



DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			
OVERCALLS (Style; Responses; 1/2 Level; Reopening)		OPENING LEADS STYLE			
Lead directing to strong		Lead	In Partner's Suit		
NS: F1, Cue promises fit, 2NT=14-16 or Mixed if passed hand, Jumps=Fit-Showing	Suit	3/5, Hi-Lo	3/5, Hi-Lo		
Reopenings: same	NT	Lowest from 3,4,5+	3/5, Hi-Lo		Category: Artificial - RED
	Subseq	3/5, Hi-Lo, 3rd from broken seq	3/5, Hi-Lo, 3rd from broken seq		Country: Iceland
	Other:	We lead K from AK vs suit contracts at 4+ levels or when declarer has shown one long suit or a two suiter (5+4+)			Event: European Championships 2008
					Players: Jon Baldursson - Thorlakur Jonsson
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY
Direct: 15+-18+HC; Responses as after 1NT opening	Lead	Vs. Suit	Vs. NT		GENERAL APPROACH AND STYLE
Bal. 1NT: 11-16; 2♣=asks; 2♦=11-12, 2M, 2NT=13-14, 3Any=15-16, up the line	Ace	AKx	For att		Ice-Relay Precision
Direct of weak 2's: 15-17 if suit known, 17-19 if multi; Stayman, transfers, 3N=NAT	King	KQx, AK	For unblk or count (for att)		5 card M, ♦ can be short
	Queen	QJ, Qx	QJ, QK		2♣=11-15, 5+♣ (5 only if 4M)
	Jack	J10, KJ10	J10, KJ10, AJ10		2♦=5/5 M+m, weak
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	109, 10x, K109, Q109	109, K109, Q109		2M=weak 2
1-Suit: 2NT=2 lowest, M- 3♣=oM+♦	9	9x	9x(x)		2NT=weak PRE in one m
2-Suit: after 2M: 4m=oM+m	Hi-x	xx	xx(xx)		1NT Openings: 13-15 2NT:24-25
	Lo-x	3/5	Hxx(xx)		2 OVER 1 Responses: 1♦-2m=FG, 1M-2♣=ART GF relay, 1♠-2♦=Transfer
Reopen: 2NT=BAL(20-22; Stayman, transfers, 3N=Nat)	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 5/5 M/m
(1m)-2m: 4+♠+5+♥	Suit:1st	Hi=DISCRG	S/P	O=ENCRG, 1st Disc	
(1M)-2M:oM+♣	2nd	Hi/lo=O	Hi/lo=O	Hi/lo=O	Overcall of strong 1♣ opening: D/1♦/1NT=CRASH, 1M=NAT.
(2M)-3M: NT ask	3rd	S/P			Suit bids from 2♣ to 4♦= Next suit or two suits next over that (Ex. 2♣=♦ or ♥+♠)
	NT: 1st	Hi=DISCRG	S/P	O=ENCRG, 1st Disc	Overcall of strong 2♣: same as above, (1 level higher)
VS. NT (vs. Strong / Weak; Reopening; PH)	2nd	Hi/lo=O	Hi/lo=O	Hi/lo=O	
2♣:♠+♥; 2♦=eq length or game try	3rd	S/P			
2♦:one M; 2NT=Ask; 3♣/♦=♥/♠, max	Signals (including Trumps): Trumps:Hi-lo is S/P or ability to ruff				
2M=M+m (54), after 2♥: 2♠=NF, 3♣=P/C, 2NT=Game-try	SMITH SIGNAL vs NT, Lo by leader, Hi by partn				
	S/P				
	DOUBLES				
	TAKEOUT DOUBLES (Style; Responses; Reopening)				
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	Unbid Suits or strong				
DBL= T/O, Jumps=Acc. to position and VUL	Resp: Nat, Cue=F1				
after 3m: 4m=M's, after 3M: 4M=oM+m (55), 4NT=m's	Protective: Same				
after 4M: 4NT=two-suiter					
	SPECIAL FORCING PASS SEQUENCES				
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES				
Over 1♣: CRASH, 1M=Nat, any other suit= Next suit or other 2 suits (SUCTION)	1♦-(1♥)-DBL: 4♠				
Over 2♣: Same, except one higher level	COMP DBL				
	MAX DBL				
	RESP DBL thru: 4♠				
OVER OPPONENTS' TAKE OUT DOUBLE	SUPP DBL: thru 2♥				
m-DBL:Nat, Jumps=PRE; 2NT=Limit raise					
M-DBL: Rubensol, Single raise=weak, Jump raises=Pre, 2NT=6-9 4+ support,					
Jumps=Fit-showing, constructive					
	Psychics: Rare after CRASH overcall of strong ♣, otherwise very rare.				

