



DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS				
OVERCALLS (Style; Responses; 1/2 Level; Reopening)	OPENING LEADS STYLE				
Can be light at the one level. Useful space principle, transferresponses if next hand		Lead	In Partner's Suit		
passes, doubles or bid NT or support his partner.	Suit	3rd and 5th	Same		
In reopening position overcalls can be protective.	NT	3rd and 5th	Same		Category: RED (Brown sticker 2S)
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)	Subseq	2nd and 4th through declarer			Country: Denmark
15-18BAL. Stayman and Transfers.	Other:	At the 5-level or higher Ace is for attitude and king is for count.			Event: Euro Championship 2001
11-14 in 4th position if unpassed hand otherwise takeout for the minors.	LEADS				Players: Lars Blakset - Mathias Bruun
In sandwichposition 1 NT is still 15-18.	Lead	Vs. Suit	Vs. NT		SYSTEM SUMMARY
JUMP OVERCALLS (Style; Responses; Unusual NT)	Ace	AKX, AX(AKX, AQJX, AX		GENERAL APPROACH AND STYLE
1-Suit: Preemptive. New suit NF.	King	AK, KQ, KOX, KX	KQX, AKJ10, KQ		1C nat or 15-19 bal with transfer responses.
2 NT shows 5-5 in two lowest suits.	Queen	QJX,QX	QJX, KQ109		5c major and 12-14 NT.
2-Suit:	Jack	J10x,JX	AQJ, QJ98, J10X, JX		Multi 2D weak two in either H or S,
	10	Two or zero higher	Two or zero higher		2H weak with both majors,
Reopen:	9	Two og zero higher	Two or zero higher		2S weak preempt in any suit.
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)	Hi-x	Even	Even		Preempts in 3rd pos. green against red is random, can be any distribution
Michaels cuebid. 1MIN-2MIN is H+S 6-11. 1 MAJ-2MAJ shows 5-5 in the other major	Lo-x	Odd	Odd		
and a minor 10-16HCP.	SIGNALS IN ORDER OF PRIORITY				1NT Openings: 12-14
Jumpcue asks for stopper heading for 3 NT		Partners Lead	Declarer's Lead	Discarding	2 OVER 1 Response 2C is Game force relay after 1H/S
VS. NT (vs. Strong / Weak; Reopening; PH)	Suit:1st	HI=DISCRG,	HI-LO=ODD,Reverse	HI=DISCRG	SPECIAL BIDS THAT MAY REQUIRE DEFENCE
2C shows both majors.		LOW=ENCRG	count		Transferresponses after 1C, 1C-1S is 0-5 or 6+ with diamonds.
2D is a light majorovercall.	2nd	HI-LO=ODD		Reverse count	MULTI 2 D.
2H/S are constructive and subsequently we play transfers.	3rd	S/P			2H is Weak with both majors.
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	NT: 1st	Same	Same	Same	2S is weak preempt in any suit.
Takeout-doubles and Lebensohl after preempts at the 2-level.	Signals (including Trumps): SMITH SIGNAL vs NT ; LAVINTHAL ;				3rd hand preempts green against red is random, and doesn't necessarily shows the
After 3MI 4C is at least 5-5 in the majors and slammy, and 4D is 5+-5+ but weaker.	Trelde S/P NOTE 17				bidden suit.
VS. ARTIFICIAL STRONG OPENINGS	DOUBLES				3NT preemptive in C or D.
Versus strong 1C : D =Majors, 1 NT Minors, 2Any shows the suit or the two suits	TAKEOUT DOUBLES (Style; Responses; Reopening)				4C/D strong 4H/S opening
above the bidden suit e.g 1C-2D shows D or H+S more distribution than D, normally	Take-out dables are distributional and can be weaker in 4th position.				SPECIAL FORCING PASS SEQUENCES
5-5.	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES				(3C/D)-DBL-(5C/D) F
Versus 2C we play the same 2-bids as above, but double is leaddirecting.	NEG DBL THRU 4H. ; Competitive doubles.				1x-(DBL)-RDBL:F after simple bid in new suit
OVER OPPONENTS' TAKE OUT DOUBLE	Gameinvitational doubles. ; Splinter doubles. NOTE 14. Note#14				IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
Over opponents take out double we play transfers from 1NT after 1D/H/S.	After overcalls double from opener shows a good hand with no descriptive bid.				3 card suits may be bid in many positions
After 1C we stick to our system.	Reversed DBL in some situations f.i.: 1H-(1S)-4H-(4S) double from either hand				Psychics: Light openings in 3rd pos
After 1 MA, jump responses depends whether resp. has passed or not. NOTE 15 Not	shows a 5H-bid, and partner only passes with good trumps.				
OPENING BID DESCRIPTIONS	DEFENSIVE AND COMPETITIVE BIDDING				

