



DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS				
OVERCALLS (Style; Responses; 1/2 Level; Reopening)		OPENING LEADS STYLE				
General style: (4)5+Cards, 6-18 HCP; jumps = PRE		Lead	In Partner's Suit			
Responses: Direct raises are 5-9 HCP. Jumps = PRE		Suit	3rd/5th	3rd /5th	Category: Team	
CUE = CONST Fit showing jumps.		NT	3rd/5th	3rd /5th	Country: Iceland	
New suit = F		Subseq	low = good suit in NT		Event: EM 2004	
1NT = 8-11 HCP. 2NT = 12-14 HCP		Other: Top of nothing after having raised partners suit with xxx.			Players: Anna Ivarsdottir and Gudrun Oskarsdottir	
In bal. pos. As above					SYSTEM SUMMARY	
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)		LEADS			GENERAL APPROACH AND STYLE	
2nd pos. 15-18 HCP		Lead	Vs. Suit	Vs. NT	Standard American with 5-card majors	
4th pos. 10-14 HCP		Ace	AKx, Ax	AK, AKx, Akxx	With Brown sticker	
Responses: Stayman that asks about the 1NT overcall.		King	AK, KQ, KQ(xxx)	STR or KQ(xxx),Kx	1NT is forcing after 1M opening, except with passed partner.	
		Queen	AQJ(x), QJ, QJx(x), Qx	AQJ(x), QJx(x), Qx		
		Jack	KJ10(x), J10(x)(x), Jx	KJ10(x), J10(x)(x), Jx		
JUMP OVERCALLS (Style; Responses; Unusual NT)		10	Q109(x), 109x(x), 10x	Q109(x), 109x(x), 10x		
1-Suit: Natural.		9	J98(xx), 9x(xx)	J98(xx), 9x(xx)		
2-Suit: 2/4NT, Michaels.		Hi-x	10(9xx), doubleton (=DBT)	109(xx), second of xxxx, DBT	1NT Openings: (14) 15-17 HCP, can have 5-card Major and 6-card "bad" minor.	
		Lo-x	H(xx)xx	H(xx)xx	2 OVER 1 Responses: GF	
Reopen: As above, except 2NT =19-21 HCP		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	OP 2♣: Can be weak or strong [Note 8]	
1min/2min: Majors at least 5-5.		Suit:1st	L = ENCRG	L = Even number	L = ENCRG	OP 2♦: Multi. [Note 9].
1min/2NT: Two lowest unbid suits.		2nd	L = Even number	S/P	Always strong with PH partner.	
1Maj/2Maj: Other major + minor.		3rd	S/P		OP 2M: In 1st/2nd pos: Weak 5cards Major and 4+ cards Minor	
Responses: NT+ Cue bid is forcing		NT: 1st	L = ENCRG	L = Even number	L = ENCRG	With PH partner: Weak with 5+card Major.
VS. NT (vs. Strong / Weak; Reopening; PH)		2nd	L = Even number		OP 2NT: Bad PRE in minor	
2♣ = ♦ or Majors. 2♦ = TRF to ♠.		3rd	S/P		Other bids:	
2♥ = TRF to ♠. 2♠ = 5+♠ and 4+ minor.		Signals (including Trumps): High-low: S/P or desire to ruff.			2/4NT is 2 suit hand. Michaels Cue-bids.	
2NT = minors.		Odd ball in NT. High = ENCRG			Transfer-Lebensohl after 2-level O/C or Weak opening by OPPT [Note 10]	
Weak NT: Double = cards, else see above.					Support DBL through 2♥.	
Strong NT: Double = ♣, else see above.		DOUBLES			NEG DBL through 4♥.	
		TAKEOUT DOUBLES (Style; Responses; Reopening)			Fit showing jumps.	
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)		General style. Can be light with classic shape. DBL and then bid = STR.			2NT in COMP = "Bad hand". 3X shows "good" hand.	
Double: 13+ 16 HCP or STR unbal. 2NT = 17-19 HCP. Bal. pos = 10+HCP.		Responses: General style, jumps 8+ HCP,			Scrambling 2NT.	
After (2M) ==> (3M) asks for stopper. Can be STR with minors or other Maj. or garr		1NT=7-10HCP, 2NT=11-13HCP, CUE = F			TRF after 1M - (DBL) ==> TRF to 2M.	
4m = 5-5 in minor and unbid Major.		In bal. pos: 8+ HCP			SPECIAL FORCING PASS SEQUENCES	
VS. ARTIFICIAL STRONG OPENINGS		SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			When we have FG sequence and OPPT bid ==> Pass is Forcing.	
After strong 1♣:		T/O. NEG DBL through 4♥.			After 2♣/2♦ opening bid and OPPT DBL ==> Pass shows 5+cards in opening	
DBL = both Majors;		RESP DBL. Support DBL/RDBL through 2♥.			suit.	
1NT = Can be anything, often 5+ in minor.		Snap Dragon BBL. Lead directing DBL.			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
Other bids NAT		1NT-3NT-DBL=Asks for ♠ lead. Lightner DBL.			Op. bids can be light with PH partner. 4th suit FG except 1♦-1♥-1♠-2♣	
OVER OPPONENTS' TAKE OUT DOUBLE		Splinter DBL asks for lead in higher suit.			After: 1x-1z-1y ==> 2♣ = Asks for 2♦ (weak with ♦ or INV) .	
RDBL: 10+ HCP.		SOS RDBL			==> 2♦ = FG.	
Maj op.: TRF with WK/INV hand. Direct raises are PRE					Psychics: Never on purpose.	
2NT = Limit+.		Jump RESP= PRE				

