


DEFENSIVE AND COMPETITIVE BIDDING		LEADS & SIGNALS			SYSTEM CARD	 <small>DANMARKS BRIDGEFORBUND</small>
OVERCALLS(STYLE; RESPONSES 1/2-LEVEL;REOPENING)		OPENING LEAD STYLE				
Aggressive style (maybe only 4 card on 1 level).			LEAD	IN PARTNERS SUIT	PLAYERS	Marrakesh
Cue = 10+		SUIT	ATT(can be 4th.)	1.3.5 highest, except 2.		
2 NT = 10+, 4 card support after M,		NT	ATT(can be 4th.)	from 4 card.		
2 NT = Invite after minor		SUBSEQ	Same			
		THROUGH DECLARER	Same(2nd)			
		OTHER: MUD				
OVERCALL 1UT (2./4. ; RESPONSES; REOPENING)		LEADS			SYSTEM SUMMARY	
1 NT = 4M og 5+m, (8)9-15 hp . Reply:		LEAD	VS. SUIT	VS: NT	GENERAL APPROACH AND STYLE	
2NT=Invite ask, cue=search for unknown color		ACE	EKx(x..),Ex	EKx(x..),Ex	Relay Precision	
1 NT i 4th. Pos.=10-14. 2 ♣=Invite, Ask for M, 2D=GF, Ask for M		KING	KD(x..), EK, Kx	KD(x..), EKBT(x..),EK, Kx	1 ♣ = 17+HCP (CAN be weaker if unbalanced)	
Sandwich position=15-18NT. 2 ♣=Invite, Ask for M, 2D=GF, Ask for M		QUEEN	DB(x..)	DB(x..), KDT9(x..)	1 NT=14-16 HCP	
M		JACK	BT(x..),KBT(x..)	BT(x..),	1 ♦ = 11-13 bal. or 4+ ♦ and 10-16 HCP (Maybe Minor Canapé)	
JUMP OVERCALLS (STYLE; RESPONSES; UNUSUAL NT)		10	T9(x..)	Tx, HBTx(x..),H(H)T9x(x..)	5 card major (1♥ can be 4-4-1-4), 10-16HCP	
1 Suit = PRE		9	9x, 98x(x..)	9x, T9x(x..)	2 ♣ 6+ ♣ or 5+♣ and 4+ M, 10-16HCP	
2 NT = 2 lowest		Hi-x	xx(x..)	xx(x..)	1 ♦-1NT 7-11HCP, denies 4 Card Major	
4m after 1M, 2M, 3M= 5+m and 5+ in other M		Lo-x	H(H)xx(x..)	H(H)xx(x..)	1ma-1NT Artificial GF	
REOPENING: 2NT=18-19, jump call = good hand with 6+ Suit		SIGNALS IN ORDER OF PRIORITY			SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
DIRECT AND JUMP CUEBIDS (STYLE;RESPONSES;REOPEN)			PARTNERS LEAD	DECLARERS LEAD	DISCARDING	1♣-1♦=0-7HP
1m-2m = 4-5 i M,(8) 9-15HP		SUIT 1	LO= ENCR	LO=EVEN	LO=EVEN	1♣-1♥=Natural 5+♥ GF or 14+HCP BAL
1M-2M = 5-5 in OM + m. 9-15HP. 3♣=p/c		2	LO=EVEN		LAVINTHAL	1♣-2♥=(54)m, GF
2NT ask for min/max. 2♦ after 1♣-2♣= Bid longest or best M		3	LAVINTHAL			1♣-2♠/2NT=(4-4-4-1) type, GF
Jump Cue = Stop ask						1♦-1♥ = 4+♥ or artificial GF
VS. NT (STRONG/WEAK;REOPENING; PASSED HAND)		NT 1	LO= ENCR	SMITH	LO=EVEN	1♦-1♠/2m=Max 12(13) HCP
2♣=both M, 2♦ = 1 Major, 2 major = Natural, better than 2♦.		2	LO=EVEN	LO=EVEN	LAVINTHAL	2 ♦ opening = Weak 6 card in one M (5-9 HCP)
2NT=1) both m (8)9-15 or 2) strong 2 suited		3				2 ♥ opening= 5-4 in Major (5-9 HCP)
D=Penalty v/Weak. and 5+m and 4M v/Strong		SIGNALS INKL. TRUMPS			2 ♠ opening = 5 ♠ and 4+ minor	
Jump call to 3=Pre, 3 m constructive if vul.		Trumps Hi/Lo = Trump interest			2 NT opening=(55)+ m, 8-12HCP	
VS. PREEMPTS (DOUBLES; CUEBIDS; JUMPS; NT)		Smith (High = Encr)			1M-2♣=Unknown invite with max.2 in openers M	
D = Take out against natural PRE		Low/high = Even, High/Low=Odd			1M-2♦/2♥ : Transfer, max. invite.	
D Against Multi = 13-16 BAL or 17 + any		Lavinthal			1 NT in defence = 4M and 5+m, (8)9-15 HCP (4th hand=Natural)	
4 m against 2/3M = 5+m and 5+ in other M						
4 m against 1 other m = 5+m and 5+ ♥		DOUBLES				
After D then 2 NT from P ask for 3 ♣ bid.		TAKE OUT DOUBLE (STYLE; RESPONSES; REOPENING)			SPECIAL FORCING PASS SEQUENCES	
VS ARTIFICIAL STRONG OPENINGS		May be light with classic shape. Can also be 15-17 NT. Cuebid=F1			1♣- Positive response =GF, (bid)-pass= F.	
