

Op.	X = Art.	Min. No. Cards	Neg. Dobl Thru	Description	Responses	Subsequent Auction	Change Of Auction By Passed Hand Or In Competitive Biddings
1 ♣ 1 ♦		2 4	4 ♥	9-21 HCP (1 ♦ = possibly longer ♣)  Can be less HCP in 3 pos. 1 ♣ with 3-3 1 ♦ with 5-5 1 ♣ or 1 ♦ with 4-4	1 ♦ = natural Single raise = Natural, GF unless 3♣ Double raise = Preemptive 1 ♥/♠ = natural 2 ♥/♠ = 7-9 weak with 6 cards 1 ♣ - 1NT = 4-7 HCP denies major 1 ♦ - 1NT = 8-10 HCP denies major 1 ♣/♦ - 2♦ = 4-7 55 in majors or GF 55 Major+minor 2 NT/3NT = 10-12 / 12-15 HCP, denies Major	1 NT = 11-13 HCP, can have 4 card Maj.  2 NT = 18-19 HCP → 3 ♣ = wolfs sign off → 3 ♦ = Artificial GF → 3 ♥/♠ = Natural, 5+ GF  Direct Raise In Partners Suit = 4 card support Reverse and Jump = Strong 16-21 HCP	Jump = PRE Cue = Good raise  Against 1♣/2♦ = Majors - 2M = 12+HCP 5+ suit - 3 min = Natural, nonforce - 3 M = natural inviting
1 ♥ 1 ♠		5	4 ♦	9-21 HCP  Can be less HCP or cards in 3 / 4 pos	1 ♠ = natural and forcing 1 NT = <u>not forcing</u> NT, 4-12 HCP  2 ♣ = GF not natural 2 ♠ over 1 ♥ = 4-7 weak with 6 cards and non fit 2 NT = invit+, 4+ Card Supp 3 ♣/♦ = Reverse bergen 8-9/6-7 3 Op. Suit = Preemptive 3 NT = 13-15 HCP, Balanced 3 ♥♠ / 4 ♣♦ = Void Splinters 4 Op. suit = To play	1M-1 NT-2♣ = 14+ Modern Hexan !M-1NT-2♦ = diamonds 9-14 5-4 After Single Raise: New Suit = Help suit gametry 2 NT = Invite+ Any single?  After 1M - 2 NT: 3 ♣ = Minimum 3 ♦ = Extras. No short suit 3 ♥/♠/NT = short ♣/♦/other major 4 New suit= 5+ card Suit	Cue = Good raise 1M - X: - 2M = 4-8 HCP, 3 sup - 1S = Natural, forcing - XX = 10+ HCP - 1NT/2x = Transfer After M op. and x - trans
1NT				a)14-17 HCP, balanced b)Preempt in semisolid minor	2 ♣ = Stayman 2 ♦/♥/♠/ NT = Total transfers 3 ♣/♦ = Weak / GF with both minors 3 ♥/♠ = Singleton, with 3 cards other Major 4 ♣/♦/♥/♠ = ♥/♠ transfer / ♥/♠ to play 4 NT = Quantoom	2♦ trans and can be weak in spades. 4♣ = hearts 4♦ = spades	After Opponents Overcall : Double = Takeout After Opponents Double: Redouble= 1 suit Suit= and one higher
2 ♣	X			Strong a) GF with suit c) 19-21 or 24+ Balanced	2 ♦ = waiting or hearts signoff 2 ♥♠NT = transfer to ♠/♣/♦ 3 ♣ = weak with both minors 3 ♦ = strong with both minors 3 ♥/♠ = Singleton, with 3 cards other Major		
2 ♦		6 (5)		Multi weak with M, preemt in ♣ or 22-23 balance or semy balance	2 NT = Asking, Plauken 2 ♥♠/3♣ = Pass or correct	3 ♣ = max ♥ or ♠ 3♦/♥ = min and transfer 3♠ = club 3NT 22-23	
2 ♥♠		5-5		(8)-11 promise 5-5 hands	2 NT = Asking 3 ♣/♦ = To play	Natural 2♥ - 2NT; 3♥ = min 3♠ (5-5 in Majors min / max)	
2 NT				Weak preemt in any suit	3 ♣ = Pass or correct 3 ♦ = Artificial forcing 3 ♥/♠ = Natural invite 4 ♣/♦ = Pass or correct 4 ♥/♠ = To play	2NT - 3♦ 3 ♥/♠ = Natural 3NT = ♣ or ♦	
