



DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			Category: Green
OVERCALLS (Style; Responses; 1/2 Level; Reopening)		OPENING LEADS STYLE			
1-level: nat, may be light and may be a 4 card suit					Country: Denmark
2-level: nat, sound		Lead	In Partner's Suit		
Jump in reopening: nat, 6+ cards, 12+hcp		Suit	1.3.5.	1.3.5.	
Answers: Unassuming cuebid, new suit nat F1		NT	2.4, standard	2.4., standard	
		Subseq	same	same	
		Other: 2.4.through declarer			Event: Womens European Championships 2003
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)					Players: Maria Rahelt & Stense Farholt
2nd: 15-18, 5M/6m possible, 1+ stopper if 1x is nat		LEADS			SYSTEM SUMMARY
4th: 11-14 (-16 if M)		Lead	Vs. Suit	Vs. NT	
(1x)-p-(p)-2NT: 19-21 bal		Ace	AKx(x), Ax	AKx(x)	
		King	AK, KQ, KQx(x), Kx	AK, KQ, KQx(x), AKJ10(x)	
Responses as over 1/2NT openings		Queen	QJ, QJx(x), QJ10(x), Qx	QJ, QJx(x), QJ10(x)	
JUMP OVERCALLS (Style; Responses; Unusual NT)		Jack	J10, J10x(x), Jx	HJ10(x), J10, J109(x), J10x(x)	
1-Suit: nat, preemptive		10	AJ10(x), KJ10(x), 109, 109x(x), 10x	H109(x), 109(x), 10x	
2-Suit: 2NT = 5-5 lowest suits, preemptive		9	H109(x), 98(x), 9x	H98(x), HH109(x)	
		Hi-x	Sx, xxSx, HxSx, HHSx	xSx, xxxSx, HSx	
Reopen:		Lo-x	xxS, xxxS, HxxxS, HHxxS, HxS	xS, xxxS, HxxS, HHxS	
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)		SIGNALS IN ORDER OF PRIORITY			GENERAL APPROACH AND STYLE
(1m)-2m: both M, 4-5, 2NT asks			Partners Lead	Declarer's Lead	Discarding
(1M)-2M: 5oM+5D, 2NT asks		Suit:1st	L = enc (count)	L = even	count & disc
(1x)-3x: asks for a stopper		2nd	count	count	count & disc
		3rd	count	count	count & disc
VS. NT (vs. Strong / Weak; Reopening; PH)		NT: 1st	L = enc (count)	L = rev. Smith (even)	count & disc
2C: both M (vs. strong NT 4-5)		2nd	count	count	count & disc
2D: 5+ M		3rd			
2M: 5M, constructive. Transfer answer from 2NT through 3M		Signals (including Trumps): Hi-Lo = odd number			2D: 5+H, 3-9 hcp *11
2NT: 2-suiter		Rev. Smith vs. NT			2H: Both M, 4-5 (nv 4-4 possible), 3-9 hcp
D: points vs. weak; both M, 14+hcp vs. strong		Lavinthal, Trelde (suit pref. signal)			2S: 5+S, 3-9 hcp *11
		DOUBLES			
VS. PREEMPTS ( Doubles; Cue-bids; Jumps; NT bids)		TAKEOUT DOUBLES (Style; Responses; Reopening)			
vs. 2D multi: see *5		Distribution or extra points			
2NT: 15-18 bal		Reopening: 8+			
T/O					SPECIAL FORCING PASS SEQUENCES
(2/3M): -4m = 5oM & 5m, -4M = both m; (2M)-3M: asks for a stopper					(3m)-D-(5m)-p
(3m): -4C = one M, -4D = both M, -4M = 5D + 5M		SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			1x-(3m)-D-(5m)-p
VS. ARTIFICIAL STRONG OPENINGS		Support through 2H: 1 m-1M-(1/2x)-D=3M, 1m-1M-(D)-RD=3M			1x-(D)-RD-(1y)-p
vs. strong 1C: D = both M & fair hand, nat at 1-level, 1NT = C+ H or D+ S,		Competitive through 4D			if responder has shown 10+ and opponent preemt at the 5 level
2C = C or D+ H, 2D/H/S/NT as below		Strength			if we are FG in MA and opponent bids at the 4 level
vs. strong 2 C: D = C or D+ H		Balancing			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
vs. strong 1/2C: 2D = D or H+S, 2H = H or S+C, 2S = S or C +D, 2NT = as 1NT		Competitive			Manco, rev. Niisland, long and short suit trialbids, 4th suit F, Okuneff,
OVER OPPONENTS' TAKE OUT DOUBLE		Lightner			Lebensohl, x-y-NT, (mini-)splinter, 1x-1y-2NT = 15+ hcp & 6x+3y,
1M-(D): RD = 9+ hcp, max. xxM, 2NT = 4+M, limit+		D of a splinterbid asks for a lead in the lower suit			weak jump shifts, spec. vs. opponents known 2 suited overcall,
1m-(D)-RD: 9+ hcp		D of 3NT asks for a lead in dummies first suit or weakest major			1m-(1NT)-2om: both M, forcing invit 2NT. See *1,4,7,8,9 and10.
