





DEFENSIVE AND COMPETITIVE BIDDING		LEADS & SIGNALS			SYSTEM CARD		 DANMARKS BRIDGEFORBUND	
OVERCALLS(STYLE; RESPONSES 1/2-LEVEL;REOPENING		OPENING LEAD STYLE						
Aggressive style (maybe only 4 card on 1 level).			LEAD	IN PARTNERS SUIT		EVENT	Mixed EM Lissabon 2019	TEAM NO
Cue = 10+		SUIT	ATT(4th.)	1.3.5 highest, except 2.				
After (1x) – 1M – (P) - :		NT	ATT(4th.)	from 4 card.		PLAYERS	Marlene Henneberg (DEN-35490)- Ove Henneberg (DEN-10391)	
1NT = 14+ unknown		SUBSEQ	Same					
2 ♣ = Invite with max 2M		THROUGH DECLARER	Same(2nd)					
2 ♦♥ = Transfer or 10+ 3 card support		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.=10-13. Reply= Two Way Staymann		KING	KD(x..), EK, Kx	KD(x..), EKBT(x..),EK, Kx		1 ♣ = 17+HCP ( CAN BE WEAKER IF UNBALANCED)		
Sandwich position=15-18NT. Reply = Two Way Staymann		QUEEN	DB(x..)	DB(x..), KDT9(x..)		1 NT=14-16 HCP		
		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, 11-16HCP		
2 NT = 2 lowest		Hi-x	xx(x..)	xx(x..)		1 ♦-1NT 7-11HCP, denies 4 Card M		
4m after 1M, 2M, 3M= Leaping Michaels.		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)								
Michaels Cuebid. 1m-2m = 4-5 i M,(8) 9-15HP			PARTNERS LEAD	DECLARERS LEAD	DISCARDING	1♣-1♦=0-7HP		
1M-2M = 5-5 in OM + m. 9-15HP. 3♣=p/c		SUIT 1	LO= ENCR	LO=EVEN	LO=EVEN	1♣-1♥=Natural 5+♥ GF or 14+HCP BAL		
2NT ask for min/max. 2♦ after 1♣-2♣= Bid longest or best M		2	LO=EVEN		LAVINTHAL	1♣-2♥=(54)m, GF		
Jump Cue = Stop ask		3	LAVINTHAL			1♣-2♠/2NT=(4-4-4-1) type, GF		
VS. NT (STRONG/WEAK;REOPENING; PASSED HAND)		NT 1	LO= ENCR	SMITH	LO=EVEN	1♦-1♥ = 4+♥ or artificial GF		
2♣=both M,		2	LO=EVEN	LO=EVEN	LAVINTHAL	1♦-1♠/2m=Max 12(13)HCP		
2NT=1) both m (8)9-15 or 2) strong 2 suited		3				2 ♦ opening= 6+♦, 10-13 HCP, normally one suited		
D=Penalty		SIGNALS INKL. TRUMPS			2 NT opening=(55)+ m, 8-12HCP			
Jump call to 3=Pre, 3 m constructive if vul.		Trumps Hi/Lo = Trump interest			1M-2♣=Unknown invite with max.2 in openers M			
VS. PREEMPTS (DOUBLES; CUEBIDS; JUMPS; NT)		Smith ( High = Encr)			1M-2♦/2♥ : Transfer, max. invite.			
D = Take out		Low/high = Even, High/Low=Odd			1 NT in defence = 4M and 5+m, (8)9-15 HCP (4th hand=Natural)			
Crowhurst		Lavinthal						
Leaping Michaels								
Lebensohl		DOUBLES						
VS ARTIFICIAL STRONG OPENINGS		TAKE OUT DOUBLE (STYLE; RESPONSES; REOPENING)			SPECIAL FORCING PASS SEQUENCES			
VS. 1♣		May be light with classic shape. Cuebid=F1			1♣- Positive response =GF, (bid)-pass= F.			