3 ♣/♦ 3 ♥/♠		7 (6) 7 (6)		Preemt in suit above	New suit = Natural and forcing 4 NT = RKCB	<b>High Level Bidding</b>	
3 ♠	X	7		Sharif	4 ♣ = Pass or correct	Cue Bids RKCB 03/14 Voidwood 03/14 4 minor can be RKCB	Splinters 4NT Quantum after any NT-bid 5NT often grand slam try In general 1430 RKCB
3 NT	X	5+-5+		Minors 9-13	New suit = nat 4 NT = RKCB		
4 NT				Minor preemptive			

Defensive And Competitive Biddings	
<b>Single Overcalls :</b> 7-17 HCP And 5(4)+ Cards	
<b>Responses:</b> Direct raise = Weak New Suit = Force	Cue = Limit Raise
1 NT = 8-11 HCP 2 NT = 12-14 HCP	
<b>Responses:</b> 1 NT = 5-8 HCP 2 NT = 11-13 HCP Cue = Force Jump-cue = Asks For Stopper New suit = < 8 HCP	
<b>1 NT Overcall:</b> 2 nd pos.: 15 - 18 HCP 4 th pos.: 11 - 16 HCP	
<b>Responses:</b> System On, steps after 2♣	
<b>Versus Opponent's 1NT opening</b>	
Dbl = Even strog or better 2♣=♦ or ♥+♠ 2♦ = one major NT bids = Minors Don't in 4 <sup>th</sup> hand	
<b>Jumps Overall And Cue Bids:</b> Jumps = PRE (against weak – shows strong hand) Jump Cue = Ask for Stopper 1 m – 2♦ = Michaels cue bid, majors 1 M - 2 M = Michaels, other major + minor 5+5+ 2NT jump = 2 lowest suits	
<b>Versus Opponent's Weak openings 2♦/♥/♠:</b> Double = Takeout → Lebensohl (2NT show some doubts) 2 NT = 16-19 HCP New Suit = 12+ HCP And 5+ Cards Cue = Asks for Stopper 4 minor = Leaping Michaels 4♦ = Majors After 2♦ natural opening	
<b>Versus Opponent's Multi 2♦:</b> Double = 13-15 bal or very strong 2 NT = 15-18 HCP, Balanced → Transf., Puppet St. New Suit = Natural Jump = Strong	
<b>Versus Opponent's Michaels 2 minor = Majors</b> Double = a) Penalty in major/s b) Limit hand c) Strong 2♥/♠ = Stopper. Weakness in other major. 3♣/♦ = Natural, not forcing (6-9) 2/3 NT = Natural 3♥/♠ = Short suit GF	
<b>Versus Opponent's Unusual 2 NT = minors</b> 3♣/♦ = Fair hand with ♥ / Fair hand with ♠ 3♥/♠ = To play Double = a) Penalty in minor(s) b) GF	
<b>Versus Opponent's Strong 1♣</b> Double = club 1♣♦♥♠ natural 1NT minors 2♣ = ♦ or ♥+♠ Any NT = minors 2♦ one major	

Leads And Signals			
<b>Opening Leads Style</b>			
	<b>Lead</b>	<b>In Partners suit</b>	
<b>Suit</b>	Low = eq number, high = odd number (J form Jx)	3 rd / 5 th	
<b>NT</b>	Attitude	3 rd / 5 th	
<b>Other</b>	Top from sequences 2nd from broken sequences		
<b>Leads</b>			
	<b>Versus Suit</b>	<b>Versus NT</b>	
<b>Ace</b>	<u>A</u> Kx, <u>A</u> x	<u>A</u> K, <u>A</u> Kx, <u>A</u> Kxx	
<b>King</b>	<u>A</u> K, <u>K</u> Q, <u>K</u> Qx	<u>K</u> x, <u>A</u> KJTx, <u>K</u> D1098	
<b>Queen</b>	<u>Q</u> J, <u>Q</u> Jx(x), <u>Q</u> x A <u>Q</u> Jx	<u>K</u> Qx, <u>K</u> QTx, <u>Q</u> Jx(x)A <u>Q</u> J(x)	
