



4+ suit, aggressive	OPENING LEADS STYLE			
Answer: cuebid: 8+ and support, new suit = nat F1 , NT=nat NF		Lead	In Partner's Suit	
Jump raise : preemt	Suit	Attitude (small = interest)	Attitude (small = interest)	
TAKE OUT DOUBLES: light if good distr. (majors)	NT	Attitude (small = interest)	Attitude	
	Subseq	Attitude (small = interest)	Attitude (small = interest)	Category: Natural Acol
	Other:			Country: Denmark
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)				Event: 47th European Bridge Championships - Open Teams
2. pos : NV 14-16 , V 15-18 Natural, cuebid= stayman	LEADS			Players: Morten Bilde - Jørgen Hansen
4. pos : 10-13 Natural, cuebid = stayman	Lead	Vs. Suit	Vs. NT	SYSTEM SUMMARY
1NT always natural	Ace	AKx , AKJ , AQJx, Ax	AK, AKx, AKxx , AQJx	GENERAL APPROACH AND STYLE
Escaping from 1NT doubled : RD : SOS , 2x : nat. , pass: bal. weak hand	King	KQ, KQxx, AK, Kx	AKJ10x. KQ, KQxx	Acol with weak No trump (11) 12-14
	Queen	Qx, QJ, QJxx,	QJ, QJxx, KQ109x , AQJx	Frequent deviation from the system (HCP-intervals and distribution)
JUMP OVERCALLS (Style; Responses; Unusual NT)	Jack	Jx, J10, J10xx, KJ10x	Jx, J10, J10xx, KJ10x, QJ98x	Light openings if unbalanced
1-Suit: 2M: intermesiate 3m: Good 6 card suit, 12-16 points	10	10x, 109, 109x, H109x	10x, 109, 109x, H109x	Aggressive preemt and preemtsupport
2-Suit: 2NT: two lowest, (1m) - 4m : majors	9	9x, H98x	9x, 98x, 9xx, H98x	If 4-4 we normally open lowest suit, except if quality difference
after weak 2/3 M and after 1M-2/3M : 4♣/♦ : 2-suiter	Hi-x	Sx	Sx, Sxx	
Reopen: (1x) - p - (p) - 2M/3m : 11-16 6-card , 2NT:18-20 HP	Lo-x	xSx, xSxx, HxS, HxxS, HxxSx	xSxx, HxS, HxxS, HxxSS	1NT Openings: NV: 11-14 V: 12-14
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)	SIGNALS IN ORDER OF PRIORITY			2 OVER 1 Response: 9+: GF if pd is 15-17 NT
(1m) - 2m : both majors , (1♥) - 2♥ : 4+♠ and 5+minor , (1♠) - 2♠ : 5+♥ and 5+minor		Partners Lead	Declarer's Lead	Discarding
Jump cue ask for stop , (1x) - p - (2x) - 3x : ask for stop	Suit:1st	Low=ENCRG	Hi/lo=O	Hi/lo=O
Same in 4th. pos.	2nd	Hi/lo=O	(S/P)	DISCRG
	3rd	S/P		
VS. NT (vs. Strong / Weak; Reopening; PH)	NT: 1st	Low=ENCRG	Hi/lo=O	Hi/lo=O
	2nd	Hi/lo=O	S/P Hi =ENCRG	DISCRG
D : showing points with Lebensohl	3rd	S/P		S/P Hi =ENCRG
2♣ : both majors - 2♦ and 2 NT asking (2♦ nat. after D)	Signals (including Trumps): S/P Hi = ENCRG			Pass : forcing to RD (to play or 2♣: ♣+M, 2♦:♦+♠,2♥/♠: nat)
	Lavinthal, Smith			
	Trumps: HI - Low shows interest in ruff			
3/4x : nat. preemt	DOUBLES			
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	TAKEOUT DOUBLES (Style; Responses; Reopening)			
D: take out (with Lebensohl on 2-level)	Negative double to 4♠ and "forcing" pass until 3♠			
After 2/3M preemt 4♣/♦ two suiter	Many competitive D to 3♠			
	After 2♣ opening and overcall			
VS. ARTIFICIAL STRONG OPENINGS				
vs. strong 1♣: one level bids NAT. 2 level bids: Exclusion 1NT : ♦/♠ or ♣/♥ , D: take out , 3/4 X PRE	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			SPECIAL FORCING PASS SEQUENCES
	D of 3NT = Dummys first suit. If no suit bid : weakest major			After overcalls untill 2♣
	DEPO after 4NT overcall			After 2♣ and overcall
	Take-out doubles after D of opponents 1 NT (note 3)			
OVER OPPONENTS' TAKE OUT DOUBLE				IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
1X- D - RD : 9+ HP, bids NAT and F1, 2NT: 4+X 10+ points				Long suit trialbids
JUMP: PRE,				Art. check back after 1X-1Y-1NT
1M - 4X = void				4. suit F1
	DEFENSIVE AND COMPETITIVE BIDDING			Psychics: Frequent
	OVERCALLS (Style; Responses; 1/2 Level; Reopening)			LEADS AND SIGNALS

Note 1

2M - 2 NT: 3♣: 5 card suit, minimum
3♦: 5 card suit maximum
3♥: 6 card suit minimum
3♠: 6 card suit maximum

Note 2

After Michaels Cue bid, 2♣ over opponents 1 NT and 2♦ opening, 2 NT is ART

3♣: 5/4 or 4/5, not minimum
3♦: 4/4 minimum
3♥: 4/5 maximum
3♠: 5/4 maximum
3 NT: 4/4 maximum
4m: SPL 5/5 maximum
4♥: 5/5 minimum

Note 3

(1NT) D (2♦)

D: Takeout, 6+ points
P: Weak or PEN
2M: 4-8 points, 5+ suit.

Note 4

1M (D)

3♣: 6-9 4+M, ♣ values
3♦: 6-9 4+M ♦ values
3M: 0-6 4+M

Note 5

After 1M (jump overcall on the 3 level)

cue: Good raise
4♣: Good raise, club cue
4♦: Good raise, diamond cue