1NT=♣ suit		1 NT = 8-11 with stopper.			1♣ - (1x) – P = F			
2♣=both M		Jump to 2 =5 card, 4-7 P			1NT-(D)-p = Require RD			
2NT=both m		Jump to 3 = 5 card 8-10 P			IMPORTANT NOTES THAT DONT FIT ELSEWHERE			
OVER OPPONENTS TAKE OUT DOUBLE		SPECIEL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			Count of HCP can vary according to total assessment of the hand.			
RD=10+.		Response and competitive doubles						
After 1M = Offensive system		Neg. Double thru 4 ♥						
After 1♦= 1M = Natural, Transfer bid over 1M		Invite doubles			PSYCHICS			
		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= Invite 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♣=Invite max.2♥, 2♦=3♥ 10-12	Romex trialbids	1♥-1NT= Natural after pre pass
				4 card if 4-4-1-4	2NT=4+♥ 8-12, 3♣=5-5 m Invite, 3♦= PRE	Relay after 1♥-1NT	
1♠		5	4♥	10-16	1NT=GF, 2♣=Invite, 2♦=5+♥, 2♥=3♠ 10-	Romex trialbids	1♠-1NT= Natural after pass
					2NT=4+♠ 8-12, 3♣=5-5 m Invite, 3♦/♥=PRE	Relay after 1♠-1NT	Jacoll Stenberg after (2m)/(2♥)
1ut			4♥	14-16 in 1/2 pos., 15-16 in 3/4 pos.	Two way Staymann. Relay ask after 2♦		Transfer after intervention.
				Can be 5422 type with 5-4 i m	2M=signoff		D of natural bid =T/O
				Blank H(Rarely)	2NT=Ask for low double, 3m=Invite with 6+		4m after (M)=Leaping Michaels
					3M = single, 4m=SA Texas		
2♣		5	4♥	11-16	2♦=relay, invit+	Relay after 2♣-2♦	
				6+♣ or 5+♣ og 4M	2M=Nonforcing, 3x= Invite with 6 card		
2♦				6+♦, 10-13 HCP	2M = Invite +, 2NT = Ask : 3♦=Min.		
					3M=NAT GF, 4♣=Splint		
2♥		6(5)		Weak, 5-9. Normally 6 card.	2NT=Asking. 3♣/3♦=Min., 3♥/3♠=Max.		
2♠		6(5)		Weak, 5-9. Normally 6 card	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	
4♣	X	0		Namyats (♥)	4♦=Slam try, 1 Ace	After opps. Double after Ace asking : Double = Even number, pass = Odd number	
4♦	X	0		Namyats (♠)	4♥ = Slam try, 1 Ace	4♣ = Good 4♥ opening, 4♦ = good 4♠ opening	
4♥		(6)7			4♠=TP, 4NT= 1430		
4♠		(6)7			4NT=1430	Leaping Michaels : Jump to 4x after opps. Opening = 5+ card in x and 5+ card in	
4ut	X			Both m (min. 6-5)		other Major, or ♥ after Minor opening.	

DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			WBFC Convention Card				
OVERCALLS (Style; Responses; ½ Level; Reopening )		OPENING LEADS STYLE							
Aggressive at 1-level may be 4 card suit →unassuming cuebid; fitbids		Lead		In Partners Suit					
	Suit	4 <sup>th</sup> from H, 2 <sup>nd</sup> bad suit		low from odd					
	NT	4 <sup>th</sup> from H, 2 <sup>nd</sup> bad suit		low from odd					
	Subsequent	Attitude		low from odd	Category:				
	Other :				NCBO:	Denmark			
					Event:				
					Players	Camilla Bo Krefeld – Johan Hammelev			
1NT OVERCALL ( 2 <sup>nd</sup> / 4 <sup>th</sup> Live; Responses; Reopening )		LEADS			SYSTEM SUMMERY				
2 <sup>nd</sup> =15-18 → sys on	Lead	Vs. Suit		Vs. NT	GENERAL APPROACH AND STYLE				
Reopening=11-14 → sys on	Ace	AKx		AK	Acol				
Live =15-18 → 2 opening suit=art	King	KQ, KQx ,Kx, AK		KQ, KQx, Kx, AKJxx	1 <sup>st</sup> and 2 <sup>nd</sup> position:				
	Queen	QJ, QJx, Qx		QJ, QJx, KQ109x, KQJx	Weak NT 11(10)-14 nonvul, 12-14 vul(5422 or 6322 possible)				
	Jack	J10x, Jx, KJ10		J10x, Jx, KJ10, AJ10	15-17 Bal are often opened with 4-card M (suit quality)				
JUMP OVERCALLS (Style; Responses; Unusual NT )	10	109, 10x, K/Q109		109, 10x, A/K/Q109	3 <sup>rd</sup> and 4 <sup>th</sup> position:				
Weak after vulnerability and position	9	98x, 9x		H98, 9xx, 98x	1NT=15(14)-17 (5422 or 6322 possible)				
2NT=two lowest unbid suits	Hi-x	4 <sup>th</sup> from H, Xx, xXx, xXxx		4 <sup>th</sup> from H, 2 <sup>nd</sup> bad suit, Xxx	Drury after opening 1 of a major				
2NT (reopening)=19-21→sys on	Lo-x	4 <sup>th</sup> from H, 2 <sup>nd</sup> bad suit		4 <sup>th</sup> from H, 2 <sup>nd</sup> bad suit	Often light openings in 3 <sup>rd</sup> hand				
	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	2♣=weak with ♦ or 18-19 bal or strong				
(1M)-2M=5+oM&5+mi→2NT= at least invit	Suit: 1 <sup>st</sup>	low=enc	low=even	low=even, disc high=odd, disc	2♦= Multi; weak major one-suiter or 22-24 bal or strong with ♦				
(1m)-2m=4+/5+ majors→2NT= at least invit	2 <sup>nd</sup>	low=even	high=odd						
(1x)-3x=asking for stopper	3 <sup>rd</sup>	lavinthal	lavinthal		2♥=nonvul 4+5+/5+4+ Majors, vul 5+5+ Majors.				
VS. NT ( vs Strong / Weak ; Reopening; PH )	NT: 1 <sup>st</sup>	low=enc	low=even, oddball	low=even, disc	2♠=nonvul 5+spades & 4+ minor 4-9, vul. 5+♠5+m				
2♣=majors, 2♦=major one-suiter; 2♥/♠=5+&4+minor	2 <sup>nd</sup>	low=even	high=odd, oddball	hight=odd, disc	Michaels Q-bid				
2NT=minors or GF with two-suiter	3 <sup>rd</sup>	lavinthal	lavinthal						
PH: D=onesuiter, 2x=twosuiter	Signals (Triumph): Eco=looking for ruff								
VS. PREEMPTS ( Doubles; Cue-bids; Jumps; NT-bids )	DOUBLES			SPECIAL FORCING PASS SEQUENCES					
(2M)-3M=asking for stopper	TAKEOUT DOUBLES (Style; Responses; Reopening )								
(2/3M)-4mi=5+oM&5+mi	May be light with ideal shape			(1nt)-D-(2♣/♦/♥)-P=forcing					
