

Lightner DBL	psyche whenever we like.				
DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS				
OVERCALLS (Style; Responses; 1/2 Level; Reopening)	OPENING LEADS STYLE				
It could be 4-card at 1-level, but usually it is 5+-card. Overcalls at 2-level are so	Lead	In Partner's Suit			
after an overcall, we use transfer from opponents suit to our suit (USP), <7>	Suit	4. best - attitude - high from H	same	Category:	Natural - GREEN
new suit (not a transfer) is F1, jump raise = preemptive, jump at 3-level = fit-bid,	NT	attitude - journalist	same	Country:	Denmark Open
Reopening: Aggressive overcalls, jump overcall = good 6+-suiter and about 13-	Subseq	same - and high from H	same	Event:	European Championship 2001
2NT is 19-21 semibalanced	Other:	Against NT : A ask for enc/disc, K ask for count/unblocking		Players:	Dorthe Schaltz - Peter Schaltz
		Against suit : Low from doubleton non-H		SYSTEM SUMMARY	
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)	LEADS			GENERAL APPROACH AND STYLE	
2ND pos: 1NT = 15-18 HCP could be semibalanced. Resp. as over opening in	Lead	Vs. Suit	Vs. NT	Natural 5+ major - Bergen. 1C-1D may be 3-card. Weak jump shifts. Drury in 3.	
Reopening 1NT = (10)11-14 HCP could be semibalanced. Resp. as over op. in	Ace	AKx	Same - Partner ENCRG/DISCRG	2C = general Forcing, or bal 22+ - 2D = relay	
1x - pass - 1y - 1NT = 15-18 HCP with stopper in both suit. Resp. opp. suits = F	King	AK or KQx	Str. hold. Partner gives count	2D = weak major 2 suiter <1> - 2NT = relay	
After 1NT DBL we play revised Nielsland <5>	Queen	QJx	KQx or QJ10 strong holding	2H/S = weak 2. May be 5 card. Vul good suit. <2>	
After 1NT - P - P - DBL; P - P: RD = C+other/D+S, 2C = C/D+H, 2D = D/H+S.	Jack	J10 or AJ10 or KJ10	J10x or QJx or Jx	1NT = 12-14 bal. may be 5M or 6 m. (1.-2. two way Stayman - 3.-4. Stayman-tr	
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	Top or H109	10x or H109, HJ10		
1-Suit: Direct jump overcall = weak. Strength acc. to vul.	9	Normally one higher card	Normally one higher card	1NT Openings: 12-14 bal. may be 5M or 6m.	
2-Suit: 2NT. Michaels. Strength acc. to vul.	Hi-x	xSxx, xSx, Sxx	Sx, SSx, SSxx, attitude	2 OVER 1 ResponsNatural with (9)10+ HCP	
	Lo-x	xS, HxS	HSS, HxSS, HxxSS, attitude	SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
Reopen: Natural. 2NT = 19-21 HCP. Resp. as opening. 2X = good 6 card 13-16	SIGNALS IN ORDER OF PRIORITY			2D = at least 4-4 (most often 4-5) in M. 3-10 p. VUL alone 5-5. <1>	
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)		Partners Lead	Declarer's Lead	Discarding	2H/S weak 2. May be 5 cards. 2H-2S = relay 2S-2NT = relay <2>
(1m) - 2m = at least 5-4 in H+S. Vul. 5-5. 1D-2D normally 5H our Michaels cuebid	Suit:1st	HI = DISCRG.	HI/LO = ODD	HI = DISCRG.	3C/D/H/S may be quite weak non vul.
sound. (1H) - 2H = exactly 4S and a longer minorsuit - also sound.	2nd	HI/LO = ODD	Suitpreference if clear	HI/LO = ODD	3NT = solid minor
(1S) - 2S = 55+ in H and a minor. (1NT) - 2NT = FG with 55+ in 2 suits	3rd	Suit preference/lavintf		Suit preference	1C - 1D = may be 3-card
(1x) - 3x = asking for stopper, typically based on a good minor suit	NT: 1st	As above	Smith <8>	As above	1M - 3M = PRE 1m - 3m = PRE
VS. NT (vs. Strong / Weak; Reopening; PH)	2nd				1C - 2D = 9-11 HCP with 5+C 1D - 3C = 9-11 with 5+D
Same vs. strong and weak.	3rd				1H - 2S / 1m - 2M NAT weak
DBL=penalty, 2C=both M (5-4), 2D=one M strong, 2H/S=one M weak, 2NT=bot	Signals (including Trumps)Smith Peters (with high cards) vs NT			1S-3H = weak	
	Trumps: HI/LO shows interest in ruff.			1H/S - 2NT = FG SUP. <6>	
	Suit preference <8> Smith <8> Lavinthal <8>			1M - 3m = Bergen raises. <3>	
	DOUBLES			1m - 2m = FG SUP. <4>	
	TAKEOUT DOUBLES (Style; Responses; Reopening)			Escaping from 1NT doubled: RDBL = onesuiter, 2C=C/D, 2D = D/H, 2M = COM	
VS. PREEMPTS ( Doubles; Cue-bids; Jumps; NT bids)	2. pos = 11+HCP with classic shape or 17+, 4. pos = 7+HCP.				
After weak 2: 2NT = 15-18, natural overcall, DBL = TO, 12-16 BAL or 17+ LEB	reopening doubles are light. (1x)-DBL-(1M)-2M=NAT, CUE-BID promises rebid.				
cuebid is asking for stopper. After weak 2 with unknown suit: DBL= 12-16 bal or	jump is invitational, jLEB variations. (1m)-DBL-(1M)-DBL = 4SM,				
4m = 5m+5OM				SPECIAL FORCING PASS SEQUENCES	
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			After opponent defensive bid, Pass is usually weak or penalty	
Vs strong C: DBL = C+one M, 1x = natural, 1NT = C+D, 2C = D+oneM, 2D = H	NEG DBL through 4S. 1minor - 1D/H - (DBL=4S) (1S=5+S)			(3x)-any-(5x)-Pass: Forcing	
	1m-(1S)-DBL = 4+H 6+ HCP,			1NT - DBL - 2X - Pass = weak or penalty dbl.	
	RESP DBL. through 3S			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
	In some situations DBL = Usefull space principle			Long suit trial bids.	
OVER OPPONENTS' TAKE OUT DOUBLE	Most low level DBL = TO			Drury	
RDBL: 9-11 PASS: 0-8 or 12+	COMP DBL. Game invitational DBL			ART check back after 1X-1Y, 1NT and 1X-1Y, 2NT	
After opening 1H/S: we play transfer from 1NT. 2NT = 9-11 and supp.	SPL DBL: if V or all NV - for lead in suit below			Psychics: Opening in 3rd may be psychic. 3-card bids are seen. In general we	
	Lightner DBL				

