Defensive and Competitive Bidding

Overcalls (Style; Responses; Reopening)

Light overcalls with good suit.

Overcalls at the 2-level is normally solid.

After an overcall, a new suit on two-level are not F1

1 NT overcall (2ND/4TH; Responses; Reopening)

(14)15-18 in all hands.

Same response as after 1NT opening.

Jump Overcalls (Style; Responses; Unusual NT)

Preempt. Over a preemptive opening a jump overcall is strong.

2NT: Two lowest

Direct and Jump Cue Bids (Style; Responses)

(1♣/♦) - 2♦ both M

Cuebid of a M shows opposite M + ♣

Jump Cubid ask for stopper

VS. NT (vs. Strong/Weak; Reopen: PH)

Vs strong NT: x: ♠+ other suit (at least 4-4), 2m: m + ♥ (at least 4-4), 2M: natural

Vs weak NT: x: punish, 2♣ both M, 2♦ one M, 2M: 4+M 5+m

VS. Preempts (Doubles; Cue bids; Jumps; NT bids)

Vs any 2 level preempt: 4m = 5-5 m+M

VS. Artificial Strong Openings

Vs 1♣: x= ♦ or ♥+♠, 1♦=♥ or ♠+♣, 1♥= ♠ or both m, 1NT= ♣ or ♦+♥, 2 level nat

Vs 2♣: Dbl = ♣

Over Opponents' take out double

Rdb: 10+ hcp

1-level: forcing, 2-level non-forcing

Leads and Signals

Opening Leads Style

	Lead	In Partner's Suit
Suit	3rd-5th=odd; 2-4th-6th =even	3rd-5th=odd; 2-4th-6th =even
NT	LOW = ENC	3rd-5th=odd; 2-4th-6th =even
Subseq	LOW = ENC	

Leads

Lead	Vs. Suit	Vs. NT
Ace	A**K**/**A**Kx/**A**Kxx(x)	A**K**/**A**Kx/**A**Kxx(**x**)
King	**K**Q/**K**QJ(x)/**K**QT(x)	**K**Q/**K**QJ(x)/**K**QT(x)
Queen	**AQ**J(x)/**Q**J(x)/**Q**JT(x)	**AQ**J(x)/**Q**J(x)/**Q**JT(x)
Jack	H**J**T(x)/**J**T(x)	H**J**T(x)/**J**T(x)
10	H**T**9x/**AQT**(x)/**T**9x	H**T**9**x**/A**QT**(**x**)/**T**9x
9	H9**x**/9x**x**/**T**9	H9**x**/**9**xx/**T**9
X	Hx**x**x/H**T**9x/xxxx(**x**)	Hxx**x**/HT9**x**/x**x**xx(x)

Signals in order of priority

	Partners lead	Declarer	Discarding
Suit:	LOW=ENC	HL=EVEN	LOW=ENC
2nd	H/L=EVEN	Lavinthal	H/L=EVEN
3rd	Lavinthal		
NT:	LOW=ENC	Smith	LOW=ENC
2nd	H/L=EVEN	H/L=EVEN	H/L=EVEN
3rd	Lavinthal	Lavinthal	Lavinthal

Signals (including Trump's): Smith:LOW=LIKES from both sides. Lavinthal can occur in Trump

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Doubles

Takeout Doubles (Style; Responses; Reopening)

Normal takeout doubles

Special, Art and Comp Dbl/Rdbl's

Responsive doubles. Supportdoubles thru 2♥. Lead directing

But dbl on overcaller in own suit indicates another lead.