VS. 1♣		1 NT = 8-11 with stopper.			1♣ - (1x) - P = F	
1NT=♣ suit		Jump to 2 =5 card, 4-7 P			1NT-(D)-p = Require RD	
2♣=both M		Jump to 3 = 5 card 8-10 P				
2NT=both m		SPECIEL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
OVER OPPONENTS TAKE OUT DOUBLE		Response and competitive doubles			Count of HCP can vary according to total assessment of the hand.	
RD=10+.		Neg. Double thru 4 ♥				
After 1M = Offensive system		Invite doubles			PSYCHICS	
After 1♦= 1M = Natural, Transfer bid over 1M		After 1♣ opening and positive answer; Double = Penalty			Rarely	
		Double from opener is 3 card support after 1♦- P - 1M - OVERCALL				

DESCRIPTION OF OPENING BIDS								
OPENING	ARTIFICIAL?	MINIMUM NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE AND PASSED HAND BIDDING	
1♣	X	0		17+ HCP (CAN BE WEAKER IF UNBALANCED)	1♦=0-7,1♥: Natural GF or 14+ bal, 1NT=8-13HCP, 1♠, 2♣, 2♦; Natural GF.	Relay or natural	Same	
					2♥=54/45 in minor GF, 2♠, 2NT=4441			
					3x=HHxxxxx, 3NT= Solid minor			
1♦	X	2	4♥	11-13 bal or 4+♦ 10-16 HCP (can be longer♣)	1NT=7-11. 2M= Invit with 6+ card	After rebid 1NT: 1NT system	1♦ - 1♥=Natural after pass	
					1♦-1♥=4+♥ or unknown GF, 1♠ or 2m	Transfer after intervention.	1♦ - (1♥) 1♠ = 4+♠, 1♦-(1♥)-D =	
					= max 12(13HP) 3M= Single, 3m=PRE		Minors, 1♦-1♠-2♠=5+-5+ in minors	
1♥		(4)5	4♦	10-16	1NT=GF, 2♣=Invit max.2♥, 2♦=3♥ 10-12	Relay after 1♥-1NT	1♥-1NT= Natural after pass	
				4 card if 4-4-1-4	2NT=4+♥ 8-12,3♣/3♦= Invit,6+ card			
1♠		5	4♥	10-16	1NT=GF, 2♣=Invit, 2♦=5+♥, 2♥=3♠ 10-	Relay after 1♠-1NT	1♠-1NT= Natural after pass	
					2NT=4+♠ 8-12, 3♣/3♦/3♥=Invit 6+ card			
1ut			4♥	14-16 in 1/2 pos., 15-16 in 3/4 pos.	2♣=Invit, ask for M. 2♦=GF, ask for M	Transfer after intervention.	D of natural bid =T/O	
				Can be 5422 type with 5-4 i m	2M=signoff			
				Blank H(Rarely)	2NT=Ask for low double, 3m=Invit with 6+			4m after (M)=5+m and 5+ in
					3M = single, 4m=SA Texas			Other M
2♣		5	4♥	11-16	2♦=relay, invit+	Relay after 2♣-2♦		
				6+♣ or 5+♣ og 4M	2M=Nonforcing, 3x= Invit with 6 card			
2♦		0		Weak 6(5)+ Major, 6-10 HP (3-9 non vul against Vul)	2NT = Ask. 3♣=Max, 3♦/3♥=Min with ♥/♠.			
2♥		4		5-4 in Major, 6-10 HP	2NT=Asking. 3♣/3♦=Min.,3♥/3♠=Max.			
2♠		5		5♠ - 4+ in a minor, 6-10 HP	2NT=Asking. 3♣/3♦=Min.,3♥/3♠=Max.			
2ut	X			5+-5+ in m, (7)8-12HP	3♥=transfer til 3♠			
3♣		6		Preemp., 5-10 HCP, maybe better in 3.4pos.	3x = Constructive, NF			
3♦		6		Preemp., 5-10 HCP, maybe better in 3.4pos.	3x = Constructive, NF			
3♥		6		Preemp., 5-10 HCP, maybe better in 3.4pos.	3x = Constructive, NF, 4m=cue	HIGH LEVEL BIDDING		
3♠		6		Preemp., 5-10 HCP, maybe better in 3.4pos.	4m=cue, 4♥= To play	Cuebids, 1430 RKCB, Exclusion 1430.		
3ut	X			Solid minor, chance in 3-4 pos.	4+♣=p/c, 4♦=single asking, 4M=To play	After relay bids ; Coleur (1. step = 1 or 4 aces, 2. step = 0 or 3 aces,		
4♣	X	0		Good 4♥ opening, 8-9 trick	4♦=Slam try, 1 Ace	3. step = 2 Aces)		
4♦	X	0		Good 4♠ opening, 8-9 trick	4♥ = Slam try, 1 Ace			
4♥		(6)7		6-7 (8) trick	4♠=TP, 4NT= 1430			
4♠		(6)7		6-7 (8) trick	4NT=1430			
4ut	X			Both m (min. 6-5)				