



DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			Category: Open	
OVERCALLS (Style; Responses; 1/2 Level; Reopening)		OPENING LEADS STYLE				
Sound at 2-level; transfers from their suit to our suit if possible, new M F mew m			Lead	In Partner's Suit	Teams	
After (1x) 1M: 2 NT 4cM 10+ (3♣ MIN -> 3♦ INV)						
bid below 3M Mixed Raise, trs. to 2M/2x= 3M 10+		Suit	1.3.5	1.3.5	Country: Denmark	
Transfer applies after pass, support, neg dbl or 1N		NT	1.3.5	1.3.5	Event: European Championship Ostende 2010	
		Subseq	2.4. thru declarer	2.4. thru declarer	Players: Lars Blakset - Jacob Røn	
		Other: 5+-level: A asks for att, K for count, Suit Preference Leads in trump suit			SYSTEM SUMMARY	
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)		Att from opening leaders subsequent leads vs NT			GENERAL APPROACH AND STYLE	
15-18 bal in 2nd and live position 4th pos 10-14		LEADS			1♣=2+ 15-19 bal or nat; 1♦/♥= 4+♥/♠, 6+hcp, 1♠=0-6 hcp any dist or ♦ 6+ hcp n	
NT-system is on 2nd and 4th pos reopening		Lead	Vs. Suit	Vs. NT	1♦= Nat always unbalanced; 1♥/♠ 5cM; 2-o-1 GF, 2♣ GameForceRelay	
		Ace	AKx(+), Ax(+)	AKx(+), Ax(+)	1N=12-14 can be 11 NV 6m/22(45) possible	
		King	AK, KQx(+),	KQx(+), AKJ10(+)	2♣= 22-24 bal oany GF, 2♦= Multi wk 2 in ♥/♠ 3-10, 25+ bal or strong ♦	
		Queen	QJx(+),	QJx(+), KQ109	2♥=7-11 exactly 5♥ not 4♠; 2♠= wk preempt in any suit NB!	
JUMP OVERCALLS (Style; Responses; Unusual NT)		Jack	J109,	AQJxx, J109, QJ98x (HJTx rarely)	3x sound preempt according to pos and vulnerability	
1-Suit: 2M V: 6M 11-14; others are PRE		10	0 or 2 higher	0 or 2 higher	3N= Unknown solid suit, no A/K outside	
2-Suit: 2M NV: 4M+5+m/om 10-16 tends to be 4-6		9	0 or 2 higher	0 or 2 higher	1NT Openings: 12-14 N (11 pos NV; 5M rare 6m 22(45) pos)	
		Hi-x	HxS, HxxxS, Sx, xxxS, HxSx	HxS, HxxxS, Sx, xxxS, HxSx	2 OVER 1 Response FG (2♣ ART FG relay after 1M)	
Reopen: Jumps 2x/3x: 11-13 6x/13-16 6x		Lo-x	HxS, HxxxS, Sx, xxxS, HxSx	HxS, HxxxS, Sx, xxxS, HxSx	SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)		SIGNALS IN ORDER OF PRIORITY			2♦: Multi 2♦, wk 2♥/♠, 25+ bal or some strong hands w ♦	
After 1m: 55+ M			Partners Lead	Declarer's Lead	Discarding	2♠ wk preempt in any suit according to pos and vulneralibility
After 1M: 5OM+5+m : 3/4OM PRE; 2N asks for strength and dist		Suit:1st	Hi=DISCRG *	Hi/lo=O	Hi=DISCRG	NV: 2♠-opener should not have an ace and rarely a king outside his suit.
