DEFENSIVE AND COMPETITIVE BIDDING  OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)  -lvl: Could be aggressive	ODENHAL		ADS AND SIGN		EBL CONVENTION CARD	
	L IOPENING	G LEADS STYLE				
	OT ZE VE V	Lead		In Partner's Suit	CATEGORY: i.e. Green / Blue / Red / HUM / Brown Sticker:	
-lvl: Usually healthy	Suit		Low from Hxx	Same	NCBO: Denmark	
	NT	4'th MUD			PLAYERS: Andreas W. P. Meister, Christian H. Lahrmann	
Answers: Fitbits, Splinters, Cuebid = Good raise, 2nt = fit after 1M	Subseq	4'th MUD			EVENT (Open)	
f opps showed 2 suits, 2ut is natural invitational for 3.		he 5'th lvl K ask fo	r count			
	Usually lo				<b>1</b>	
NT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)	LEADS				SYSTEM SUMMARY	
Vatural	Lead	Vs. Suit		Vs. NT		
Answers: As on opening, except 3m is invitational with 6-suit	Ace	AKx		AKx	GENERAL APPROACH AND STYLE	
	King	AK, KQ10		AK, KQx	5542	
Re-open: 10-15	Queen	QJx KQx		Jx	2/1 = GF	
Answers: As on opening	Jack	(H)B10		(H)B10		
UMP OVERCALLS (Style; Responses; Unusual NT)	10	(H)109		(H)109	1nt after partners opening is 5-11, semi forcing.	
Veak – anything is allowed opposite passed partner	9	(H)98		(H)98		
nt= 5/5 in lowest unbid suits	Hi-X	Xx, xXxx(x	xx), xXx			
	Lo-X	(H)xX, (H)x	xX(x)			
Reopen: 6-7 card suit, close to opening hand or better (11-15ish)	SIGNALS	IN ORDER OF P	RIORITY			
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		Partner's Lead	Declarer's Lea	d Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
Micheals = $5/5$ , not destructive	1	Enc,	Suit preference	e Low=enc	3NT = Going minor suit	
x-3x=asks for stopper	Suit 2	Suit preference			Drury after 3'rd and 4'th hand openings	
Re-open= Same	3					
	1	Enc,	Same	Same		
'S. NT (vs. Strong/Weak; Reopening;PH)	Nt 2				3'rd hand openings on all levels is up to the opener and can be very weak or "stronger than usual" depending on the situation	
s. Strong, 2cl= Majors, 2d= Multi 2M= Better then 2D Dbl= Points	3					
Obl in 4'th is 10-12 (we can choose)	Signals (in	cluding Trumps): L	ow is Enc, UPS	O count and ATT, Lavinthal in	1	
s. Weak, 2cl = Majors, 2d= one major, 2h/s= better than if 2d was		ead ve NT may ack	for an unblock b	v nartner	<del>                                     </del>	
id	K, Q or J lead vs NT may ask for an unblock by partner K lead vs suit might indicate a singleton					
	Tread vs	, art might marcate a	singictori			
all depending on vulnerabilities and seat position			DOUBLES			
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOU	T DOUBLES (Sty	le; Responses; I	Reopening)	1	
Obl= T/O		with good distribu				
eaping micheals	- 55	J				
VT=Natural	Cue=F1					
'S. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣					SPECIAL FORCING PASS SEQUENCES	
s. 1C, Dbl=Majors, 1nt= Minors – after strong club and bid by pd	SPECIAL	, ARTIFICIAL &	COMPETITIV	E DBLS/RDLS	In some situations if we bid a non favourable game it creaes	
ve use NT as good raise.	Takeout/strong				forcing pass	
		bl's if 1UT opening	would have bee	n 15-17	5 F	
OVER OPPONENTS' TAKEOUT DOUBLE	1,723.2				IMPORTANT NOTES	
Adbl= 10+ Penaltys after unless they jump (creates a forcing pass)					XYZ	
H-D-2S(Mixed raise) Transfers from 1nt and above after 1M-dbl-						
itjumps in defence unless opponets suit	ı <del> </del>				PSYCHICS: OFTEN, specially in 3'rd seat vs pass partner	

Ð	IF SIAL	MIN. NO. OF CARDS	NEG.DBL THRU						
OPENING	TICK IF ARTIFICIAL			DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING		
1*		2	4H	(11)12+	2c= GF, 2d= Limit, 3c= weak	1m-2m, new suit is single from both hands – Jump in new suit is weak with single	Jump in new M= Fitbit		
						1c-1x, $2c-2d = GF$	1m-2m= nat 6-9 1c-2d=limit		
1 ♦	1 • 4		4H	(11)12+, Usually 1d with 4-4 minor	2d= GF, 3c= Limit, 3d=weak	Same as on 1c	Same as on 1c		
					1c-1x, $2c-2d = GF$				
1♥		5	4D	11+	2h=8-11 3 card supp, 3m=Nat inv.	1h-1x-2c = Gazzilli	Drury, jump= fit		
1 📤		5	4D	11+	2s=8-11 3 card supp, 3x=Nat inv.	1s-1nt-2c= Gazilli	Drury, jump= fit		
INT			3S	A: 10-13 (1/2 Alone W) B: 12-14 (White) C: 15-17 (Red or 4'th)	Stayman, transfer, mod Texas 2S= C/Inv, 2NT= Diamonds 3c= Puppet, 3d= Natural slamtry, 3M= splint W 4 in other major	Transferlebensohl in some ssituations where opponents interferes			
				Can have singles, 5M and 6m.					
2*	X			22+nt/GF suit	2D= Waiting, 2M=Nat 5+ card suit with two top spots and nothing else	2c-2d-2/3x- next suit is a negative bid, either weak or no support nor better bid			
2♦		5(6)		Weak, usually healthy	2N? 4C= K/C? 0, 1, 1 with Q, 2, 2 with Q	After 2nt asking: 3C=min 3D= extra no short			
					New suit is forcing only if vulnerable	3H/S/NT (single C/H/S)			
2♥		5(6)		Weak, usually healthy	2N? 4C= K/C?	2NT= Asking			
					New suit is forcing only if vulnerable				
2♠		5(6)		Weak, usually healthy	2N? 4C= K/C?	2NT= Asking			
					New suit is forcing only if vulnerable				
2NT				20-21	Stayman, TRF, 4M= shows 6+correlation minorsuit, 3SP= minors+ slammish, 4C= 5/5M slammish, 4D= 5/5M to play				
3♣		5		After distribution and position	New suit is forcing if RED 4D= K/C?				
3♦		5		After distribution and position	New suit is forcing if RED 4C= K/C?				
3♥		5		After distribution and position	New suit is forcing if RED 4C= K/C?				
3 <b>.</b>		5			New suit is forcing if RED 4C= K/C?				
3NT				1/2 Preemt in a minor	4D= Ask singles, 4N= Ask length				
				3/4 Any					
<b>4 4</b>				Namyats, 8-9 trick in hearts					
4♦				Namyats, 8-9 trick in spades					
4♥		(6)7		Pre-empt					
4 🖍		(6)7		Pre-empt					
4NT									
5 <b>.</b>						HIGH LEVEL BIDDING			
5♦						1430, cuebids, splinters, 5nt pick, DOPE			
5♥						VW by voidjumping above game, answers are 0314			
5♠						Answers to 4C K/C= 0, 1, 1 with Q, 2, 2 with Q			
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