OPENING BID DESCRIPTIONS

Opening	Artificial	Min.	Neg Dble th	Description	Responses	Subsequent Auction	Passed Hand Bidding
1C		3	4S	10+ HCP if unbal.	2C=FG C supp. <4> 1M may have longer D, 2D=9-11	1C-2C, relay=15+ asks for single 1C-2C, new=11-14	Limit raises. jumpshift=SPL, CUE=supp.
1C				if 3C/3D usually best m.	and C supp. 2H/S=weak, 3C=PRE, 3D/H/S=void	2NT=15-17, 3NT=18-19, M rebid=unbal. 1NT=15-17	
1D		3	4S	10+ HCP if unbal.	As for 1C exc. 1D-1NT= 6-8HCP, 1D-3C=9-12 D supp	As for 1C	As for 1C
1D				if 3C/3D usually best m.			
1H		5	4S	10+ HCP if unbal	2H=7-9 3-card, 2S=weak, 2NT FG raise, 3C=7-9(4card)	1NT=15-17, two way checkback, <x>2m may be 3-c	Jumpshift=SPL, DRURY, CUE=3card supp.
1H					3D=9-11(4-card), 3H=4card supp.PRE,		2NT=4-card supp.
1H					3S=SPL in any suit. 3NT/4C/4D=void in S/C/D		
1S		5	4H	10+ HCP if unbal	As for 1H opening. 1S-3NT=SPL in any suit, -4X=vo	As for 1H. 1S-1NT, 2C =16+ <9>	As for 1H
1NT			4S	12-14 bal. may have 5M or 6m	1st-2nd TWO WAY STAYMAN. 3rd-4th STAYMAN	After interference- Rubensohl <10>	Same system
1NT					TRANSFER. All pos. transf on 3 level and 4 level exc	After opp. DBL Revised Nielsland <5>	
2C	Yes	0	4S	STR/ART, any suit or 20+ bal.	2D = relay, 2C-2D, 2NT=22-24. 3NT=25-27	2C-2D, 2X-relay=neg.	
2D	Yes	0		3-10HCP normally 4-5 in M.	any M=to play, 2NT=relay, 3m=nat.NF	<1>	
2D				Vul ag. non vul 5-5, contrsuct.<1>	natural/preemt		
2H		5		Weak - could be 5-card	2S=relay <2>, 2NT=S, 3H=NF	<2>	
2S		5		Weak - could be 5-card	2NT=relay <2> 3S=NF	<2>	
2NT			4S	22-24 bal.	STAYMAN TRANSF.		
3C		6		NAT PRE. may be weak non vul.	3D asks for 3 card M. 3H/S=F		
3D		6		NAT PRE. may be weak non vul.	3H/S=F		
3H		6		NAT PRE. may be weak non vul.			
3S		6		NAT PRE. may be weak non vul.			
3NT				Solid m. No outside A	4C=sign off. 4D=asks for CTRL. 4H/S to play		
4C		(6)7		NAT PRE. may be weak non vul.			
4D		(6)7		NAT PRE. may be weak non vul.			
4H		(6)7		NAT PRE. may be weak non vul.			
4S		(6)7		NAT PRE. may be weak non vul.			
4NT							
5C							
5D							
5H							
5S							
5NT							

HIGH LEVEL BIDDING

Cuebids in many situations showing 1. or 2. round control. Special Danish askir

bids <11>, RCKB - 1430, DEPO when opp. bid over 4NT. SPL.