

DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			Category: Natural - GREEN	
OVERCALLS (Style; Responses; 1/2 Level; Reopening)		OPENING LEADS STYLE				Country: Denmark
4+cards at 1-level, but usually 5+-cards. Overcalls at 2-level are sound,		Lead	In Partner's Suit		Event: Juniors	
after an overcall, we use transfer from opponents suit to our suit (USP),	Suit	2nd/4th	Count			
new suit (not a transfer) is F1, jump raise = preemptive, jump at 3-level = fit-bid,	NT	2nd/4th	Count		Players: Kåre Gjaldbæk - Martin Schaltz	
Reopening: Aggressive overcalls, jump overcall = good 6+-suiter and about 11-	Subseq	as above	as above			
2NT is 19-21 semibalanced	Other: A ask for enc/disc, K ask for count/unblocking			SYSTEM SUMMARY		
	Low from doubleton non-H			GENERAL APPROACH AND STYLE		
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY	
2ND pos: 1NT = 15-18 HCP could be semibalanced. Resp. as opening.	Lead	Vs. Suit	Vs. NT		GENERAL APPROACH AND STYLE	
Reopening 1NT = (10)11-14 HCP could be semibalanced. Resp. as opening.	Ace	AK, AKJ10(+), AKx(+), Ax(+)	AK, AKJ10(+), AKx(+), Ax(+)		Natural 5-card major with lighth openings. 1D could be 3-card. Lowest 4-card suit	
1x - pass - 1y - 1NT = 15-18 HCP with stopper in both suit. Resp. = as opening.	King	Kx, AK, AKJ10(+), AKx(+), KQ(x)	Kx, AK, AKJ10(+), AKx(+), KQ(x)		from both hands (1C - 1M could have longer D - if weak). Destructive 2/3-level	
1NT doubled: 2C = C/D+H or S/ no comp 2H or S, 2D = D/H+S, 2M = COMP	Queen	Qx, QJ, QJx(+)	Qx, QJ, QJx(+)		openings (2D = H/S, 2H = H+C/D, 2S = S+C/D - all weak), could be 5-card at 3	
After 1NT - P - P - DBL; P - P: RD = C+other/D+S, 2C = C/D+H, 2D = D/H+S.	Jack	Jx, J10x(+), KJ10x(+), J10	Jx, J10x(+), KJ10x(+), J10		Aggressive competitive style with Frequent ART competitive 2NT bids.	
JUMP OVERCALLS (Style; Responses; Unusual NT)		10	10x, K/Q109x(+), 109x)		FORCING PASS in competitive high level situations. Frequent non-PEN DBL.	
1-Suit: Direct jump overcall = weak.	9	109x(+), H9x		109x(+), H9x		Natural overcall at 1-level, sound at 2-level. very light preemptive overcalls
2-Suit:	Hi-x	HSx, HxxS, xS, xSx, xSxx,		HSx, HxxS, xS, xSx, xSxx,		1NT Openings: NV vs V = (8)9-13, NV vs NV = (9)10-13, V = 11-13
after a jump overcall at 2-level, 2NT is asking. same system as opening	Lo-x	HSx, HxxS, xS, xSx, xSxx (typical)		HSx, HxxS, xS, xSx, xSxx (typical)		2 OVER 1 Responses: Natural with (9)10+ HCP
Reopen: (1x) - 2NT = 55+ in 2 lowest suits	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	
(1m) - 2m = at least 5-4 in H+S. (1D) - 2D = should be 5H. Our Michaels cuebid	Suit:1st	Lo/hi = enc	Lo/hi = even		Suit preference lo = lo	
sound. (1H) - 2H = 4(+S) and a longer minorsuit - also sound.	2nd	Count/suit preference	Suit preference, hi = h		count lo/hi = even	
(1S) - 2S = 55+ in H and a minor.	3rd	Lo/hi = even/low suit	Suit preference, hi = h		count lo/hi = even	
(1x) - 3x = asking for stopper, typically based on a good minor suit	NT: 1st	Lo/hi = enc	Lo/hi = even		Suit preference lo = lo	