System Card

WBF

NBF

System:

Players

	Maja Rom Anjer	Odin Spillum Svendsen

System Summary

General Approach and Style

Natural system

(14)15 -17 NT (5M,6m, singelton og 5422 are allowed)

2♦ Weak Multi

2♥/2♠: 6C 8-11

2NT: 20-21 NT

3rd/5th leads and LOW is EN

Special bids that may require defence

2♦ = weak major, 0-8(10 in third hand) hcp, 5+ c

Special forcing pass sequences

Standard forcing pass sequences

Important notes that don't fit

Psychics

Very rare

Opening	Art	Min. #	Neg. D. through	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		2	3♠	2+♣ (8) 11+ hcp	2♣: 5+♣ no 6-9 2♦: 5+♣ invitational (7)8-11 2♥: 5-5 M 6-9, 2♠: GF 5+♣, 3x: renons	X-Y-NT, X-Y-Z 1♣-1M, 2♣ –2♦: GF	2♣: 6-9 hcp 5+c supp 2♦ in X-Y-NT/ X-Y-Z = inv w ♦
1♦		4	3♠	4+♦ (8) 11+ hcp	2♦: 4+♦ no 4M, 6-9 3♣: 4+♦ invitational (7)8-11 2♥: 5-5 M 6-9, 2♠: GF 4+♦, 3x: renons	X-Y-NT, X-Y-Z 1♦-1M, 2♦ –3♣: art GF	2♦: 6-9 hcp 2♦ in X-Y-NT/ X-Y-Z = inv w ♦
1♥		5	3♠	5+♥ (8) 11+ hcp	2NT: 4+♥ minimum GI, 2♣ nat GF or inv+ w 3+ s 2♠/3m: singleton GI 3♥: preempt. 3NT: preemt in ♥	X-Y-NT 1♥ – 1NT – 2NT: GF 1♥ – 2♥- 3x: Inv, 3+, 1♥-2♥-2NT: ask 4 singelton	2♣: Drury 3c supp, 2♦: Drury 4+ c supp
1♠		5	3♠	5+♠ (8) 11+ hcp	2NT: 4+♠ minimum GI, 2♣ nat GF or inv+ w 3+c 3x: singleton GI 3♠: pre-empt. 3NT: preemt in ♠	1♠ – 1NT – 2NT: GF 1♠ – 2♠ - 3x: Inv, 3+ , 1♠ - 2♠ - 2NT:ask 4 singelton	2♣: Drury 3c supp 2♦: Drury 4+ c supp
1 NT			3♠	(14)15-17	2♣: Stayman, 2♦/♥: Trsf, 2♠: minor 3m: HHxxxx: 3M: single 4(3) in opp M 4m: Trsf to M	after Stayman: raise of M= inv, 2♠ = ♠ + m, 3♣ new search, 3♦ nat F1, 3M: 4c 5 in opp M. After transfer: new suit F1, 4NT inv to slam, raise=inv	
2♣	x			Strong	2♦: Relay 2M/3m: Nat GF 2NT: both minors (5+)	Puppet/transfer after 22-24 NT Baron/transfer after 25-27 NT	
2♦	x	5		Multi 0-8 hcp 0-10 In 3.rd	2-4M: P/C, 2NT: ask for suit/strength, 3♣: To play 3♦: Own Major (inv+)		
2♥		6		6♥ 8-11 hcp	2NT: ask for singel New suit: F1 one round	2NT-3NT: No singleton but max	
2♠		6		6♠ 8-11 hcp	2NT: ask for singel New suit: F1 one round	2NT-3NT: No singleton but max	
2 NT				20-21	3♣: Puppet stayman, 3♦/♥: Transfer, 3♠: minor 4m: inv to M-slam, 4M: inv to m-slam	**Slam Conventions**	
3x		(6) 7		Preemtive	3y: forcing. Answer: 3NT wo sup. 3x- 3M = nat, 3M – 4m = Q	BW: 5 aces – 0314	
3NT		7		Solid minor (1.-2..hand)	4/5m = P/C	Cuebid Italian style	
4♣,♦		(7) 8		Preemtive	4M = to play	Last train	
4♥,♠		(7) 8		Preemtive	New suit = Q	5NT: pick a slam	
4NT		5-5		Both minors Preemtive			