OPENING BID DESCRIPTIONS							
Opening	Artificial	Min.	Neg Dble thr	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		3	4♥	10+ HCP	1-level F. 1♦ can be 3334 and 6-7 HCP. 1NT = 8-10.	1NT = 12-14 HCP, can have 4 card unbid Maj.	Nothing is forcing.
1♣					Single raise = 8+HCP, F3m. 3m = PRE. 2NT = INV.	After 1NT = > 2♣ = WK with ♦ or INV. 2♦ = FG.	Fit showing jumps.
1♣					3NT = 13-15. 1♣-2X = Fit Show. if PH else WK.	2NT = 18-19 HCP, REV and Jumps = Strong	
1♦		3	4♥	10+ HCP	See ♣ except 1NT = 6-10 HCP. 1♦ - 2♣ = GF	See ♣.	See ♣.
1♥		5(4**)	4♥	10+ HCP	1NT = F. 2 over 1 is FG. 2M = 6-9. [Note 1]. 3M = PRE.	After 1NT = > 2♣ = R. [Note 4], 2x = NAT,	
1♥					2NT = FG+, 4-card SUPP. 3 under M = NAT and INV.	2NT = 18-19, 3x = 5-5, 13-15 HCP.	1 NT can be passed.
1♥					not M SUPP. Splinter [Note 2 and Note 3].	After 2NT: [Note 5]	2♣ = Drury (3+ suit) = > 2M = min, other bids F.
1♠		5(4**)	4♥	10+ HCP	See 1♥.	See 1♥.	See 1♥.
1NT			4♥	15-17 HCP	2♣ = PUP STAY. 2♦ = [Note 6]. 2♥/♠/NT = TRF		
1NT				Can have 5M or 6m or 2[4](52)	to ♠/♣/♦. 3m = [Note 7]. 3M = NAT.FG.		
1NT					4♣ = Gerber. 4/5NT = Quantum		
2♣	Yes			Weak or strong [Note 8]	Jumps = PRE in partners suit. See also [Note 8]		
2♦	Yes			Weak with Major or 20-22 HCP	Jumps = PRE in partners suit.		Always strong with PH partner
2♦				or FG with minor. [Note 9]	See also [Note 9].		
2♥		5		5♥ and 4+ min in 1st/2nd pos.	2♠ = NF. 2NT = GF, asks about hand. 3♣ = P/C.	Opener describes his hand after 2NT.	Does not promise minor with PH partner.
2♥				5♥+ if PH partner.	3♦ = INV+ to 4M. Jumps = PRE.		
2♠		5		See 2♥.	3♥ = NF. Other bids see 2♥.	See 2♥.	See 2♥.
2NT	Yes	6		Bad PRE in minor.	3♣ = P/C. 3♦ = Asks for 3-card suit in Maj	After 3♦: 3M = 3 card M. 3NT = Denies 3 card M.	
2NT					3MAJ = INV. Other bids NAT.		
3♣		6		Good PRE	NAT and F. 3♦ = Asks for 3-card suit in Maj.		
3♦		6		Good PRE	NAT and F. 4♣ = Asks for 3-card suit in Maj.		
3♥		6		PRE	QUE Forcing.		
3♠		6		PRE	QUE Forcing.		
3NT	Yes	7		Gambling	4♣ = P/C. 4♦ = S/T. 4Maj = Nat		
4♣		7		PRE	4M = NAT.		
4♦		7		PRE	4M = NAT.		
4♥		7		PRE	RKCB and QUE		
4♠		7		PRE	RKCB and QUE		
4NT	Yes	6-5		minors	PRE 6-5 in minors		
HIGH LEVEL BIDDING							
CUE.							
RKCB. RESP=1403							
4m = RCKB for minor.							
Gerber and Quantum after NT.							
Puppet Stayman after 1NT and 2 NT							
Voidwood.							
Splinter. For void and singleton							
Josephine.							
D0P1 - DEPO							

