

DEFENSIVE AND COMPETITIVE BIDDINGS				LEADS AND SIGNALS				Small Nations						
<b>OVERCALLS - General style</b>		5+ Cards, 7-16 Hcp		<b>OPNINGS LEADS</b>	<b>SUIT</b>	3rd/5th; 4th; attitude; Rusinow.		<b>2024</b>						
<b>Response</b>		Nat. F1 - 1 NT = 9-11 Hcp				OTHERS								
		if maj. = 2NT = limit+ : cue. = support				<b>NT</b>	3rd/5th; 2nd 4th; attitude; Rusinow.		FAROES		Dánjal Pauli Mohr		Arne Mikkelsen	
							OTHERS		Top of Nothing		NCBO		NAME OF PLAYER	
				<b>SUBSEQUENT LEADS</b>				<b>SYSTEM SUMMARY</b>						
<b>IN BAL. POS.</b>		Light Reopenings (8+)		<b>leads against suit</b>		<b>leads vs no-trumps</b>								
<b>Response</b>		nat.		<b>A</b>	AKx (A, Ax etc.)		AKJTx		Category: Green					
<b>TAKE-OUT DBL. - General style</b>		at least opening		<b>K</b>	KQx (etc.)		AKx KQx		2 / 1 GF					
<b>Response</b>		nat.		<b>Q</b>	QJx (etc.)		QJ9x,		With 5 card ♥ /♠ Opening					
				<b>J</b>	JT9 (etc.)		JT9 (etc.)		1 NT = (14)15-17 Hcp					
<b>1NT OVERCAL</b>		<b>RESPONSES</b>		<b>OTHER MEANINGS</b>		<b>10</b>	KBTx, T9xx, Tx		KBTx, T9xx, Tx		Multi 2 ♦			
2nd pos. 15-18 Hcp		Sys on				<b>9</b>	KB9x, KB9, 98xx, 9x		KT9x, KB9, 98xx, 9x		RESPONSES: 1NT 6-12 2 OVER 1 12+ Hcp			
						<b>Hi-x</b>	Xx, (XxXx), (XxXxxx)		xXx, (xXxX), (xXxXx)		<b>ARTIFICIAL STRONG 1♠</b>			
4th pos. 11-14 Hcp		Sys on				<b>Lo-x</b>	HxX, (HxXx), (xxX), (xxxxX)		HxxX, (HxxX), (xXx)		Response Style			
<b>JUMP OVERCALL</b>		<b>WEAK</b>		<b>INTERM</b>		<b>Signal in order of priority</b>								
<b>OTHERS</b>		<b>3 x</b>		<b>2 M</b>		<b>Partn. lead</b>		<b>Decla. Lead</b>		<b>Discarding</b>		CANPE		
<b>Response</b>		new suit = F1				1 <sup>st</sup> Att. Low=enc.		Cnt.low=even		Att. Low=enc.		OPENINGS ALL STRONG SPECIAL		
<b>UNUSUAL NT</b>		Two lowest unbid suits				2 <sup>st</sup> Cnt.low=even				Cnt.low=even		RESPONSES HANDS HANDS SEQUENCES		
<b>Response</b>		Pref. : New suit = F1				3 <sup>st</sup> S/P				S/P		<b>SPECIAL OPENING AND RESPONSES THAT MAY REQUIRE DEFENCE</b>		
<b>DIRECT CU-BID STYLE</b>		Michaels				<b>NT:</b>		1 <sup>st</sup> Att. Low=enc.		Cnt.low=even		Att. Low=enc.		
♠/♥ = 5 Card in maj. & 5card in minor 7-11 or 17-19 HCP						2 <sup>st</sup> Cnt.low=even				Cnt.low=even		<b>OP.1</b> 2♣		
<b>Response</b>		Pref.				3 <sup>st</sup> S/P				S/P		<b>OP.2</b> 2♦		
<b>VS. NT</b> 2♣ = both major		<b>Response</b> 2♦ = Ask.				<b>Other signal (including trumps)</b>								
2♦ = major 6+ card		2NT = ask				Lead: K = ask for att. and A = ask for Distr.								
2♥ = 5♥ + one min		2NT = ask				<b>SIGNALS IN TRUMP SUIT/OTHER SIGNAL</b>								
2♠ = 5♠ + one min		2NT = ask				Trump - Echo (trying)			Lavinthal			<b>OP.3</b>		
<b>VS. PREEMTS</b>		Take out DBL.				<b>SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLERS</b>								
2 NT = 16-18 Bal.						Negative DBL. at 1,2 and part of level 3 - to 3♥						<b>OP.4</b> 2♥/♠		
Leapings Michaels						Negative DBL. after opn. 2♣ = at 2,3 and op to 4♥						<b>OP.8</b> 3 NT		
<b>VS. ARTIFICIAL STRONG 1♠ or 2♠ OPENINGS</b>						Optional DBL.						SOLID MINOR, max. One side stop		
natural						Responsive DBL.						<b>SPECIAL COMPETIVE BIDS THAT MAY REQUIRE DEFENC</b>		
x - x NAT. 7-16 HPC						Lightner DBL.						<b>IMPORTANT NOTES THAT DON'T FIT IN ELSEWHERE</b>		
<b>OVER OPPONENTS' TAKE-OUT DOUBLE</b>												4 <sup>th</sup> Suit GF:		
2 NT = 10+ 4 Card support												1 X-1Y-INT, 2♣ = weak ♦, or any inv.		
1x - D - 3x = Preemptive												1X-1Y-INT, 2♦ = FG ask		
RD = 10+, <4 Card support - next DBL. Take out						<b>SPECIAL FORCING PASS SEQUENCES</b>						<b>PSYCHICS OPENINGS</b>		
						1x - (1y) - pass = 5- HCP or penalty ♦						<b>OTHER</b>		
												Seldom		

