

## Defensive and Competitive Bidding

### Overcalls (Style; Responses; Reopening)

6-17 hcp at 1-level, 10/11+ hcp at 2-level (could be weaker when balancing). **Responses:** new suit = forcing for one round at the 1-level, but not forcing at the 2-level. Jump in a new suit is GF after 2-level overcall, but only invitational after 1-level overcall. Cuebid = good raise (9+ hcp) or a general GF. Jump support = preemptive. NT-bids=natural

### 1 NT overcall (2<sup>ND</sup>/4<sup>TH</sup>; Responses; Reopening)

15-17(18) hcp. **In 4<sup>th</sup> hand** (after 1x-p-p); (11)12-14(15) hcp, system on. After (1x)-p-(1y); 15-17(18) hcp, system on.

### Jump Overcalls (Style; Responses; Unusual NT)

Weak (5-10 hcp). **In 4<sup>th</sup> hand** (after 1x-p-p); 11-14 hcp. 2NT = 5-5 in two lowest unbid suits (6-11 hcp or 15/16+ hcp). Can have any strength if partner has passed. 2NT in **4<sup>th</sup> hand** (after 1x-p-p); **natural** and 19-20(21) hcp.

### Direct and Jump Cue Bids (Style; Responses)

(1x)-3x=asking for stopper. 1m-2D=5-5 in majors and 1M-2M=other major + one minor (max. 11 or 15/16+ hcp). Can have any strength if partner has passed

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

**Vs 15-17NT-interval: Multi-Landy** at the 2-level: 2C=both majors, 2D=one major, 2H/S=that suit (normally 4c) + longer minor, 2NT=minors, Dbl = penalty. **After passing and fourth hand: DONT**; Dbl=one suit, 2C=C + another suit, 2D=D + one major, 2H = majors, 2S = natural.

**Vs 8-14NT-interval: Mohan:** 2C=both majors, 2D=transfer to H, 2H = transfer to S, 2S=5+S and 4+ minor, 2NT=minors, Dbl = penalty.

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

Take out doubles. Cuebid at the 3-level: asking for stopper. 4C/D (when jumping) = 5-5 in the minor and the other major. 4NT = take out with 5-5 in the minors or hearts and one minor.

### VS. Artificial Strong Openings

Yeslek; suit = next suit or both the following. E.g. (1C)-1H = S or both minors.

### Over Opponents' take out double

Transfers after 1C-(D). Jump in new suit after 1m=same as w/o X. Jump in new suit after 1M =minisplinter. Redouble = 9/10+ hcp. Jump support = preemptive. 2NT = support and at least invitational (9/10+ hcp).

## Leads and Signals

### Opening Leads Style

	Lead	In Partner's Suit
Suit	3 <sup>rd</sup> and 5 <sup>th</sup>	3 <sup>rd</sup> and 5 <sup>th</sup>
NT	Attitude	3 <sup>rd</sup> and 5 <sup>th</sup>
Subseq		

### Leads

Lead	Vs. Suit	Vs. NT
Ace	<b>AK/AKx/AKxx(x)</b>	<b>AK/AKx/AKxx(x)</b>
King	<b>KQ/KQJ(x)/KQT(x)</b>	<b>KQ/KQJ(x)/KQT(x)</b>
Queen	<b>AQJ(x)/QJ(x)/QJT(x)</b>	<b>AQJ(x)/QJ(x)/QJT(x)</b>
Jack	<b>HJT(x)/JT(x)</b>	<b>HJT(x)/JT(x)</b>
10	<b>HT9x/AQT(x)/T9x</b>	<b>HT9x/AQT(x)/T9x</b>
9	<b>H9x/9xx/T9</b>	<b>H9x/9xx/T9</b>
X	<b>Hxxx/HT9x/xxxx(x)</b>	<b>Hxxx/HT9x/xxxx(x)</b>

### Signals in order of priority

	Partners lead	Declarer	Discarding
Suit:	encouraging	count	encouraging
2 <sup>nd</sup>	count	Lavinthal	count
3 <sup>rd</sup>	Lavinthal		Lavinthal
NT:	encouraging	Smith-Peter	encouraging
2 <sup>nd</sup>	count	count	count
3 <sup>rd</sup>	Lavinthal	Lavinthal	Lavinthal

**Signals (including Trump's):** Low card = encouraging. Smith-Peter against NT (low card = shows interest in suit led). Lavinthal (including trumps).