New suit: nat, F1					Psychics: Psychics rare, but happens
Otherwise system on					

OPENING BID DESCRIPTIONS							
Opening	Artificial	Min.	Neg Dble thr	Description	Responses	Subsequent Auction	Passed Hand Bidding
1C		4	4H	10+ hcp unbal, 11+hcp semibal	2C: 4+C, no M, 12+, GF; 2D: 4+C, 8-11; 2M: 6M, 3-8;	1C-2C-2NT & 1C-2C-2x-2NT: rev. Bekkasin	p-1C-2C: 4C, no M, 6-9
1C					2NT: 10-12 bal; 3C: 4+C, 0-7; 3DHS: splint, 10-12+;	1C-2D-2NT: rev. Bekkasin, invit+	
1C					3NT: 13-14 bal; 4C: nat, preempt; 4M: to play	1C-2M-2NT: rev. Bekkasin, invit+. Note 6,8,9 and 12	
1D		4	4H	As 1C	As 1C	As 1C	p-1D-2D: 4D, no M, 6-9
1H		4	4D	As 1C	2H: 3+H, 6-9; 2S: 6S, 3-8; 2NT: 4+H, 10+hcp;	1H-2NT: invit-Bekkasin *6	
1H					3CD: 4+H, splint, 5-8; 3H: preempt; 3S: 4+H, unknown	1H-1S-2NT: 15+hcp, 6H + 3S - 3m: canapé	
1H					splint, 9-11; 3NT: Svoid, 9-11; 4CD=void, 9-11	1H-2H-2S: asks; 1H-2H-2NT: invit - 3m: canapé, nf	
1H						Notes 6,8,9 and 12	
1S		4	4H	As 1C	As 1H	As 1H	
1NT			3S	(11)12-14 bal	Stayman, total transfer, 3m: 5m+4om, GF; 3M: nat invit;	1NT-2DH: -3HS = 4HS min, -2S3CDH = 4HS max &	
1NT				6m or 5M possible	4m: nat slamtry; 4M: nat to play	xx, -2NT = 4HS max no xx. Notes 1,2,3 and 10	
2C	x		4H	18-19/22+NT	2D:relay; 2HS3CD: to play if 18-19; 2NT: both m	2C-2D: -2H=22+NT or nat, -2NT=18-19 bal	
2C				GF any suit		2C-2D-2H-2S: -2NT=22-24NT, -3m =6H+4m; 3S=6H+4S	
2D	x			5+H, 3-9 hcp	2S: nat F1; 2NT asks	Ogust *11	
2H	x			4+H &4+S, 3-9hcp	2NT: invit; 3C asks; 3D: GF m; 3M: to play	2H-3C: -3DH=min best HS, -3SNT=max best HS	
2H						4m: single 5-5M	
2S				5+S, 3-9hcp	2NT asks; 3x: nat, F1	Ogust *11	
2NT				20-21 bal	3C: asks; transfer, 3S: 5S &4H; 3NT=5-5m; 4x: nat	2NT-3C: -3D= 4M, -3M=5M, -3NT= no M	
2NT					slamtry		
3C		6		nat, preemptive	new suit: nat, F1		
3D		6		nat, preemptive	new suit: nat, F1		
3H		6		nat, preemptive			
3S		6		nat, preemptive			
3NT	x			1st & 2nd: One-suiter, no side A/K	4C: P/C; 4M: nat, to play		
3NT				3rd & 4th: Gambling			
4C		6		nat, preemptive			
4D		6		nat, preemptive			
4H		6		nat, preemptive			
4S		6		nat, preemptive			
4NT	x			Ace asking	5C: 0; 5DHS: DHSA; 5NT: CA; 6C: C+SA or D+HA;		
4NT					6D: C+DA or H+SA; 6H: C+HA or D+S, 6S: 3A		
5C							
5D							
5H							
5S							
5NT							
HIGH LEVEL BIDDING							
4NT (5NT): RKCB 1430							
4NT - 5NT: unknown void and even number of aces							
4NT-6x: void, odd number of aces							
Cuebids 1st or 2nd							
Voidwood (0-2, 1-Q, 1+Q, 3)							
Revised DEPO							