[Note 1]: Bids after agreed Major e.x. 1M - 2M or 1m - 1M - 2M

1♥-2♥:

2♠ = Game-try. ==> 2Nt. = HCP in ♠. Max value.

3min = HCP in suit. Max value.

3♥ = min. value.

2NT = Short ♠. INV+. ==> See above.

3x = Short in x, INV+.

1♠-2♠:

2NT = Game-try. ==> 3 = HCP in suit. Max value.

3♠ = min. value

3x = Short in x, INV+.

[Note 2]: Singelton Splinter. 4+cards in Major. 3+control.

1♥-3♠ = Singelton somewhere ==> 3NT = Asks ==> 4x = Singelton.

4♥ = Singelton ♠.

1♠-3NT = Singelton somewhere ==> 4♣ = Asks ==> 4x = Singelton.

4♠ = Singelton ♣.

[Note 3]: Void Splinter. 4+cards in Major. 3+control.

1♥-3NT = Void in ♠.

1♥-4x = Void.

1♠-4x = Void.

[Note 4]: A: 1♥ - 1♠ - 2♣.

B: 1M - 1NT - 2♣.

2♣ Can be:

1: 11-15 HCP. BAL.

2: 11-15 HCP. 4♣+.

3: 11-15 HCP. 5♥ and 4♠ after 1♥ OP.

4: 16+ HCP.

RESP after 1♥ - 1NT - 2♣.

2♦ = 9+ HCP.

2♥ = 4-8 HCP.

2♠ = 31[54]. Less than 9 HCP.

2NT = 5-5 in minors. Less than 9 HCP.

RESP after 1♠ - 1NT - 2♣.

2♦ = 9+ HCP.

2♥ = [5]6♥. Less than 9 HCP.

2♠ = 4-8 HCP.

2NT = 5-5 in minors. Less than 9 HCP.

[Note 5] 1M - 2NT: FG. 4+ Major SUPP. ==>

3x = Singelton/Void.

3M = 16+HCP.

3NT = (12)13-15 HCP.

4X = Good 5-card suit. No void.

4M = MIN opening.

[Note 6] 1NT - 2♦ = 5+ suit in ♥ or both [at least 9 cards] minors. 0-25

HCP.

Opener bids 2♥, except with max. hand and 4+♥, then he bids 2♠:

After 2♥: All bids show ♥ except 2♠ = minors. Opener bids 2NT,

except

with MAX hand and fit.

After 2NT: 3♣ = Weak with minor. Other bids show
distribution and FG.

After 2♠: 2NT = FG with minors.

3♣ = Weak with minors.

3♦ = Transfer to ♥.

3M/3NT = Shows distribution with minors.

[Note 7] 1NT-3♣ = 1-4-4-4 or 4-4-4-1. 3♦ asks:

3♥ = Singleton ♣.

3♠ = Singleton ♠.

1NT-3♦ = 4-1-4-4 or 4-4-1-4. 3♥ asks:

3♠ = Singleton ♦.

3NT = Singleton ♥.

[Note 8] Opening bid 2♣:

1: FG with ♥ or ♠.

2: 23+ HCP, balanced.

3: Weak with 5+♥ and 4+♠.

4: Weak with 5-5+ in minors.

5: Weak with 6 cards in ♦.

Response 2♦ asks opener to describe his hand:

Pass = Weak with ♦.

2♥ = Weak with both majors.

2♠ = Weak with both minors, ♦ better than ♣.

2NT = 23+ bal. ==> Puppet Stayman and Transfers.

3♣ = Weak with both minors, ♣ better than ♦.

3♥ = FG with ♥.

3♠ = FG with ♠.

