

Defensive And Competitive Biddings	
Single Overcalls : 7-17 HCP And 5(4)+ Cards	
Responses: Direct raise = Weak Cue = Limit Raise New Suit = semi-forcing	
1 NT = 8-11 HCP 2 NT = 12-14 HCP	
Takeout doubles: Thru 3♠, 10+ hcp Or 17+ Hcp And Suit	
Responses: 1 NT = 8-10 HCP 2 NT = 11-13 HCP Cue = Force Jump-cue = Asks For Stopper New suit = < 8 HCP Jump New suit = 8-11 HCP (4+ cards)	
1 NT Overcall: 2 nd pos.: 15 - 18 HCP 4 th pos.: 10 - 15 HCP	
Responses: System On	
Versus opponents 1 NT opening Dbl –show 5 card major or six card minor 2♣ = majors, 2♦ = major + minor, 2♥ / ♠ nat. 6+ cards Over weak NT dbl shows at least 13 hcp	
Jumps Overall And Cue Bids: Jumps = PRE Jump Cue = Ask for Stopper 1 m – 2♦ = Michaels cue bid, majors, any strength 1 M - 2 M = Michaels, other major + minor, any strength 2NT jump = 2 lowest unbid suits, weak or strong	
Versus Opponent's Weak openings 2♦/♥/♠: Double = Takeout → Transfer/Lebensohl 2 NT = 17-19 HCP New Suit = natural Cue = Asks for Stopper Jump = interm or leaping Michaels	
Versus Opponent's Multi 2♦: Double = 13-16 bal or very strong 2 NT = 17-19 HCP, Balanced → Transf. ,romex New Suit = Natural Jump = Interm.	
Versus Opponent's Michaels 2 minor = Majors Double = a) Penalty in major/s b) Limit hand c) Strong 2♥ = Forcing with unbid minor, 2♠ = good raise+ 3♣/♦ = Natural, not forcing (6-9) 2/3 NT = Natural 3♥/♠ = Short suit GF	
Versus Opponent's Unusual 2 NT = minors Double = card showing Lower cue-bid gf with unbid suit Higher cue-bid good raise+	
Versus Opponent's Strong 1♣ And 2♣ (2 NT) Trap (Suit above or the other 2)	

Leads And Signals			
Opening Leads Style			
	Lead	In Partners suit	
Suit	3 rd / 5 th	3 rd / 5 th	
NT	4 th	3 rd / 5 th	
Subseq.	1/3/5 vs suit, attitude vs. NT		
Other	Top from sequences 3 rd from broken sequences Top from nothing vs. NT		
Leads			
	Versus Suit	Versus NT	
Ace	AKx, Ax	AK, AKx, AKxx	
King	AK, KQ, KQx	Kx, AKJT _x , KQJ _x (x)	
Queen	QJ, QJ _x (x), Q _x AQJ _x	KQ _x , KQT _x , QJ _x (x)AQJ(x)	
Jack	JT(x),	JT(x)	
Ten	T9 _x (x) T _x KJT9(x)	T9 _x (x), T _x KJT _x (x)	
9	9 _x	9 _{xx} (x)	
High / Low	xx	xx, xxx(x), xxxxx	
Low / High	Hxx(xx), xxx(xx)	Hxxx, xxxx	
Signals In Order Of Priority - UDCA			
	Partner's Lead	Declarer's Lead	Discarding
1	Low = Encourage	Low = Even num.	Low = Encourage
2	Low = Even num.	Suit preference	Suit preference
3	Suit preference		
1	Low = Encourage	Oddball, Hi = neg	Low = Encourage
2	Low = Even num.	Low = Even num.	Suit preference
3	Suit preference	Suit preference	
Signals (Including Trumps): High / Low = Desire to Trump OR Suit preference, oddball(high->switch)			
Over Opponents Takeout Double: Redouble = 10+ hp Raise = <8 HCP and fit Transfers 2 NT = good raise, 4card support			
Special, Artificial And Competitive Doubles And ReDoubles Game – try doubles Support doubles through 2♥ Lead directing Responsive doubles, generally flexible doubles on high levels			

