

| DEFENSIVE AND COMPETITIVE BIDDING |
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| OVERCALLS (Style: Responses: 1 / 2 Level; Reopening) |
| Normal 7-17 HCP APP. |
| Cuebid response is app 10+ with fit, 2NT is fit after 1H/S. |
| USP (transfers) after Pass/Db1/Support/NT |
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| INT OVERCALL (2nd/4th Live; Responses; Reopening) |
| 15-18 with 1NT system on |
| 11 – 14 in 4th |
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| JUMP OVERCALLS (Style; Responses; Unusual NT) |
| Preemptive |
| 2NT is Unusual. |
| 3C (after 1MA): Other MA + D. |
| Reopen: good opening hand with a 6+cards |
| DIRECT & JUMP CUE BIDS (Style; Response; Reopen) |
| 1m-2m 5+5+MM. 2NT ASK invit+ |
| 1M-2M 5+5+ OM + C. 1M – 3C 5+5+ OM and D. |
| 1,2,3m-4m=5+5+ MM. One |
| 1X 3X: Asking for stopper. |
| VS. NT (vs. Strong/Weak; Reopening;PH) |
| DBL is strong (penalty suggestion) |
| 2C = MM. 2D ASK for longest and then bid is invitational |
| 2D= One major minimum hand |
| 2M= Constructive natural |
| 2NT= strong one m or FG 2-suiter. 3m is preemptive |
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| VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids) |
| Leaping Michaels both jump and nonjump. |
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| VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣ |
| Dbl is MM |
| Nt is mm |
| 2X: Nat OR 5-5 in two higher suits |
| OVER OPPONENTS' TAKEOUT DOUBLE |
| 1M dbl we play OSTOT (TRF from 1nt) |
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| LEADS AND SIGNALS | | | |
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| OPENING LEADS STYLE | | | |
| | Lead | In Partner's Suit | |
| Suit | 1.3.5 | 1.3.5 | |
| NT | 1.3.5 | 1.3.5 | |
| Subseq | 2.4 thru Declarer | | |
| Other:Lavinthal, Ace for ATT King for Count against 5+-level OR against PRE on game level. | | | |
| LEADS | | | |
| Lead | Vs. Suit | Vs. NT | |
| Ace | AKx | AKx | |
| King | KQ or AK doubleton | KQJ or KQ10 | |
| Queen | QJ or Qx | QJ or KQJ, KQ109 | |
| Jack | J10 or Jx | J10 or AQJ | |
| 10 | 109 or HJ10 or 10x | 109 or HJ10 | |
| 9 | 9x or H109 | 9x or H109 | |
| Hi-X | Even number | Same | |
| Lo-X | Odd number | same | |
| SIGNALS IN ORDER OF PRIORITY | | | |
| | Partner's Lead | Declarer's Lead | Discarding |
| 1 | Low = ENC | Low = Even if import) | Low = ENC |
| Suit 2 | Low = even | | Low = Even |
| 3 | | | |
| 1 | | | |
| NT 2 | | | |
| 3 | | | |
| Signals (including Trumps): Smith Peters (High ENCnon leader) | | | |
| Trelde when discouraging with high card: Even to low, odd to high (only If possible...) | | | |
| DOUBLES | | | |
| TAKEOUT DOUBLES (Style; Responses; Reopening) | | | |
| Normal 11+ HCP fit to unbid suit if minimum | | | |
| Reopening 8+ HCP | | | |
| Responses normal with cuebid Forcing to support have been given or 2NT | | | |
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| SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS | | | |
| Many | | | |
| Most dbl in partscore level is T/O | | | |
| Dbl is penalty after partners PRE | | | |
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| W B F CONVENTION CARD |
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| CATEGORY: DTQY P UVEMGT |
| NCBO: Denmark |
| PLAYERS: Lars Blakset–Knut Blakset |
| EVENT: Herning, June 2024 |
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| SYSTEM SUMMARY |
| GENERAL APPROACH AND STYLE |
| 12-14 NT. 5M or 6m or 4441 poss. |
| 1C 2way (15-19 BAL no 5card M or 11-21 4+C UNBAL) |
| 1D 4+D UNBAL (11-21) |
| 1M 5+ (11-21). 2o1 FG, 1NT 5-11(12) maybe 5-7 3M |
| 2C strong: Bal 22+ UNBAL or Bal |
| 2D: Multi. 2H: Weak with both majors |
| 2S: Any weak PRE (0-5 NV vs. V) |
| 2NT 20-21 BAL |
| SPECIAL BIDS THAT MAY REQUIRE DEFENSE |
| 1C -1D/H TRF |
| 1C- 1S 6+ 5+D or 5+C or BAL no major |
| 1C – 2D/H: TRF, weak two |
| 1C – 2S: 7-10, 5+ C, no majors |
| 2S opening: Weak PRE any suit |
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| SPECIAL FORCING PASS SEQUENCES |
| 1x-intervention pass=weak or penalty |
| If FG-situation pass is stronger than double. |
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| IMPORTANT NOTES |
| 4.suit is FG |
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| PSYCHICS: rare but possible. 3.hand openings maybe weak |

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| BROWN STICKER OPENING BID ANNOUNCEMENT FORM |
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This form is to be completed and sent, by email, to anna@ecats.co.uk in accordance with the Supplemental Conditions of Contest for the event

Names: Lars and Knut Blakset

Country Denmark OPEN

Event: European Championship 2024

Opening bid of 2S in

1st/2nd/3rd

both Vul

and

NonVul

Shows: ANY WEAK PREEMPT

Detailed Description:

NonVul vs. Vul shows 0-5 HCP (possibly 6 bad HCP). Can be a 5-card suit in Spades, otherwise 6+ in any suit. No Ace in hand, and preferably no side suit King.