### Doubles

#### Takeout Doubles (Style; Responses; Reopening)

Opening values and support for unbid suits when minum or 17+ hcp with any shape. Could be weaker when reopening/balancing

#### Special, Art and Comp Dbl/Rdbl's

Negative D to 4S. D after 1C-(1D) and after 1D-(1H) shows 4+ cards in the suit above. Support D and RD with 3-card support after partners response in a major at the 1-level. Competitive D.



System  
Card



## System: 2-over-1

Players	Tore Bårdsen	Geir Larsen
	Stavanger BK	Stavanger BK

### System Summary

#### General Approach and Style

1C = 2+. 5-card majors and transfer responses to opening 1C. 2-over-1 = GF.

#### Special bids that may require defence

Transfer bids after opening 1C (1D=4+H, 1H=4+S, 1S=6-9 hcp bal. or 4+D). Opening 2D/H/S non-vulnerable.

#### Special forcing pass sequences

After interference over 2C-opening. After we have forced to game and opps. sacrifice, and after we have voluntarily bid game and they sacrifice in *green vs. red*.

#### Important notes that don't fit

1H-2D and 1S-2H=natural GF or 4-7 hcp with support. 2NT in competitive auctions shows a worse hand than a bid on the 3-level ("*Good/bad 2NT*"). May open very light third hand NV.

#### Psychics

Very rare.