Opening	Artificial	Min.	Neg Dble th	Description	Responses	Subsequent Auction	Passed Hand Bidding
1C	X	2	4H	1) Nat UNBAL, 10-22 HCP.	transfer reponses 1D=H ; 1H=S ; 1S=0-5 any or 6+ with	NOTE 1	
1C				2) 15-19 any BAL (not 5MA)	D (not 4H/S)2C=inverted minor, 2D=wjs in H, or GF		Note#1
1C					with 4H and longer minor, 2H=wjs in S, or GF with 4S		
1C					and longer minor. 2S=7-10HCP with 5+C. NOTE 1		
1D		4	4H	Natural, unbalanced, 10-22HCP	2D=inverted minor, 2H/S=wjs,3C=10-12 Dsupp, unbal	NOTE 2	Note#2
1H		5	4D	10-21 hcp	2C: Gameforce Relay, 2S: 3cH, 4+C, 10+HCP, 2NT:4+H 10-12HCP,	NOTE 3	2C is 9+ with 3+H Note#3
1H					3D=4+H 7-9HCP, 3H=preemptive 9-10 losers, 3S,3NT,4C/D Splinters 9-12		
1S		5	4H	10-21HCP	2C=GFR,2NT=3cS, 4+C, 10+,3D/H=7-9/10-12 with supp	NOTE 4	2C is 9+ with 2+S, Note#4
1NT			3S	12-14 bal, 6c minor possible	2C=Stayman, 2D/H=Trsf, 2S=Trsf to one or both minors	NOTE 5	Note#5
2C	X			ANY GF or 22-24 BAL	Controlresponses	NOTE 6	Note#6
2D	X			MULTI, weak 2 in H or S, 4-10HCP	2H is correctable, 2S inv opp H-suit, 2NT=strong relay	NOTE 7	Note#7
2H	X			Weak with both majors,	2NT=relay, 3H/S is pre but opener may raise with dstrb	NOTE 8	Note#8
2H				0-8 HCP NV, 3-10 Vulnerable			
2S	X			Weak preempt in any suit.	2NT relay asks for the suit, new suit NF, new suit with jump, nat.preemp.	NOTE 9	Note#9
2S				0-5 HCP NV. 3-8 Vulnerable			
2NT				20-21 BAL	Stayman, Transfers	NOTE 10	Note#10
3C	(x)	6		Preemptive, please see NOTE 11			Random in 3rd position green versus red Note#11
3D	(x)	6		Preemptive, please see NOTE 11			Random in 3rd position green versus red
3H	(x)	6		Preemptive, please see NOTE 11			Random in 3rd position green versus red
3S	(x)	6		Preemptive, please see NOTE 11			Random in 3rd position green versus red
3NT	X			Preemptive in C or D	4C correctable, 4D=relay to play 4H or 4S	NOTE 12	Note#12
4C	X			Strong 4H-opening	4D=slammy	NOTE 13	Note#13
4D	X			Strong 4S-opening	4H=slammy	NOTE 13	
4H		6					
4S		6		NAT PRE			
4NT	x			Specific aces			

HIGH LEVEL BIDDING

Cuebids 1st or 2nd round controls, Culbertsons 4NT, Splinter

Formula 7

Asking bids in certain auctions NOTE 16. Note#16