4Nt = Lets play slam. Start looking for fit.

Response 2Major = NAT, Semi forcing. Responses: See 2NT.

Response 2NT: Forcing, asks about the hand:

3♣ = Weak with both minors.

3♦ = Weak with ♦.

3♥ = Weak with 5+♥ and 4♠.

3♠ = Weak with 5+♥ and 5+♠.

3NT = 23+ bal.

4♥ = FG with ♥.

4♠ = FG with ♠.

4Nt = Blackwood.

[Note 9] Opening bid 2♦:

1: Weak with 6+card suit in Major. This bid is always strong in

3rd/4th. pos.

2: 20-22 HCP. Balanced.

3: FG with minor.

Response 2♥. NF:

Pass = Weak with ♥.

2♠ = Weak with ♠.

2NT = 20-22 HCP. ==> Puppet Stayman and Transfers.

3♣ = FG with ♣ ==> Next bid show number of controls.

3♦ = FG with ♦ ==> See 3♣.

Response 2♠. NF. Wants to play ♠ if opener has weak hand with ♠,

but can be INV+ if opener has ♥.

Pass = Weak with ♠.

3♥ = Weak with ♥.

Other bids = See above.

Response 2NT = Forcing.

3♣ = 20-22 HCP ==> 3♦ asks about 5-suit. Other bids NAT.

3♦ = <8 HP with ♥.

3♥ = <8 HP with ♠.

3♠ = 8-11 HP with ♥.

3NT = 8-11 HP with ♠.

4♣ = FG with ♣.

4♦ = FG with ♦.

[Note 10] Transfer Lebensohl [TRF/LEB]: When opponents bid on 2nd level. f.x.

- 1: [2X] - DBL -[P] - TRF/LEB.
- 2: 1NT - [2X]- TRF/LEB.
- 3: 1♠ - [2♥]- TRF/LEB.
- 4: 1NT - [2X]-P-[P]:
DBL - [P] -TRF/LEB.
- 5: [1M] - DBL - [2M]-TRF/LEB

TRF/LEB After OPPT bids 2♦:

DBL = 6-11 balanced.

2X = NAT, NF.

2NT = Asks for 3♣. Opener bids 3♣ except with STR hand. After 3♣:

Pass = Weak with ♣.

3♦ = 4-card Major[s]. Stopper in ♦. INV+.

3♥ = 5-5 in ♠/♣. FG.

3♠ = 5-5 in ♣/♥. FG.

3NT = Not 4-card Major. Stopper in ♦.

4♣ = 5-5 in Majors. FG.

3♣ = 4-card Major[s]. Not stopper in ♦. INV+.

3♦/♥/♠ = TRF to ♥/♠/♣. INV+.

3NT = Not 4-card suit in Major. Not stopper in ♦.

TRF/LEB After OPPT bids 2♥:

DBL = 6-11 balanced.

2♠ = NAT, NF.

2NT = Asks for 3♣. Opener bids 3♣ except with STR hand. After 3♣:

Pass = Weak with ♣.

3♦ = Weak with ♦.

3♥ = 4-card suit in ♠. Stopper in ♥. INV+.

3♠ = 5-5 in ♣/♦. FG.

3NT = Not 4-card suit in ♠. Stopper in ♥.

4♣ = 5-5 in ♦/♠. FG.

4♦ = 5-5 in ♠/♣. FG.

3♣ = TRF to ♦. INV+.

3♦ = 4-card suit in ♠. Not stopper in ♥. INV+.

3♥/♠ = TRF to ♠/♣. INV+.

3NT = Not 4-card suit in ♠. Not stopper in ♥.

TRF/LEB After OPPT bids 2♠:

DBL = 6-11 balanced.

2NT = Asks for 3♣. Opener bids 3♣ except with STR hand. After 3♣:

Pass = Weak with ♣.

3♦ = Weak with ♦.

3♥ = Weak with ♥.

3♠ = 4-card suit in ♥. Stopper in ♠. FG.

3NT = Not 4-card suit in ♥. Stopper in ♠.

4♣ = 5-5 in ♦/♥. FG.

4♦ = 5-5 in ♠/♥. FG.

4♥ = 5-5 in minors. FG.

3♣/♦ = TRF to ♦/♥. INV+.

3♥ = 4-card suit in ♥. Not stopper in ♠.

3♠ = TRF to ♣. INV+.

3NT = Not 4-card suit in ♥. Not stopper in ♠.