VS. NT (vs. Strong / Weak; Reopening; PH)	2nd	Count/suit preference	Suit preference, hi = h		count lo/hi = even	
DBL = points, 2C = both majors (5-4), 2D = onesuited major (W or S),	3rd	Lo/hi = even/low suit	Suit preference, hi = h		count lo/hi = even	
2MA = middle-good 2major . 3m = good suit with about 9-15 HCP	Signals (including Trumps)Smith Peters ( high cards= Enc.) vs NT			1x - 3x 0-6 HCDP with good support		
3M = preemptive.	count, lo/hi = even If dummy takes partners lead vs			1m - 2m = 10+ HCP with 5+m/12+ HCP with 4+C		
	SP if the suit has been bid or supported by P (e			1M - 2NT = 10+ HCP with 4+M		
	DOUBLES			1M - 3C = 7-9 HCDP with 4+M		
TAKEOUT DOUBLES (Style; Responses; Reopening)					Lebensohl - fast	
VS. PREEMPTS ( Doubles; Cue-bids; Jumps; NT bids)	2. pos = 11+HCP with good shape, 4. pos = 7+HCP. in competitive biddings ou			Gambling 3NT in 3. + 4. pos otherwise Solid Minor		
After weak 2: 2NT = 15-18, natural overcall, DBL = TO, 4m = 5m and 5OM	reopening doubles are light. (1x)-DBL-(1M)-2M=NAT, CUE-BID promises rebid			Rubensohl: 1NT (2x) ?, (1NT) - DBL - (2x) ?, (2x) - DBL = BAL - (pas) - ?		
cuebid is asking for stopper. After weak 2 with unknown suit: DBL= 12-16 bal of	jump is invitational, jump is PRE after RD, (1m)-DBL-(1M)-DBL = 4SM,			1NT doubled: 2C = C/D+H or S/ no comp 2H or S, 2D = D/H+S, 2M = COMP		
Lebensohl/Rubensohl after (WK2x) - DBL - (P) - ?	DBLer bids longest suit, (1x)-DBL-(any)-1M = could be 3-card			SPECIAL FORCING PASS SEQUENCES		
VS. ARTIFICIAL STRONG OPENINGS		SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			(1NT)-DBL-(any)-Pass: Forcing to 2S	
Vs strong C: DBL = C+other suit, 1x = natural, 1NT = C+D/H+S, other = natural	shape with 11+, in 4. pos it is 7+,			(3x)-any-(5x)-Pass: Forcing		
Vs C-opening wich could be weak/natural: DBL TO, 1NT = C+D/H+S.	1m-(1S)-DBL suggests 4+H, 6+ HCP, 2-WAY DBL, competitive doubles,			1x-(DBL)-RDBL: Forcing to 2x		
Vs strong 2C opening: DBL = C-suit, 2D = D/H+S, 2H = H/S+C, 2S = S/C+D,	invitational doubles, At 3+-level,RESP DBL: Useful values whitout any good bid			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE		
2NT = C+H/D+S, other = natural preemptive.	DBL by PRE: wants ruff, lead directing doubles, most low-level DBLs=TO,			With 4441 and singleton S, we could open 1D (1NT)		
OVER OPPONENTS' TAKE OUT DOUBLE		negative DBL then 2M = 6-9 HCP with 5+M, supporting RD, Rosenkrands RD =			With 4441 and singleton C, we could open 1NT	
RD = 10+ HCP with penalty interest, 1m - (DBL) - 2NT = 5+m 10+ HCP/ 4+m 1	in partners suit (1x)-1y-(DBL)-RD = Rosenkrands, reopening doubles could be			Reversed pas/DBL when opponents bid our suit (5+)		
1m - (DBL) - 2m = natural 6-9 HCP. After opening 1H/S: we play transfer from	very light if good shape, DBL of a splinter leaddirecting or the suit			Psychics: No trump bids sometimes looks like psyching		
1NT.	Tend to pass COMP DBL at 3+level when BAL, Lightner DBL			Bidding in 3. pos		

