



DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			
OVERCALLS (Style; Responses; 1/2 Level; Reopening)		OPENING LEADS STYLE			
Natural style		Lead	In Partner's Suit		
New suit F1, fit showing jumps, cue = fit+	Suit	3/5 high from xx	3/5 high from xx		
jumpcue = 4card fit	NT	3/5 King is strong	3/5		Category: Natural
raise weaker than cue, jumpraise = weak	Subseq	2/4 or attitude			Country: Iceland
protective in balancing	Other:	2nd or 3rd from broken seq (depends on missing space)			Event: All
intermed jump in balancing					Players: Magnus Magnusson / Throstur Ingimarsson
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY
nat, 15-18	Lead	Vs. Suit	Vs. NT		GENERAL APPROACH AND STYLE
see 1nt system for resp (system on)	Ace	AK...top	ask attitude		
	King	KQ...top,ask for attit.	strong, ask unblock/count		
11-14 in balancing	Queen	top, ask attitude	KQ..QJ..AQJ..ask attit.		Very Natural 2/1 game forcing
see 1nt system for resp	Jack	denies higher usually			14-16(17)p NT 5card Majors
JUMP OVERCALLS (Style; Responses; Unusual NT)		10	Tx, T9..or3rd from brok	top or 3rd	Strong 2C
1-Suit: weak jump overcalls	9	9x, or 3rd f.broken	top or 3rd		agressive pree style
2-Suit: unusual nt	Hi-x	even			1NT Openings: 14-16(17)
	Lo-x	odd number			2 OVER 1 Response GF, jumps weak
Reopen: intermed. jump in balancing	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	agressive pree-empt style non vul
Michaels over Major weak/strong	Suit:1st	att, hi=disc	smith, hi= enc	att, hi=disc	new suit=NF constructive vs.1.hand nonvul weak2
over minor 1C-2C is natural	2nd	count, hi=odd	count, hi=odd	suit pref	
over minor 1CD-2D for Majors weak/strong	3rd	suit pref	suit pref	count,hi=odd	3nt solid 7card minor, no side stopper
	NT: 1st	att, hi=disc	smith, hi=enc	att, hi=disc	
VS. NT (vs. Strong / Weak; Reopening; PH)	2nd	count, hi=odd	count(suit pref	count(suit pref	
Meckwell ws strong NT	3rd	suit pref			Michaels, weak/strong
dbl=minor or Majors or strong	Signals (including Trumps): smith, udca;upside/down,count/att			Fit showing bids	
2C= C + Major	trump echo=smith count, suit pref			Lebensohl	
2D= D + Major other bids natural	interest in ruff			Unusual nt	
ws weak NT (average less than 15) Landy	DOUBLES				
2D= major, weak or strong, rest natural	TAKEOUT DOUBLES (Style; Responses; Reopening)				
VS. PREEMPTS ( Doubles; Cue-bids; Jumps; NT bids)	nat t/o dbl style				
T70 dbls in general, cue in minor=usually Majors	resp: jump 9+positive/weak in competition				
cue in Major= strong two suiter(poss.stopper ask)	cue=F1, NT bids not weak				
	SPECIAL FORCING PASS SEQUENCES				
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			In obvious situations only	
over strong C: dbl = Majors	Negative dbl thru 3S, Responsive, Max overcall dbl,				
1nt=minors, other natural	Competitive, Game-try, Support dbl&redbl thru 2S				
over strong 2C; same defence	Optional dbl, Lead-directing dbl			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
	Lightner dbl				
OVER OPPONENTS' TAKE OUT DOUBLE					
1.level suit = F1					
transfer after 1M - dbl. (1nt to 2M-1)	redbl = usually strong ex in obvious SOS situations			Psychics: When we feel like it (not very often)	
2nt invit hand+ 4card fit	AorK redbl over partner 1.level overcall				
XX=10p.+ defence					

OPENING BID DESCRIPTIONS							
Opening	Artificial	Min.	Neg D	Description	Responses	Subsequent Auction	Passed Hand Bidding
1C		3	3S	11+	1D=nat or 5-7bal, 1nt=8-10, inv.minor	C-D-nt=can be 4card Major(s), new minor forcing	FSJ
1C					2nt=invit,jumps=weak	4th suit GF	Note#20
1D		3	3S	11+	see 1C, 1nt=5-10,	reverse=F1 then 2nt neg.	
1D				if only 3cards then 4432	3C=nat invit, jumps=weak		Note#34824
1H		5	3S	11+ 5card Majors	semi forcing NT, 3H=weak	help suit system in Major fit situations, ex.	Rev.Drury
1H				poss 4card in 3rd & 4th	2nt=invit+ and fit, 3S any singel		1nt NF passed Note#1929397291
1H					3nt=void in spades		FSJ Note#1850289012
1S		5	3H	see 1H			
1NT				14-16 bal or semibal	2C=nf stayman,2D gf stayman,Texas	2C do not promise 4card M	
1NT					3HS=short 4card OM	t/o dbis and Lebensohl in competition	Note#1694521131
2C				Strong 19+bal or GF	2D=waiting bid, new suit nf		
2D		5		weak2	SPECIAL; new suit=NFconstr. vs.weak2	over weak2-2nt-3C=5card negative if opening	
2D				agressive style non vul	in 1.hand non vul, 2nt=F1	1st hand non vul,then same suit=6card negative	Note#20
2H		5		weak2 agressive style	new suit=nat F1 if not resp to weak2	other situations natural bidding length	
2S		5		non vul	in 1st hand non vul, raise=to play	or strength over pd F1 bid	
2NT				21-23 bal or semibal	puppet stayman,transfers		
2NT					3S=slamish in minors,		Note#20
2NT				3 level opening pree	new suit F1,		Note#4
2NT		6		agressive non vul			Note#20
2NT							Note#20
3NT	x			solid 7card minor	456C=looking, 4D=ask for short		
3NT				no outside stopper			
4C							
4D				4 level opening pree			
4H				agressive non vul			
4S							
4NT				specific ace ask	5C=no ace, 5nt=2aces		
HIGH LEVEL BIDDING							
After cuebids start we show aces indirectly							
4NT is even, 5th level cue odd							
dopi,ropi,depo							
fit showing bids, splinters							
splinters usually more picture bid then slamish							
5nt=pick slam or grand slam try or ask for 2/3							
RKCB, RRCV, cuebids italian style, quantum bids,							