cuebids, 1430 RKCB, Exclusion 1430.	
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	After opps. Double after Ace asking : Double = Even number, pass = Odd number	
4♦	X	0		Namyats (♠)	4♥ = Slam try, 1 Ace	4♣ = Good 4♥ opening, 4♦ = good 4♠ opening	
4♥		(6)7			4♠=TP, 4NT= 1430		
4♠		(6)7			4NT=1430	Leaping Michaels : Jump to 4x after opps. Opening = 5+ card in x and 5+ card in	
4ut	X			Both m (min. 6-5)		other Major, or ♥ after Minor opening.	