OPENING BID DESCRIPTIONS

Opening	Artificial	Min.	Neg Dble th	Description	Responses	Subsequent Auction	Passed Hand Bidding
1C		3	4H	10+ HCP if unbal	2C = 10+5+C/12+4+C, 2M/3C = weak, 2D = 7-9 5+D	OM rebid = unbal, 1NT = 14-16 (11-13), jump = splinter	Same system
1D		3	4H	10+ HCP if unbal	2D = 10+5+D/12+4+D, 2M/3D = weak, 3C = 7-9 5+D	OM rebid = unbal, 1NT = 14-16 (11-13), jump = splinter	Same system
1D							Same system
1H		5	4D	10+ HCP if unbal	2NT = 10+4+H, 3C = 7-9 4+H, 2S/3D = weak	1NT = 14-16 (11-13), 2m = could be 3, jump = splinter	Same system
1S		5	4H	10+ HCP if unbal	2NT = 10+4+S, 3C = 7-9 4+S, 3D/H = weak	1NT = 14-16 (11-13), 2m = could be 3, jump = splinter	Same system
1NT		1	4H	11-13, 14-16 in 3, (9)10-13 NV vs	2C = NF stayman, 2D/H = transfers, 2S = C+D,	2C - 2D; 2H = SO in H+S, 2S - 2NT; 3m = SO C+D	Same system
2C	Yes	0	4H	19-21/27+NT, strong C/D/H/S	2D = relay, 2M, 2NT, 3m = SO if 19-21 NT	2D - 2H = 4441, 2S = onesuited H, 2NT = 19-20 sent	Same system
2D	Yes	0		2D = 5+H/S (According to Vul)	2/3MA = correct, 2NT = ?, other = natural/preemt	2NT - 3C = Max, 3D = min H, 3H = min S	Same system
2H	Yes	4		2H = 4H(4)5+C/D NV, 5+H5+C/D	2ut = ?, other = natural/preemt	2NT - 3C =min C, 3D=min D, 3H=max C, 3S=max D	Same system
2S		5		2S = 4S(4)5+C/D NV, 5+S5+C/D	2ut = ?, other = natural/preemt	2NT - 3C =min C, 3D=min D, 3H=max C, 3S=max D	Same system
2NT		1	4H	21-23 NT - could be semibalance	3C = ? for 4/5M, 3D/H = transfer, 3S = SI C/D/C+D	3C - 3D = no 4/5 H or 5S, 3H = 4H, 3S = 5S, 3NT =	Same system
3C		(5)6		Could have 4M	4D = after aces, other "natural"/ preemt		4D = natural
3D		(5)6		Could have 4M	4C = after aces, other "natural"/ preemt		4C = natural
3H		(5)6		Could have 4OM/5m	4C = after aces, other "natural"/ preemt		4C = natural
3S		(5)6		Could have 4OM/5m	4C = after aces, other "natural"/ preemt		4C = natural
3NT	Yes	0		Good 4mi pre, Chance in 3.4. pos	4m = P/C		
4C		(6)7		Preemtive	4NT = TP		
4D		(6)7		Preemtive	4NT = TP		
4H		(6)7		Preemtive	4NT = after aces		
4S		(6)7		Preemtive	4NT = after aces		
4NT	Yes	0		Specific aces	5C = no ace, 5D = D ace... 5NT = C ace,		
5C		(7)8		Preemtive			
5D		(7)8		Preemtive			
5H		8		Preemtive			
5S		8		Preemtive			
5NT	Yes	0		Specific kings	6C = no King, 6D = D king... 6NT = C king,		

**HIGH LEVEL BIDDING**

Cuebids (Italian) 1. or 2. round control (renonce, singleton, ace or king)

In partners 1. suit it is always a honour (could be the queen). RCKB-1430

Serious 3NT after splinter, exclusion RCKB-1430, DEPO, pas/RD if 5C/D,

reduced danish asking bid (M/K - few sequenses),

after an ace asking 5NT is grand slam try, 5NT after aces if 4NT was overuled,

Forcing pass: then bid = slammy, lighthner doubles

Fairway slinters if one hand is limited - unserious NT if not