	1x-(1NT)-2x-DBL=invit								
VS. ARTIFICIAL STRONG OPENINGS									
1x=natural; 1nt=♦/♠ or ♣/♥									
2x=one-suiter (x) or 2-suiter x+1/x+2		SPECIAL, ARTIFICIAL AND COMPETITIVE DBL:s / RDBL:s			IMPORTANT NOTES THAT DON´T FIT ELSEWHERE				
	DBL/RDBL in 5 <sup>th</sup> position=15-17 bal or similar			All point ranges may deviate depending on hand structure, middlecards and position					
OVER OPPONENTS` TAKE OUT DOUBLE		1mi-(1H)-D=4 card spades; Negative doubles through 3 spades							
Ostot, Pas may be 10+ bal., new suit at 1-level=F									

OPENING BID DESCRIPTIONS								
Ope ning	Tick if Art	Min.	Neg Dbl thru	Description	Responses	Subsequent Auction	Passed Hand Bidding and enemy interference	
1♣		3	3♠	11+ May be 3 card if bad 4-card M	Splint 10+, 2♣= 4-7, 3♣=pre 1NT=support 8-9, 2NT=support 10+,	<b>After all 1-level openings:</b> 1x-1y-3x=6+i x og 3 y invit 1x-1y-2NT=good support or max 2y, invit+ 4.FSF, Revised checkback, LFT	<b>After 1M-opening in 3<sup>rd</sup> and 4<sup>th</sup> position:</b> 2♣=support 8+ 2nt=clubs 3new=splint 8-11	
1♦		4	3♠	Natural 11+	Splint 10+, 2♦= 4-7, 3♦=pre 2NT=support 10+,			
1♥		4	3♠	Natural 11+	3♥=pre; 2nt=4+♥ 9+; 3♠=4+♥ 6-9 3♠=10- unknown void, 3NT/4♣/♦=10+ void..			
1♠		4	3♥	Natural 11+	3♠=pre; 2nt=4+♠ 9+; 3♣=4+♠ 6-9 3NT=10- unknown void, 4/♣/♦/♥=10+ void			1♠-1nt-2♠=art. gameinvit+ or natural
1nt			3X	1 <sup>st</sup> and 2 <sup>nd</sup> position: nonvul=11(10)-14 ; vul=12-14 (5422 or 6322 possible)  3 <sup>rd</sup> and 4th position: 15(14)-17 (5422 or 6322 possible)	2♣ = nf Stay, 2♦/♥=trf (normally at least 4-cards) 2♠ = both minors invit+ or bal. invit 2NT = minor one-suiter weak or slamish 3♣/♦ = Natural, inv. 3♥/♠ = pre 4♦ = both majors	1NT-2♣-2♠-2NT = invit with 5+♥ 1NT-2♦= maybe any 5-5 slamish	<b>After enemy interference in 2<sup>nd</sup> position</b> q-bid= support 8+ 1x-(1/2Y or DBL)-3x=pre 1x- (DBL)-3y=pre 1M-(DBL)-trf 1x -(DBL)-P=10+ bal. or weak  <b>After enemy interference in 4<sup>th</sup> position</b> D= 15-17 nt or similar	
2♣	√	0		a) Weak 2 with ♦, b) 18-19 Bal. c) Acol ♣/♥/♠, d) 25-27 NT	2♦ to play if a); 2♥/♠/3♠=to play if b) 2NT at least inv if a)	2♣-2NT-3♣=max weak ♦ 2♣-2NT-3♦=min. weak ♦		
2♦	√	0		Multi: a) Weak 2 with ♥ or ♠ b) Acol ♦, c) 22-24 Bal.	2♥=relay; 2♠=nat inv; 2NT= at least inv if a) 3♠/♦=nat forcing; 3♥/♠=pre if a)			
2♥	√	4		nonvul 4+5+/5+4+ M, vul 5+5+ M.	2NT= at least inv, 3♠/♦=nat. nonf; 3♥/♠=pre			
2♠		5		nonvul 5+♠ & 4+♣/♦,4-9, vul 5+5+	2NT=at least inv, 3♣=P/C, 3♦=♥; 3♥=♦;3♠=pre			
2nt			3X	20-21 Bal. may be 5 card M	3♣: Staymanish 3♦/♥/♠/4♣/♦/♥/♠=transfer, 4♠=5-5 minors			Lebensohl if enemy doubled in 2M
3♣/♦		6		Pre 2-3½-4/½	Major= natural, new minor=cuebid			
3♥/♠		6		Pre 2-3½-4/½	Major=natural, minor=cuebid			
3nt	√			1 <sup>st</sup> & 2 <sup>nd</sup> =Solid minor; else gamble				