12-May-10	
EVENT:	European Team Championship
CATEGORY:	Oostende 2010
NCBO:	Iceland
PLAYERS:	Throstur Ingimarsson Júlíus Sigurjónsson
General Approach And Style –2/1 GF with transfers	
The System: We may open 1♣ with only 2♣ and as many as 5♦. With the shape 3-3-5-2. 1♦ opening shows 5 or more♦ and is always unbalanced. (can be 4-4-4-1) 1 NT is 15-17 and 2 NT is 20-22 hcp. We play transfer preemts at 2 nd and 3 rd level. We play transfer responses to 1♣ opening and also often in competition.	
Special bids that may require defence: 2♦ - ♥, weak or GF, 2♥ - ♠, weak or GF 2♠ - ♣+♦ GF or ♣ weak or ♦+♥ weak 3♣ - ♦ weak or ♥ + ♠ weak	
Special Bids That May Require Defence: 3♦ - normal ♥ preempt 3♥ - normal ♠ preempt 3♠ - solid minor (gambling 3NT) 3 NT – solid major	
Special Forcing Pass Sequences After GF. After penalty double. After strong redouble.	
Important Notes That Don't Fit Elsewhere 4th suit = GF After partners PRE All Doubles = Penalty Forcing pass only in "obvious" forcing pass auction Principle of fast arrival 3NT sometimes shows real slam interest in major Keep it simple and ☺	

Op.	X = Art.	Min. No. Cards	Neg. Dobl Thru	Description	Responses	Subsequent Auction	Change Of Auction By Passed Hand Or In Competitive Biddings
1 ♣		2	3 ♠	11+ if bal then 12-14 or 18-19 can have 2 ♣ and 5 ♦ if bal.	Transfer responses all the way up with weak hands on 2 nd level (5-8 hcp)	1 NT = 18-19 hcp 2 NT = 15+ and fit Natural reverses, bidding pd suit shows always 12-14 and only 2-card on 1 st level. Two-way checkback	Jumps weak 5-8 Cue = good raise+
1 ♦		4	3 ♠	Usually 5+ ♦ (unless 4-4-4-1) and unbal. hand	1 ♥ / ♠ natural, all other bids transfers.	After 1 ♥/♠ > transfers by opener 2 NT = 15 + hcp and fit. Natural reverses	
1 ♥ / ♠		5	3 ♠	5- card majors 11+	1 NT is not forcing and can be passed with a minimum bal hand. 2 NT is invit+ with 4-card support. 3 ♣/♦ invit. 3 NT bal 13-15, 3-card support Everything else is normal 2/1 GF. Our splinters shows void.	Gazilli after 1 M – 1 NT, everything else normal 2/1 GF'. After single raise new suit shows shortage 2 NT asks where GT is not accepted	Jumps weak 5-8 Cue = good raise Reverse Drury 1 M (x) all bids transfers
1 NT			3 ♠	Normal 15-17 nt	2 ♣ Stayman, not promising 4 card major, 2 ♦/♥/♠/NT =Transfers, 3 ♣/♦ = minors weak or strong, 3 ♥ /♠ = short GF 4 ♦ / ♥ = Texas	Superaccept of transfers, smolen etc. Relay re-asks.	After overcall double is for takeout > transfer lebensohl
2 ♣				GF with a) bal hand 23+ b) singel suited with a minor c) minor with a major on side d) 4-4-4-1 distr.	2 ♦ = relay, other bids are transfers showing good suits	Natural	
2 ♦	x			♥, weak or GF	2 NT only forcing response, but we almost never pass new suit bid	Same methods as after 1 M – 2 NT, 3 ♣ = min, 3 ♦ = no shortage, then shortage up	
2 ♥	x			♠, weak or GF	Same as above	Same as above	
2 ♠	x			a) Normal preempt in ♣ b) 5-5 in ♣ + ♦ and GF c) 5-5 in ♦ + ♥ and weak	Multi responses, pass or correct, 2 NT = asks 3 ♥ / ♠ natural and forcing		
2 NT				20-22 HCP, balanced	3 ♣ = Romex Stayman 3 ♦/♥ = Transfers 3 ♠ = Minors 3NT/4 ♣/♦/♥ = Transfers!	2NT-3♦-3♥ = 2cards support -3NT = 3 cards -any other=4cards	
3 ♣	x			a) normal preempt in ♦ b) ♥ + ♠ and weak	New suit = Natural, forcing 4 NT = RKCB	High Level Bidding Cue Bids Splinters do not show extras RKCB1430 4NT Quantum over any NT-bid Voidwood 5NT often "pick a slam" If minor agreed then jump to the suit above RCKB Turbo after minor agreements.	
3 ♦	x			Normal preempt in ♥			
3 ♥	x			Normal preempt in ♠			
3 ♠	x			Solid minor			
3 NT	x			Solid major			
4 x		8 (7)		PRE	New suit = Cue bid; 4 NT = RKCB		
4 NT				Ask for specific aces	5 ♣=0, ♦/♥/♠=this ace, 5NT=2 aces, 6♣=♣ace		