Opening	Art	Min. #	Neg. D. through	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		2	4S	10-21(22) hcp, can have 4cD and 2cC	1D/H=4+H/S. 1S=6-9 hcp bal. <i>or</i> 4+D. 1NT=9-11 hcp. 2C=5+C, 11+hcp. 2D = 6+H, 1-5hcp. 2H =6+S, 1-5HCP. 2S=5+C, 1-5hcp. 2NT= 12-13 hcp. 3C=5+C, 7-10 hcp. 3D=nat. pre-empt. 3H/S=void. 3NT=14-15 hcp.	After 1D/H (transfer): 1 in partners major= 3-card support unless 13-14HCP, 2M=4-card support, 11-12hcp. Transfers after a jump to 2NT (=18-19 hcp). XYZ/NT; 2C asks for 2D and 2D is GF	
1♦		5(4)	4S	10-21(22) hcp	2C=nat. GF, 2D=4+D, 11+ hcp. 2H=5-5 H+S, 5-9HCP. 2S= 6+S, 0-4hcp. 2NT=11-12 hcp. 3C=4+D, 0-6hcp. 3D=7-10 hcp	Same as after 1C (except no transfers after 1D). 1D-1H/S-3C/D = singleton, spade support in M.	
1♥		5	4S	10-20(21) hcp	2C=nat. GF (could be 3c). 2D=nat. GF (5+D) <i>or</i> 4-7 hcp w/support. 2H=(6)8-(9)11 hcp. 2S=singleton minor, invite. 2NT=GF w/ 4+support. 3C = singleton spade, invite. 3D=limit raise. 3H =pre-emptive	Transfers after 1H-1S:2NT. XYZ; 2C and 2D are conventional after 1H-1S:1NT (as above). 1H-1NT:2NT=GF (asking). 1H-1NT:3C/D=5-5 and invitational	2C/D=3/4 c H and (8)9-11 hcp).
1♠		5	4S	10-20(21) hcp	2C/D = nat GF (C=2+,D=5+). 2H=nat. GF <i>or</i> 4-7 hcp w/support. 2S=(6)8-(9)11 hcp. 2NT=GF w/4c-support. 3C=singleton C <i>or</i> D, invite. 3D=limit raise. 3H=singleton, invite. 3S=pre-emptive	1S-1NT:2NT=GF (asking). 1S-1NT:3C/D/H=5-5 and invitational	Same as after 1S
1 NT			3H	15-17 hcp, may have 5-card M, 6-card m and/or singleton	2C=Stayman. 2D=5+H. 2H=5+S. 2S=D <i>or</i> slaminvite w/both minors. 2NT=C <i>or</i> slaminvite w/one minor <i>or</i> weak dbl major. 3C=muppet stayman. 3D=invite. 3H/S=singleton. 4C/D=6+ H/S.	3C after response to Stayman is Extended Stayman. 1NT-2C:2D-3H/S=4-card + 5-card in other major. 1NT-2C:2M-3D=support, no singleton, slaminviting	
2♣	X			Forcing; 19+ hcp <i>or</i> 9+ playing tricks	2D=weak <i>or</i> waiting. 2H/S=non-forcing (0-4 hcp). 2NT=slaminvite w/both minors. 3-level=transfer to next suit	<u>After 2C-2D</u> : 2H=nat. <i>or</i> 24+ hcp balanced ( <i>Kokish</i> ), 2NT=20-21 hcp, 3C/D=GF, 3H/S=slaminviting, 3NT=long and strong minor (21-24 hcp).	
2♦	(X)	6 (if weak two)		Non-vul: 6-card M, 5-10hcp Vul:6cD, 5-10hcp. 4 <sup>th</sup> : 6cD, 11-14hcp	Non-vul: 2/3/4H & 2/3S=pass <i>or</i> correct. 2NT=asking. 3C/D=not forcing. Vul: 2NT = asking, lowest suit-bid non-forcing	Non-vul: 3C=max, 3D/H=min and transfer  Vul: 3C/H/S=values, 3D=min, 3NT=max	
2♥	(X)	(5)6 (if weak two)		Non-vul: Both M, 4/4-5/5, 5-10hcp Vul: 6cH 6-10 hcp 4 <sup>th</sup> : 6cH, 11-14hcp	Non-vul: 2/3/4H/S=to play. 2NT=asking. 3C/D = non-forcing Vul: 2NT=asking, lowest suit-bid non-forcing	Non vul: 3C=min, 3D/NT=max, 5-5/4-4, 3H/S=max, 4-5/5-4 Vul: Singleton, and max / min.	
2♠	(X)	(5)6 (if weak two)		Non-vul 1 <sup>st</sup> -2 <sup>nd</sup> : pre-empt in minor, 3 <sup>rd</sup> : 5S-4+m, 6-10hcp Vul: 6cS 6-10 hcp 4 <sup>th</sup> : 6cS, 11-14hcp	Non-vul 1 <sup>st</sup> /2 <sup>nd</sup> : 2NT = want to play suit at 3-level, 3/4/5C = pass/correct, 3D =invite in C, 4D = nat D, 3H/S = nat invite. 3 <sup>rd</sup> : 2NT = asking for minor Vul: 2NT=asking, lowest suit-bid non-forcing	Vul: same as after 2H	
2 NT				22-23 hcp, may have 5-card M, 6-card m and/or singleton	3C=Muppet Stayman. 3D=5+H. 3H=5+S. 3S=C + D. 4C/D/H/S=6+ D/H/S/C and slaminviting	<b>Slam Conventions</b>	
3x		6		Preemptive. Good suit in minors (normally two of AKQ)	New suit=forcing. 3M-4C/D=cuebid. 3S-4H=to play.	Roman Key-Card Blackwood (0314), Exclusion RKCB (0314), Cuebids, Splinter bids.	
3NT			Solid minor (7+)	4/5/6C=pass <i>or</i> correct. 4D=asking shortage. 4H/S=to play.			
4♣,♦		7		Preemptive, not a solid suit	4H/S=to play. New minor=inviting slam in openers suit. 4NT=to play		
4♥,♠		7		Preemptive	4S after 4H is to play, but 5C/D = cuebid!		

4NT			Ask specific aces	5C=no ace. 5D/H/S/6C=ace in that suit. 5NT=two aces
-----	--	--	-------------------	---