4♣/♦		7 7		Pre 2-3½-4/½	Major= natural, minor=cuebid			
4♥/♠		7		Pre 2-3½-4/½	New suit=cuebid			
4ut				Both minors				

Cuebids italian style. , RKCBl430; Exclusion Blackwood1430; Gerber; Splinterbids; Often quantitative 4NT; DEPO

DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			<div>WBFC Convention Card</div> 
OVERCALLS (Style; Responses; 1/2 Level; Reopening)		OPENING LEADS STYLE			
Aggressive style		Lead	In Partner's Suit		
Useful Space Principle	Suit	2 <sup>nd</sup> – 4 <sup>th</sup> attitude	same		
	NT	Attitude	Same (3 <sup>rd</sup> in unsupported suit)	Category: Strong Club - BLUE	
CUE: F with new suit or STR raise.	Subseq	same		Country: DENMARK	
	Other: 2 <sup>nd</sup> and 4 <sup>th</sup> + Attitude through declarer.)			Event: EC Mix Lisbon 2019	
	5.th level K asks for count			Players: Dorthe & Peter Schaltz	
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY
15-18 HCP; System as over 1NT opening	Lead	Vs. Suit	Vs. NT	GENERAL APPROACH AND STYLE	
	Ace	AKx(+); Ax(+)	AK(+);asks attitude	Strong club showing 16+UNBAL any V, or 18+BAL 14+ NV 1. + 2.	
REOPEN: 1NT= 10-14 HCP; 2NT= 18-20 HCP	King	AK; KQx(+);	KQ1098 asks count /unblock	1D=11-14 BAL/semi BAL (14-17 1 <sup>st</sup> + 2 <sup>nd</sup> NV against V)	
4th LIVE: NAT, 15+-18 BAL	Queen	QJ; QJx(+)	QJx(+ ) KQxx.	1M=(10)11-15 4+M any. 8( )9-13 1 <sup>st</sup> + 2nd NV. May have longer minor.	
	Jack	J10(x+); KJ10x(+)	J10x(+);HJ10x(+ ) KQJx	2CD opening= 11-15. 9-13 1 <sup>st</sup> +2 <sup>nd</sup> NV 5+ in the opening suit No 4 card Major.	
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	109(x+); H109x(+)	109;109x(+);H109x(+)	2M opening 3-10 (5) 6+ NV. 3-11 V	
1-Suit: PRE (3-12 HP depending on vulnerability and position)	9	9x, H98x	98x, H98(x+)	2NT opening. Any 7+ card suit. Semi strong 8 ½ - 9 ½ tricks	
2-Suit: 2NT=2 lowest suits	Hi-x	Sxx, xSx, HxxSx, xSxx,	DISC	1NT Openings: 15-17 HCP or 10-13 when NV against V 1 <sup>st</sup> +2 <sup>nd</sup> pos.	
Wide range possible after pas from partner (3-20 HP)	Lo-x	xS, HxS, HxxS	ENC	Responses 2/1=NAT NF after opening 1M. 1NT at least INV	
Reopen: Constructive	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	
(1m)-2m:H+S,(2D asks) (1H)-2H: 4S-5+mi, (1S)-2S: 5H-5+mi.	Suit:1st	low=ENC	Count/SP: Hi/lo=Odd	low=ENC	
	2nd	Count	S/P	Count	
JUMP CUE: NAT /m in direct; else asks for stopper.	3rd	S/P		S/P	
	NT: 1st	ATT/Count: low=ENC/E	as above/SP	as above	
VS. NT (vs. Strong / Weak; Reopening; PH)	2nd	Count or S/P	S/P		
2C=MM. 2N=Constructive 3mi overcall. 2D=Multi 6+M stronger than 2M direct	3rd	S/P			
DBL = Strength (typically same strength+ as opening)	Signals (including Trumps):				
When reopen a strong NT after having passed, DBL= M-M or mi-mi	Trumps: random/count/SP			Drury 2C/D after 3 <sup>rd</sup> and 4 <sup>th</sup> hands 1M opening.	