OPENING	TICK IT	ARTIFICIAL	MIN NO OF CARDS	NEG DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	MODIFICATIONS OVER COMPETITION AND WITH PASSED PARTNER
Pass								
1 ♣			2	3 ♥	Bal, 11+ HCP	3 ♣ : 6-9 5+ ♣	1m(1x) 2x 14+ m, fit, 3m 6-9	
1 ♦			5(4)	3 ♥	Unbal, 11+ HCP	3 ♦ : 6-9 4+ ♦	1m(1x) 2x 14+ m, fit, 3m 6-9	
1 ♥			5	3 ♦	11+ HCP	3 ♣ = 3hearts, 11-13; 3 ♦ = 4H, 7-9 hcp 3 ♥ : 4-6 hcp 4+ ♥ / 2NT 4+ ♥ game invit	1 ♥ (1/2x) 2N 10+ 4+ ♥, 2/3x 10+ 3 ♥, 3 ♥ 6-9 1 ♥ - 1nt; 2 ♣ = 16+	
1 ♠			5	3 ♥	11+ HCP	3 ♣ = 3sp, 11-13; 3 ♦ = 4sp, 7-9, any 3 ♥ = 10-12, 6+H; 3 ♠ = 4-6 4+ ♠ / 2NT 4+ ♠ GI+	Analog 1 ♥ 1 ♠ - 1nt; 2 ♣ = 16+	
1 NT					(14)15-17 HCP	2 ♣ = M ask, 2/4 ♦ / ♥ = trf. 2 ♠ = ask m, wk or str. : 2NT = wk m or 1444/4144 FG 3 ♣ = Pup. ask : 3 ♦ 55MM inv. : 3M = spl. and long m	Lebensohl	
2 ♣	X		0	4 ♥	20+ HCP	2 Relay - 2 ♥/♠ : sign of if 20 3x - 6 card and 2 of 3 top card : 2NT = mm wk or str.	2 ♣ - 2 ♦ - 3 ♦ = 6+ ♣ - 4+ ♦	
2 ♦	X		0		a) 6+ card in major 5-9 hcp b) strong with ♦ suit or ♦ and ♣ c) strong Bal, 24-25 or 28-29hcp	2M/3/M: P/C - 2NT = ask. : 3m = FG nat. 4 ♣ := ask trf. : 4 ♦ := bid your suit : 4M nat.		
2 ♥/♠			6		10-13 HCP	2NT 10+ hcp - ask, new suit = GF		
2 NT					21 - 22 Bal	3 ♣ = Pup. ask : 3/4 ♦ / ♥ = trf. 3 ♠ : 5sp and 4 ♥		
3 ♣			6+		Preemptive (5)6-11	new suit = FI		
3 ♦			6+		Preemptive (5)6-11	new suit = FI		
3 ♥			6+		Preemptive (5)6-11	new suit = FI		
3 ♠			6+		Preemptive (5)6-11	new suit = FI		
3NT	X		0		SOLID MINOR	4 ♣ P/C : 4 ♥/♠ to play		
4 ♣			6+		Preemptive (5)6-11			
4 ♦			6+		Preemptive (5)6-11			
4 ♥			6+		Gambling			
4 ♠			6+		Gambling			
4 NT	X				Ace - asking (ACOL)			
OTHERS								

**SLAM APPROACH AND CONVENTIONS** (including all slam-interest bids)

RKCB 1430, Cue-bid, VoidWood