<b>Jack</b>	<u>J</u> T(x), <u>K</u> JT(x)	<u>J</u> T(x) <u>K</u> JTx(x),	
<b>Ten</b>	<u>T</u> 9x(x) <u>T</u> x <u>Q</u> T9(x)	<u>T</u> 9x(x), <u>T</u> x <u>Q</u> T9(x),	
<b>9</b>	<u>9</u> xx	<u>9</u> xx(x)	
<b>High / Low</b>	<u>J</u> x xxx	<u>x</u> x, <u>x</u> xx(x), <u>x</u> xxxx	
<b>Low / High</b>	<u>H</u> xx (xx),	<u>H</u> xxx, <u>x</u> xxx	
<b>Signals In Order Of Priority – UDCA</b>			
	<b>Partner's Lead</b>	<b>Declarer's Lead</b>	<b>Discarding</b>
<b>Suit</b>	<b>1</b> Low = Encourage <b>2</b> Low = Even num. <b>3</b> Suit preference	Low = Even num. Suit preference	Odd = Encourage Suit preference Even = Lavinthal
<b>NT</b>	<b>1</b> Low = Encourage <b>2</b> Low = Even num. <b>3</b> Suit preference	Low = Even num. Suit preference	Odd = Encourage Suit preference Even = Lavinthal
<b>Signals ( Including Trumps):</b> High / Low = Lavinthal			
<b>Oddball</b> Low when possible = happy with partners lead			
<b>Over Opponents Takeout Double:</b> Redouble = 10+ hp Raise = <8 HCP and fit 1 NT = Natural vs. minor X. Transfer to ♣ vs. Major X 2 NT = good raise, 4+ card support New Suit = Natural, forcing vs. minor X. Transfer vs. Major X Dbl jump = Splinter. If opps X 2M then lead directing raise			
<b>Special, Artificial And Competitive Doubles And Redoubles</b> Take-out through 4♥  Lead directing Responsive doubles, generally flexible doubles on high levels			

EVENT: EM Poland 2025	
<b>CATEGORY:</b>	
<b>NCBO:</b>	Iceland
<b>TEAM:</b> SFG	
<b>PLAYERS:</b>	Gunnlaugur K. – Sigurjón Helgi Björnsson
<b>General Approach And Style : Simplified Standard Standard 2/1 5-card majors, 15-17 NT, udca</b>	
<b>Opening bids:</b> 1♣♦ = 9-21 HCP and 3+ card suit 1♥♠ = 9-21 HCP and 5+ card suit 1NT = 14-17 HCP, balanced 2♣ = Strong, Artif. Bal 19-21 included. 2♦ = multiclub (multi + club) 2♥♠ = pre, suit bid and another 55+ 2NT = pre in any suit 3♣♦♥ = PRE in suit above ♠ = Sharif 3NT = 9- 13 minors 5-5+ 4♣♦ = 8,5—9 tricks in ♥ or ♠ 4NT = minors pre	
<b>Responses:</b> 1 NT = over ♣ 4-7 ♦ 6-10 bal. ♥♠ 4-12 (semi) forcing 2♣ = GF (could stop in 4 m if alarm bells) 1x – 2M = 9-11 HCP with 6 cards 1m - 2m = GF (could stop in 4m if alarm bells) Inverted minors	
<b>Special Bids That May Require Defence:</b>  Opening bids can be weak in 3 position. ALL NT bids vs. strong ♣ and strong NT are unusual	
<b>Special Forcing Pass Sequences</b> After GF. After penalty double. After strong redouble.	
<b>Important Notes That Don't Fit Elsewhere</b>  After partners PRE All Doubles = Penalty Forcing pass only in "obvious" forcing pass auction Principle of fast arrival Opening m and opss bid on 1 <sup>st</sup> - 3♠ = asks for 3NT with stopper <b>Agressvive biddings are usual</b>	