	Smith (high card shows interest)				
	DOUBLES				
	TAKEOUT DOUBLES (Style; Responses; Reopening)			See OPENINGS.	
VS. PREEMPTS ( Doubles; Cue-bids; Jumps; NT bids)	Many take out doubles and support doubles.			Also have a look at our responses to openings. They are often ART	
LEBENSÖHL (2N=weak options or strong or special)	High – low doubles in some situations				
DBL and then D shows D+M doesn't promise extra					
				SPECIAL FORCING PASS SEQUENCES	
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			1C-overcall → 3D, Pas= 6+	
Double=Majors; NT=minors	Support doubles in some situations: After 1C opening and responders shows or				
Applies vs STR 1C/2C openings	Indicate a suit and 3 <sup>rd</sup> hand bid a DBL = support. + similar situations.				
				IMPORTANT NOTES THAT DONT FIT ELSEWHERE	
				We often upgrade our hand depending on the shape.	
OVER OPPONENTS' TAKE OUT DOUBLE				Opening in 3. hand might be stronger or weaker than 11-15 HCP.	
New suit=NF					
RDBL=strength (10+ HP)				Psychics: May happen	
1M – DBL – 1NT=3 card support at least INV (11+ HP)					
1M – DBL – 2NT 4+M at least INV. 1M-DBL-3C/D Bergen raises (10-12 HP/7-9 HP)					

OPENING BID DESCRIPTIONS							
Opening	Artific	Min.	Neg Db	Description	Responses	Subsequent Auction	Passed Hand Bidding
1C	Y	0		16+any (14+ 1 <sup>st</sup> -2 <sup>nd</sup> NV) or	1D=6+HCP any 1H=0-5 BAL or UNBAL. 1S=0-5 4+H. 1NT=0-5 both M.	1C-1D: 1M=14+ 4+M. 1N=18+BAL. 2mi=14-17 5+mi. 2H=GF 5+C. 2S=GF 54+mi 2N+=GF 6-7 D	Same
1C				18+BAL	2C/D=INV NAT 5+ no 4 card M.2H=GF C. 2S=GF both m. 2NT+=GF 6+ D	1C-1D,1M: 1N=GFR. Other=INV. 2C/D=art. 2M=6-7. 2NT=INV+4+fit	
1D	Y	2		11-14 BAL/semi BAL <b>NV against V 1<sup>st</sup>+2<sup>nd</sup>=14-17</b>	1H=Relay Art. ask min/max. or to play 1NT (0+HP) 1S=NF 4+S/. 1NT=4H NF 2D=GF. 2NT GF. Other=NAT NF	1D-1H, 1S=min. 1D-1H, 1N=max. 1D-1H, 1x: 2C=NF STAYMAN 2D+ same as after 1NT opening	All NAT NF
1D					4x=SAT (C=H, D=S, H=C, S=D)		
1H		4		(10) 11-15 (8)/ 9-13 1 <sup>st</sup> +2.nd NV	1S=(3) 4+S NF. 1N=INV+ any. NEW SUIT=NF 2N=INV+ 4+fit 1H-3C Bergen 7-9 1H 3D=Bergen 9-12. 1H-2S=6+ INV.	1H-1S, 1N=5H + no 5mi.	All NAT NF
1H				4+H longer minor possible	1H-PASS may be up to a mild INV! 1H-3S=void mild SI. 1H-3N/4mi=VOID strong SI.	1M-1N = INV+ :2C=art min 2D+=art max	
1H						1M-2N: 3C=GF. 3D=re INV. 3M=min. 3oM=void any. 3N=NAT. 4CDH=void max.	
