

### DEFENSIVE AND COMPETITIVE BIDDINGS

### LEADS AND SIGNALS

### Small Nation Tallinn

<b>OVERCALLS - General style</b>	5+ Cards, 7-16 Hcp
<b>Response</b>	Nat. FI - 1 NT = 9-11 Hcp
<i>if maj. = 2NT = limit+ : cue. = support</i>	

<b>OPNINGS LEADS</b>	<b>SUIT</b>	1st/3rd/5th:
	<b>OTHERS</b>	
	<b>NT</b>	1st/3rd/5th:
	<b>OTHERS</b>	Top of Nothing

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<b>NCBO</b>	<b>NAME OF PLAYER</b>	<b>NAME OF PLAYER</b>

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<b>IN BAL. POS.</b>	Light Reopenings (8+)
<b>Response</b>	nat.
<b>TAKE-OUT DBL. - General style</b>	at least opening
<b>Response</b>	nat.

### SUBSEQUENT LEADS

	leads against suit	leads vs no-trumps
<b>A</b>	Akx (A, Ax etc.)	AKJT <sub>x</sub>
<b>K</b>	KQ10xx, AKxxx (etc.)	AKx, KD <sub>x</sub>
<b>Q</b>	KQx, QJX (etc.)	QJ9 <sub>x</sub>
<b>J</b>	AQJ, JT9, Jx (etc.)	AQJ <sub>x</sub> , J109
<b>T</b>	KJT <sub>x</sub> , T9xx, Tx	KJT <sub>x</sub> , Tx, AQT <sub>x</sub>
<b>9</b>	KJ9 <sub>x</sub> , KJ9, KT9(x), 9x	KT9 <sub>x</sub> , KB9 <sub>x</sub> , 9x
<b>Hi-x</b>	Xx, XxXx, XxXxx	Xx, XxXx, XxXxx
<b>Lo-x</b>	HxX, HxXx, xxX, xxxX	HxX, HxXx, xxX, xxxX

### SYSTEM SUMMARY

<i>Category: Green</i>		
<i>Standard</i>		
<i>With 5 card ♥ /♠ Opening</i>		
<i>1 NT = (14)15-17 Hcp</i>		
<i>Multi 2 ♦</i>		

1NT OVERCAL	RESPONSES	OTHER MEANINGS
2nd pos. 15-18 Hcp	Sys on	
4nd pos. 11-14 Hcp	Sys on	

### Signal in order of priority

	Partn. lead	Decla. Lead	Discarding
<b>Suit:</b>			
1 <sup>st</sup>	Att. Low=enc.	Cnt.low=even	Att. Low=enc.
2 <sup>st</sup>	Cnt.low=even		Cnt.low=even
3 <sup>st</sup>	S/P		S/P
<b>NT:</b>			
1 <sup>st</sup>	Att. Low=enc.	Echo. High enc.	Att. Low=enc.
2 <sup>st</sup>	Cnt.low=even	Cnt.low=even	Cnt.low=even
3 <sup>st</sup>	S/P		S/P

<b>RESPONSES: 1N</b>	6-9	<b>2 OVER 1</b>	10+ Hcp
<b>ARTIFICIAL STRONG 1+</b>		<b>Response Style</b>	
CANPE	<small>OPENINGS ALL</small>	STRONG	SPECIAL
	<small>RESPONSES HANDS</small>	HANDS	SEQUENCES

JUMP OVERCALL	WEAK	INTERM	STRONG	2 SUITER
<b>OTHERS</b>	3 x	2 M		

### Other signal (including trumps)

Lead: K = ask for count. and A = ask for encourage/discourage.
Echo in NT. High-low enc.

### SPECIAL OPENING AND RESPONSES THAT MAY REQUIRE DEFENCE

<b>Response</b>	new suit = FI
<b>UNUSUAL NT</b>	Two lowest unbid suits
<b>Response</b>	Pref. : New suit = FI

### SIGNALS IN TRUMP SUIT/OTHER SIGNAL

Lavinthal
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### OPNINGS DESCRIPTION

<b>OP.1</b>	2 ♣	STRONG 20+ HCP in Suit or bal.
<b>OP.2</b>	2 ♦	a) 6+ major 3-7hpc c)strong Bal.
<b>OP.3</b>		
<b>OP.4</b>	2 ♥/♠	8-11 Hcp. 6 ♥/♠
<b>OP.8</b>	3 NT	SOLID MINOR, max. One side stop

<b>DIRECT CU-BID STYLE</b>	Michaels
♠/♥ = 5 Card in maj. & 5card in minor 8+ HCP	
<b>Response</b>	Pref.

### SPECIAL COMPETITIVE BIDS THAT MAY REQUIRE DEFENCE

Michaels cuebid, multi defence against 1 NT
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<b>VS. NT</b>	2 ♣ = both major	<b>Response</b>	2 ♦ = Ask.
	2 ♦ = major 6+ card		2 ♥ = p/cor. 2NT = ask
	2 ♥ = 5 ♥ + one minor		2NT = ask
	2 ♠ = 5 ♠ + one minor		2NT = ask

### SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLERS

Negative DBL. at 1,2 and part of level 3 - to 3 ♥
Negative DBL. after opn. 2 ♣ =at 2,3 and op to 4 ♥

<b>VS. PREEMTS</b>	Take out DBL.
2 NT = 16-18 Bal.	

### VS. ARTIFICIAL STRONG 1+ or 2+ OPENINGS

natural	Support DBL
	Responsive DBL.
x - x NAT. 7-16 HPC	Lightner DBL.

### IMPORTANT NOTES THAT DON'T FIT IN ELSEWHERE

4 <sup>th</sup> Suit GF:
1 X-1Y-INT, 2 ♣ = weak ♦, or any inv.
1X-1Y-INT, 2 ♦ = FG ask

### OVER OPPONENTS' TAKE-OUT DOUBLE

2 NT = 10+ 4 Card support
1x - D - 3x = Preemptive
RD = 10+, <4 Card support - next DBL. Take out

### SPECIAL FORCING PASS SEQUENCES

1x - (1y) - pass = 5- HCP or penalty
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### PSYCHICS OPENINGS OTHER

Seldom
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