NonVul vs. NonVul it can be up to 8 HCP.

Vul it shows any weak PREEMPT (approximately 1,0 to 1,5 tricks weaker than a "normal" PREEMPT). Nothing about HCP.

Opening 3 Clubs or 3 Diamonds when Vul should be 2 of 3 tophonours

Responses and Rebids in Uncontested auctions

With what hands will responder pass the opening bid?

NonVul: Pass could be with any hand that could see a possible game for the opponents.

Vul: Normally ask for suit with 2NT unless responder has own spade suit.

Meanings of other responses and rebids:

NonVul: 2NT shows strength (at least 14-15 good HP) and ask for suit.

Vul: 2NT asks for suit and doesn't show strength. New suit is natural strong but non-forcing.

Competitive Agreements

Responses after opponent's DBL

(including Pass, RDBL and expected follow-ups)

Same as above.

Responses after opponent's overcall: DBL is PENALTY. Lowest suit is Pass/Correct

Rebids after 4th hand DBLs the response: If 2NT is doubled opener can pass with minimum and a bad suit.

Rebids after 4th hand overcalls:

NonVul - After 2NT bid from responder, opener might bid his suit with max.

Proposed Defence

DBL: T/O WITH 4+ S. Resp: Lebensohl. PEN or TO DBL according to agreement/preference.

2NT: NAT with app. 14+-18-

3 Clubs: Take out of spades

Sound overcalls. You could use 3S as the enemy suit since you NV is more likely to have spades than the other suits.

NOTES ABOUT BLAKSET 2♠

In the 1st, 2nd and 3rd hand **alone non-vulnerable**, opening 2 shows ♠ 0-5 HP (possibly 6 bad points) and an **unknown bad preempt!** There must not be a clean ace in the hand - and preferably not a king in a side suit.

If **all is non-vulnerable** it can have a little more HP.

If **vulnerable**, it just shows a weaker opening than a "normal" weak opening; nothing specific about HP. 1-1,5 tricks weaker than a normal weak opening.

NB: Opening 3 in the minor all non-vulnerable or if we are vulnerable promises HHxxxxx

FURTHER BIDDING – is described as if it is non-vulnerable (most often!)

PASS: If you can see a probable game in the opponent's mind, almost all hands are taken care of, it doesn't matter if you find the right suit to play in, as long as it's undoubled. If you ask about the suit, you make it easier for the opponents to get into the bidding - and the risk of being penalized increases. Even on balanced 13-16 HP hands, the opponent has surprisingly often a winning game! If you after passing bid a suit, it is correctable under the lowest nt-level **NB!**

Double after the pass first is a T/O if below game and otherwise penalty. The idea is that you are not strong enough to double them in a part-score, if you did not have enough to bid 2NT the first time. You will typically be short in their suit.

2NT: Ask about the suit and promise a strong hand (at least 14-15 good HP when non-vulnerable)¹

After all natural suit bids, new suit from responder is absolutely forcing, and opener bids exactly as after 2♣ - 2♦, and new suit, i.e. deregistration in the suit above, closest nt-bid shows the relay suit (3-5 HP), support responders suit and also with splinter-bids.

AFTER 2UT RESPONSE, ALL DOUBLES ARE PENALTY.

3X: Natural with a strong hand and good suit. NF. Can go all the way up to an Acol opening in strength. The bid can also be pure bluff if you have the escape suit in order - if you later double your own suit, it is SOS (and new suit is your own escape suit).

3NT: Balanced giga-hand (otherwise 2NT first); 24-28 hcp. The opener can thus take out in a suit.

JUMP: Own suit. NB! Can be tactical as the opener's hand is "known".

DBL: Penalty

Relay suit after opps interfer: pass-correct (also 3♣ after 2UT)

¹ After 2♠ pass 2UT dbl, PAS from 2♠-opener shows a minimum with a bad suit somewhere. 2UT bids RDBL to ask for the suit.

After 2♠ pass 2UT 3X then DBL is a penalty with your own long color and pass shows a bad suit - you are welcome to bid your suit with a reasonable suit quality. After the pass from the opener, 2UT responds as follows:

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|-----------|---------------------|
| DBL: | Penalty |
| 3X -1: | Correctable, NF |
| New suit: | Natural forcing |
| Cue: | Asking for the suit |

AFTER OPPONENTS DOUBLE IN SECOND HAND

2NT/4X: As above.

3X: New suit is also natural but does not have to be strong. The more you fear your partner's suit, the more important it is to come out in your own suit before the hammer falls. Especially if you cannot tolerate an answer higher than your own suit, you should bid immediately. Of course, this also has an impact on the lead and any sacrifice.

EXAMPLES: E 5 4, 6, D 5 2, K D 9 8 5 3 and the bidding goes: 2♠ -Dbl- 3♣ (before partner comes with the hopeless 3♥! - and lead directing).

RD: Competing in **spades**. With spades, you can either pass (max) or bid 3♠!

AFTER OPPONENTS DOUBLE IN FOURTH HAND

PASS: Showing spades.

3X: Natural: Weak opening. Good suit - otherwise RDBL!

RD: Poor suit (don't have spades); would like to hear any good long suit from a partner, who can either bid his own good suit or bid 2UT to ask for opener's suit.

2♠ WHEN VULNERABLE

Roughly the same answer as after 2♠ explained above; however, the responder will typically not pass without spades! Therefore, a 2UT bid from responder shows nothing about HCP but only look for the opener's suit.