1S		4		as 1H	as 1H. 1S-3H 6+H INV.		All NAT NF
1NT				15 -17 HCP <b>NV against V 1<sup>st</sup>+2<sup>nd</sup>=10-13</b>	2C=NF STAYMAN. 2D=TRF. Does not promise H. 2H=TRF. Does not promise 4+S. 2S=1/2mi or 6MA INV or SI (C=H, D=S, H=C, S=D)	1N-2C, 2X: Any bid is INV except 2H. 1N-2S: 2N=even minor/long D.	SAME
1NT				5M, 6m, 4M5m,any4441 OK	2N/3x=INV. 4x=SAT (C=H, D=S, H=C, S=D)	1N-2D, 2H: 2S=5+H GF. 2N=4H GF. 3C=MM. 3D=short m	
1NT					.	1N-2H, 2S/=no 4S 2N=5+S GF. 3C=6+S GF. 3DHS=short H/D/C. 1N-2H, 2N=4S	
1NT							
2C		5		11-15 hcp / 9-13 hcp 1 <sup>st</sup> -2 <sup>nd</sup> NV 5+C no 4+ Major	2D=Weak 1 or 2 M or INV in H. 2H=GF Relay, 2S=NF 5+S, 2NT=NAT INV,	2C-2H, 2S=5/4minor, 2NT=6322/7222, 3C=6331 3D/H/S=7C/+single	All NAT NF
2C					3C=INV 3D/H/S NAT GF		
2D		5		11-15 hcp / 9-13 hcp 1 <sup>st</sup> -2 <sup>nd</sup> NV 5+D.no 4+ Major	2H=GF Relay, 2S=NF 5+S, 2NT NAT INV. 3C 5+H INV. 3D=INV 3H/S GF	2D-2H, 2S=5/4 minor, 2NT=6322/7222, 3C=6331 3D/H/S=7D/+single	All NAT NF
2H		5		3-10 (5) 6+H NV. 3-11 V	2/3S =NAT all other = Transfer except support		All NAT NF
2S		5		3-10 (5) 6+S NV. 3-11 V	Transfer except support		
2NT	Y			Any 7+ card suit. Semi strong 8 ½ - 9 ½ tricks	3C=Art weak asks for suit. 3D=Art GF asks for suit. 3M=NAT GF		
3x		6		Preempt, NAT	3C-3D asks 3-card MA. New suit NF N/VUL, F VUL		
3NT		7		Solid minor	4C p/c, 4D=Relay. 4M=to play		
4x				All 4x = PRE, NAT			
HIGH LEVEL BIDDING							
4N=1430 RKCB. 4N=SI when minor slam try, except opposite balanced hands. 4N=T/O after minor from us in competitive auctions. Frequently SPL in fit situations. VOIDWOOD 14/30							
Many art bids show extra values or good support and not necessary a Cue Bid.							
GENERAL SYSTEM APPROACH							
1C shows 16+ UNBAL / 14+ 1 <sup>st</sup> – 2 <sup>nd</sup> NV or 18+BAL. After this we bid 1D with any 6+HCP. Now we kind of open again. 1C-1D, 1M shows 4+M unbal 16+HCP. 1C-1D, 1N shows BAL 18+ (GF). 1C-1D, 2mi shows 5+mi no 4M (NF). If Stronger with UNBAL mi we bid 1C-1D, 2H+.							
We play 1N as GFR after 1M or 1C-1D, 1M. This means that any GF hand with no fit, bids 1N after 1M.							
We tend to be BAL (/54mi/6mi) when opening 1D. After 1D many bids are NF except from 1H asking for strength. And 1D-2D GF.1D-1H is the way to begin a strong sequence.							
After 1M everything is NAT NF. (2C 7 2D = Drury after 3 <sup>rd</sup> – 4 <sup>th</sup> hand openings. INV+ any bids 1N. 3 <sup>rd</sup> hand may be stronger/weaker than 9-15 HCP. If we have 4M5mi22 or 5M332 We systematically opens 1M. It may be treated as BAL.							