OPENING BID DESCRIPTIONS

Opening	Artificial	Min.	Neg Dble thr	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣	Yes	0		16+ Any distribution (ex 24-25 BAL)	1♠=0-7 HCP	1♥=♥ or BAL, responder usually inquirers with 1♠	Same
1♣					1♥: FG, denies sing or void or 5 card M	1♠=Relay	
1♣					1♠=FG, 5+♥; 1NT=FG, 5+♠	1NT=Relay; 2♠=Relay	
1♦	Yes	0	4♥	11-15, 11-12 if BAL	2♣/♦=nat, FG, WJS, 2NT=INV	1♠ unbal, 1NT=11-12; 2♣=5/4 m's	
1♥	No	5	4♦	11-15	1NT=NF, 2♣=ART GF, 2♦=constructive raise,	1M=2M; 2NT=ask for MIN/MAX-side-strength	Note#1
1♥					2NT=INV to 4♥, 2♠, 3m=PRE	1♥-2♥: NS=short	DRURY; 2♥= sub-min
1♠	No	5	4♥	See 1♥	2♦=♥, 2♥=constructive raise, other: see 1♥	See 1♥	See 1♥
1NT	No		3♠	13-15	TRF to all suits, 3♦=CONFI (control ask; 3♥=2.)	after TRF to m, 3M=short	
1NT					3♣=5+♣ and 4 oS, 3M=Short (3154)		
2♣	No		4♥	11-15, 5-4 ♣+M or 6+♣	2♦=relay, 2M=NF, 2NT/3♣=INV, 3♦♥♠=PRE		
2♦	Yes			Weak, 5-5 M+m	2NT=relay, NS=P/C	after 2NT; 3♣=♣♥, 3♦=♦♥, 3♥=♣♠, 3♠=♦♠	
2♥	No	5		Weak	2♠=NF, 2NT=F1, asks for shortness or strength	3♥=min BAL, 3♣♦♠=short, 3NT=max BAL	
2♠	No	5		Weak	RONF, 2NT=F1, asks for shortness or strength	3♠=min BAL, 3♣♦♥=short, 3NT=max BAL	
2NT	Yes			Weak PRE in one m	3♣=Romex, 3♦♥NT4♣=TRF, 3♠=both m's		
3♣	No	6		PRE, constructive	3 m=P/C, 3M=GF		
3♦	No	6		PRE, constructive	3 any = F1, 4♦=PRE		
3♥	No	6		PRE	3♠=F1, 4m=Cue or nat		
3♠	No	6		PRE	4m=Cue or nat, 4♥=Nat		
3NT	Yes			Solid m, no outside A or K	4/5♣=P/C, 4♦=ask for shortness		
4♣	Yes			Nat PRE			
4♦	Yes			Nat PRE			
4♥	No	6		PRE			
4♠	No	6		PRE			
4NT	Yes			Blackwood	5♣=0, 5NT=2, 5♦♥♠6♣=that ace		
5♣	No						
5♦	No						
5♥	No						
5♠	No						
5NT							

HIGH LEVEL BIDDING

RKCB (0341); DOPI; ROPI

5NT=pick a slam

Logical Cue Bids, Last-Train