Jump cue asks for stopper		2nd	Hi/lo=O	S/P if trumps		Usually it shows a 6-c suit, but if its ♠ it can easily be a 5-c suit
		3rd				Responses: Pass: up to app. 15 hcp without a good suit of its own.
VS. NT (vs. Strong / Weak; Reopening; PH)		NT: 1st	Hi=DISCRG *	Hi/lo=O	Hi/lo=O	Pass and Dbl is T/O below gamelevel
2♣=M, 2♦=bad or very good 2M bid, 2M=Sound		2nd	Hi/lo=O			2N: 15+ asks for the suit. After overcall D is penalty and lowest P/C. Any other su
If passed hand or 14-16N or stronger: D= 4M+5+m		3rd				nat, F. 3ANY: Strong suit NF. Possible psyche. Opener will normally raise with 3c
		Signals (including Trumps):* High odd may be for highest suit			4ANY: Pre, own suit psyche is possible	
		High even maybe for lowest suit			Vul: An unsound 3-opening according to pos and vulnerability	
		SMITH SIGNAL vs NT, Trumps:Hi-lo maybe S/P			Responses: Resp will almost always ask for the suit with 2NT. All other bids are a	
		DOUBLES			Transfers after 1♣: 1♦/♥= 4+♥/♠, 6+hcp, 1♠=0-6 hcp any dist or ♦ 6+ hcp no M	
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)		TAKEOUT DOUBLES (Style; Responses; Reopening)			1♣ - 2♦/♥: wk 2♥/♠ or 6+M strong or 4M+ 5(6)+m strong	
T/O + Lebensohl after wk2; Jump/Nonjump Michaels against preempts		May be light with classic shape; (1m) D - 2m can be both M 7-10			1M-2♣: GameForceRelay, nat ♣, 4cM sup, any hand 18+ hcp, balanced hand	
D = 12-16- bal or 18+ hcp against Multi or 2♦/♥ both majors, 2N=16+-19 "bal"		EQUAL LEVEL CONVERSION after 1♥/♠			Transfers rebids after 1♦-1M and 1♥-1♠	
3m: 4♣= Strong 55M, 4♦= "Wk" 55M					SPECIAL FORCING PASS SEQUENCES	
VS. ARTIFICIAL STRONG OPENINGS		SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			Reversed forcing pass situations if above game in our suit and opening hand	
1♣: D Majors 1N minors, 2x=suit or 2 above, 2N ♣+♥/♦+♠		1♣ (1♦) D=♥, 1♥=5+♠, 1♠=4♠, not 4♥, 1♠ (1♥) D=5+♠, 1♠=4♠			opposite inv+ values unless green vs red if ♥s vs ♠s,	
2♣: D= Majors 2x=suit or 2 above, 2N ♣+♥/♦+♠		Lots of strength showing dbls			(1NT)-DBL-(any)-Pass:F thru 2♥, GF situations,	
		negative dbl thru 4♥, LEAD-DIRECTING DBL(L/D) often for tables suit			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
OVER OPPONENTS' TAKE OUT DOUBLE		COMP DBL, MAX DBL, RESP DBL thru: 4♥			3-card suits can easily be bid natural	
Transfers after 1M D					3rd hand light common	
					2NT=F1 opposite 6+ suit	
					Psychics: Rare	

