SYSTEM CARD

DBf DANMARKS BRIDGEFORBUND

EVENT	2 DIV	TEAM NO **5**
	Denmark	
PLAYERS	Marlene Henneberg (DEN-35490)- Jens Ove Henneberg (DEN-10391)	

DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS(STYLE; RESPONSES 1/2-LEVEL;REOPENING
Aggressive style (maybe only 4 card on 1 level).
Cue = 10+
2 NT = 10+, 4 card support after M,
2 NT = Invit after minor

OVERCALL 1UT (2./4. ; RESPONSES; REOPENING)
1 NT = 4M og 5+m, (8)9-15 hp . Reply:
  2NT=Invit ask, cue=search for unknown color
1 NT i 4th. Pos.=10-14. Reply= Two Way Staymann
Sandwich position=15-18NT. Reply = Two Way Staymann

JUMP OVERCALLS (STYLE; RESPONSES; UNUSUAL NT)
1 Suit = PRE
2 NT = 2 lowest
4m after 1M, 2M, 3M= Leaping Michaels.
REOPENING: 2NT=18-19, jump call = good hand with 6+ Suit

DIRECT AND JUMP CUEBIDS (STYLE;RESPONSES;REOPEN)
Michaels Cuebid. 1m-2m = 4-5 i M,(8) 9-15HP
1M-2M = 5-5 in OM + m. 9-15HP. 3♣=p/c
2NT ask for min/max. 2♦ after 1♣-2♣= Bid longest or best M
Jump Cue = Stop ask

VS. NT (STRONG/WEAK;REOPENING; PASSED HAND)
2♣=both M,
2NT=1) both m (8)9-15 or 2) strong 2 suited
D=Penalty
Jump call to 3=Pre, 3 m constructive if vul.

VS. PREEMPTS (DOUBLES; CUEBIDS; JUMPS; NT)
D = Take out
Crowhurst
Leaping Michaels

Lebensohl

VS ARTIFICIAL STRONG OPENINGS
VS. 1♣
  1NT=♣ suit
  2♣=both M
  2NT=both m

OVER OPPONENTS TAKE OUT DOUBLE
RD=10+.
After 1M = Offensive system
After 1♦= 1M = Natural, Transfer bid over 1M

LEADS & SIGNALS

OPENING LEAD STYLE

	LEAD	IN PARTNERS SUIT
SUIT	ATT(can be 4th.)	1.3.5 highest, except 2.
NT	ATT(can be 4th.)	from 4 card.
SUBSEQ	Same	
THROUGH DECLARER	Same(2nd)	
OTHER:	MUD	

LEADS

LEAD	VS. SUIT	VS: NT
ACE	EKx(x..),Ex	EKx(x..),Ex
KING	KD(x..), EK, Kx	KD(x..), EKBT(x..),EK, Kx
QUEEN	DB(x..)	DB(x..), KDT9(x..)
JACK	BT(x..),KBT(x..)	BT(x..),
10	T9(x..)	Tx, HBTx(x..),H(H)T9x(x..)
9	9x, 98x(x..)	9x, T9x(x..)
HI-x	xx(x..)	xx(x..)
LO-x	H(H)xx(x..)	H(H)xx(x..)

SIGNALS IN ORDER OF PRIORITY

		PARTNERS LEAD	DECLARERS LEAD	DISCARDING
SUIT	1	LO= ENCR	LO=EVEN	LO=EVEN
	2	LO=EVEN		LAVINTHAL
	3	LAVINTHAL		
NT	1	LO= ENCR	SMITH	LO=EVEN
	2	LO=EVEN	LO=EVEN	LAVINTHAL
	3			

SIGNALS INKL. TRUMPS
Trumps Hi/Lo = Trump interest
Smith (High = Encr)
Low/high = Even, High/Low=Odd
Lavinthal

DOUBLES

TAKE OUT DOUBLE (STYLE; RESPONSES; REOPENING)
May be light with classic shape. Can also be 15-17 NT. Cuebid=F1
  1 NT = 8-11 with stopper.
  Jump to 2 =5 card, 4-7 P
  Jump to 3 = 5 card 8-10 P

SPECIEL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES
Response and competitive doubles
Neg. Double thru 4 ♥
Invit doubles
After 1♣ opening and positive answer; Double = Penalty
Double from opener is 3 card support after 1 ♦- P - 1M – OVERCALL