OPENING BID DESCRIPTIONS

Opening	Artificial	Min.	Neg Dble th	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣	x	2	4♥	Nat 10+ hcp unbalanced	1♠/♥= 4+♥/♠, 6+hcp, 1♠=0-6 hcp any dist or ♠ 6+ hcp	1♣-1♠/♥: 1♠=3♥/♠, 1♣-1♠: 1N 15-19 maybe unbalanced	
1♣				or 15-19 bal 2-6♣	2♠/♥ : 1) 6+♥/♠, 4-7 hcp, 2) 4♥/♠ 5(6)m strong, ♥/♠	1♣-2♠/♥, 3M: Pre	
1♠		4	4♥	Nat always unbalanced	2♠=Inv. 10+ hcp, 2/3M WJS, 3♣ Mixed raise	1♠-1M: transfer rebids	
1♥		5	4♠	Can be light if dist	After 1♥/♠: 1N = 5-12, wk raise 3-7 or wk2 ♠,	transfers after 1♥-1♠, Romex after 1M-2M;	1M (2x) 3x 3M 10+, 2N 4M 10+
1♥					2M 8-10, 2♠/N 10-12 3M, 3♣/♠ reversed Bergen	1♥/♠-2♣: Art responses showing distribution	
1♠		5	4♥	Can be light if dist	2♠/♥ 2-o-1 GF, 2♣ FG relay	1M-1N, 2♣ ART, 1♥/♠-2♠/N: cheapest bid GF relay	
1NT			4♥	12-14 N (11 NV/6m22(45) pos)	Stayman and transfer, 2♠ INV or minors wk/INV/FG	1N-2♣, 2♠-2♥: wk both majors. 2♠ INV to 4♠	Rubensohl after intervention
2♣	x	0		22-24 bal or strong ♣/♠/♥/♠	2♠ 0-1 ctr, 2♥ 2, 2♠ 3, 2N 4, 3♣ 5+, 3x/N trs HHxxxx	2nd negative cheapest bid	Bid pos 1-2 ctr
2♠	x	0		Wk 2♥/♠ 3-10, 25+ bal or str ♠	2♥/♠ P/C, 2N=?, 3♥= P/C, 3♠ = Own suit in a major	2♠-2N, 3♣ max any, 3♠/♥ min ♥/♠	
2♠					4♣ bid suit below/ 4♠ bid your suit 4♥/♠ Nat to play		
2♥		5		7-10(11) 5♥, not 4♠	2♠ scrambling bid, 2N=?, 3x NF, 3M can be raised, bl	2♥-2N: 3♣ min, 3♠ max 3♠, 3♥/♠ max 4♣/♠	Fit bids are used
2♠	x	0		Wk pre in any suit acc to pos	2N = ?; normally 15+ hcp if NV, 3x= Strong own suit,	2N -> own suit is F, -> D is penalty, -> lowest bid is P/D	D for penalties if intervention, cheapest suit P/C
2♠				and vulnerability		Pass-> D is T/O	
2NT			4♥	20-21 bal 5M/6m possible	Stayman and Transfer	2N-3♠/♥: 3M promises fit	
3♣		6		Sound preempt	3M NF if NV; 4♠ RKCB		
3♠		6		Sound preempt	3M NF if NV; 4♣ RKCB		
3♥		6		Sound preempt	3M NF if NV; 4♣ RKCB		
3♠		6		Sound preempt	3M NF if NV; 4♣ RKCB		
3NT	x			Any Solid Suit	4♣ P/C; 4♠ relay to 4♥/♠ P/C ctr ask if other suit		
4♣		6		2-3-4 rule	4♠ RKCB ♣		
4♠		6		2-3-4 rule			
4♥		6		2-3-4 rule			
4♠		6		2-3-4 rule			
4NT				Asking for aces	5♣ No, 5♠♥♠=A♠♥♠, 5N=A♣		
5♣				2-3-4 rule			
5♠				2-3-4 rule			
5♥				Asks for H♥			
5♠				Asks for H♠			
5NT							

HIGH LEVEL BIDDING

Cuebid Italian Style, RKCB 1430, Voidwood 1430, Depo, Lots of Splinters,

Denial cuebids and Control showing after 1 M-2♣, Nonserious slamtries in some

5N asking for aces if 4N is passed by, 4N often quantitative,

If only room for one cue below 4M then 4M shows cue in passed suit and limited

1M (1/2x) Jump : single x, support, lowest cue

1M (3x) 4♣ raise in M, slammish, no cue, 4♠ slammish with cue

BROWN STICKER ANNOUNCEMENT FORM

Names: Lars Blakset – Jacob Ron

Country Denmark **Event** EC 2010 Ostende

Opening Bid: 2♠ showing a bad pre-empt in a random suit at any vulnerability.

Applies: At any position and vulnerability.

Detailed description: 2♠ wk preempt in any suit according to pos and vulneralibility

Nonvulnerable:

2♠-opener should not have an ace and rarely a king outside his suit. Usually it shows a 6-c suit, but if its ♠ it can easily be a 5-c suit. NV vs V it can be both minors.

Responses NV:

Pass: up to app. 15 hcp without a good suit of its own. Pass and Dbl is T/O below gamelevel

2N: 15+ asks for the suit. After overcall D is penalty and lowest P/C. Any other suit is natural and forcing.

3ANY: Strong suit NF. Possible psyche. Opener will normally raise with 3c sup

4ANY: Pre, own suit psyche is possible

Vulnerable: An unsound 3-opening according to pos and vulnerability

Responses: Resp will almost always ask for the suit with 2NT. All other bids are as NV

Defence:

We play Dbl as T/O with 3+♠, 2N 15-18 and 3♣ T/O without 3♠. Lebensohl applies after Dbl. of 2♠.