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE
Relay Precision
1 ♣ = 17+HCP (CAN be weaker if unbalanced)
1 NT=14-16 HCP
1 ♦ = 11-13 bal. or 4+ ♦ and 10-16 HCP (Maybe Minor Canapé)
5 card major (1♥ can be 4-4-1-4), 10-16HCP
2 ♣   6+ ♣ or 5+♣ and 4+ M, 11-16HCP
1 ♦-1NT   7-11HCP, denies 4 Card Major
1ma-1NT   Artificial GF

SPECIAL BIDS THAT MAY REQUIRE DEFENCE
1♣-1♦=0-7HP
1♣-1♥=Natural 5+♥ GF or 14+HCP BAL
1♣-2♥=(54)m, GF
1♣-2♠/2NT=(4-4-4-1) type, GF
1♦-1♥ = 4+♥ or artificial GF
1♦-1♠/2m=Max 12(13) HCP
2 ♦ opening = Multi
2 ♥ opening= 5-4 in Major, 6-10 HCP
2 ♠ opening = 5 ♠ and 4+ minor
2 NT opening=(55)+ m, 8-12HCP
1M-2♣=Unknown invit with max.2 in openers M
1M-2♦/2♥ : Transfer, max. invit.
1 NT in defence = 4M and 5+m, (8)9-15 HCP (4th hand=Natural)

SPECIAL FORCING PASS SEQUENCES
1♣- Positive response =GF, (bid)-pass= F.
1♣ - (1x) – P = F
1NT-(D)-p = Require RD

IMPORTANT NOTES THAT DON´T FIT ELSEWHERE
Count of HCP can vary according to total assessment of the hand.

PSYCHICS
Rarely

				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. 2♥=54/45 in minor GF, 2♠, 2NT=4441 3x=HHxxxxx , 3NT= Solid minor	Relay or natural	Same
1♦	X	2	4♥	11-13 bal or 4+ ♦ 10-16 HCP (can be. longer ♣)	1NT=7-11. 2 M = Invit with 5+ card 1♦-1♥ = 4+♥ or unknown GF, 1♠ or 2m = max 12(13HP) 3 M= Single, 3m=PRE	After rebid 1 NT: 1 NT system Transfer after intervention.	1♦ - 1♥=Natural after pass 1♦ - (1♥) 1♠ = 4+♠, 1♦-(1♥)-D = Minors, 1♦-1♠-2♠=5+-5+ in minors
1♥		(4)5	4♦	10-16 4 card if 4-4-1-4	1NT=GF, 2 ♣=Invit max.2♥, 2♦=3♥ 10-12 2NT=4+♥ 8-12,3♣/3♦= Invit,6+ card	Romex trialbids Relay after 1♥-1 NT	1♥-1NT= Natural after pass
1♠		5	4♥	10-16	1NT=GF, 2 ♣=Invit , 2♦=5+♥ , 2♥=3♠ 10- 2NT=4+♠ 8-12, 3♣/3♦/3♥=Invit 6+ card	Romex trialbids Relay after 1♠-1 NT	1♠-1NT= Natural after pass Jacoll Stenberg after (2m)/(2♥)
1ut			4♥	14-16 in 1/2 pos., 15-16 in 3/4 pos. Can be 5422 type with 5-4 i m Blank H(Rarely)	Two way Staymann. Relay ask after 2♦ 2M=signoff 2NT=Ask for low double, 3m=Invit with 6+ 3M = single, 4m=SA Texas		Transfer after intervention. D of natural bid =T/O 4m after (M)=Leaping Michaels
2♣		5	4♥	11-16 6+♣ or 5+♣ og 4M	2♦=relay, invit+ 2M=Nonforcing, 3x= Invit with 6 card	Relay after 2♣-2♦	
2♦		0		Multi, 6(5)+ Major , 6-10 HP (3-9 non vul against Vul)	2NT = Ask. 3♣=Max, 3♦/3♥=Min with ♥/♠.		
2♥		4		5-4 in Major, 6-10 HP	2NT=Asking. 3♣/3♦=Min.,3♥/3♠=Max.		
2♠		5		5♠ - 4+ in a minor, 6-10 HP	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.	3 x = Constructive, NF		
3♦		6		Preemp., 5-10 HCP, maybe better in 3.4pos.	3 x = Constructive, NF		
3♥		6		Preemp., 5-10 HCP, maybe better in 3.4pos.	3 x = Constructive, NF, 4 m=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, 4 NT= 1430		
4♠		(6)7			4NT=1430	Leaping Michaels : Jump to 4 x after opps. Opening = 5+ card in x and 5+ card in	
4ut	X			Both m (min. 6-5)		other Major, or ♥ after Minor opening.	