






Defensive and Competitive Bidding
<b>Overcalls ( Style; Responses; Reopening)</b>
Light overcalls on 1. level.
<b>1 NT-overcall (2./4.; Answers; Reopening)</b>
15-17 in all hands, system on.
<b>Jump overcalls</b>
2M= 4M+ 6 cards minor
<b>Direct and Jump Cue Bids</b>
Cuebid of a minor= both majors ( 5+5)
Cue of a major = oposit major +C
<b>VS NT</b>
VS weak NT ( 13-15 or weaker):
Dbl= takeout
2C= majors, 2D= multi, 2H/2S= 4M+ a longer minor
VS strong NT:
Dbl= minors or majors
2C/D= Nat + a major
2H/S= nat
<b>VS. Preempts</b>
Dbl= takeout, 2NT= 15-17
<b>VS: Artifical Strong Openings</b>
Yeslek over 1 and 2 C, also after respons to opening 1C and 2C
<b>Over Oppnents` take out double</b>
Rdbl= 10+

Leads and Signals			
Opening Leads Style			
	Lead	In Partner's Suit	
Farge	3 <sup>rd</sup> -5 <sup>th</sup> =odd; 2-4 <sup>th</sup> -6 <sup>th</sup> =even	3 <sup>rd</sup> -5 <sup>th</sup> =odd; 2-4 <sup>th</sup> -6 <sup>th</sup> =even	
NT	Attitude	3 <sup>rd</sup> -5 <sup>th</sup> =odd; 2-4 <sup>th</sup> -6 <sup>th</sup> =even	
Videre			
Leads			
Kort	Mot farge	Mot NT	
Ess	AK/AK <sub>x</sub> /AK <sub>xx</sub> (x)	AK/AK <sub>x</sub> /AK <sub>xx</sub> (x)	
Konge	KQ/KQJ(x)/KQT(x)	KQ/KQJ(x)/KQT(x)	
Dame	AQJ(x)/QJ(x)/QJT(x)	AQJ(x)/QJ(x)/QJT(x)	
Knekt	HJT(x)/JT(x)	HJT(x)/JT(x)	
10	HT9 <sub>x</sub> /AQT(x)/T9 <sub>x</sub>	HT9 <sub>x</sub> /AQT(x)/T9 <sub>x</sub>	
9	H9 <sub>x</sub> /9 <sub>xx</sub> /T9	H9 <sub>x</sub> /9 <sub>xx</sub> /T9	
X	H <sub>xx</sub> <u>x</u> /HT9 <sub>x</sub> <u>x</u> /x <sub>xx</sub> (x)	H <sub>xx</sub> <u>x</u> /HT9 <sub>x</sub> <u>x</u> /x <sub>xx</sub> (x)	
Signals in order of priority			
	Makkers utsp.	Spilleførers	Avkast
Farge: 1	LOW= ENC	H/L=EVEN	LOW=ENC
2	H/L=EVEN	Lavinthal	H/L= EVEN
3	Lavinthal		
NT: 1	LOW=ENC	Smith	LOW=ENC
2	H/L=EVEN	H/L=EVEN	H/L=EVEN
3	Lavinthal	Lavinthal	
<b>Signaler (trump inkludert):</b> Smith: High= likes form both sides.			
Doubles			
Takeout Doubles ( Style, Responses, Reopening)			
Normal			
Special, Art and Comp Dbl/Rdbl`s			
<b>Responsive doubles, supportdoubles true 2H, lead directing doubles- but dbl in overcalled suit indicates another lead</b>			

System-kort		
		
<b>WBF</b>		<b>NBF</b>
Category:		
<b>Players</b>		
	<b>Per E. Austberg</b>	<b>Jan Tore Berg</b>
System summary		
General approach and style		
Natural based system with transfer after 1C		
2/1= GF		
Weak NT in non vul 1. And 2. hand		
Special bids that may require defense		
8-12 NT non vul 1. and 2. hand		
2D= weak with both major non vul		
Special forcing pass sequences		
Important notes that don`t fit elsewhere		
Psychics		
May occur		

Åpning	Kunstig	Min. #	Neg. X t.o.m.	Beskrivelse	Svar	Videre meldingsforløp	Forskjeller ved innmelding eller etter forhåndspass
1♣		2	4H	2+C, may have longer D	1D/1H=4+H/4+S, 1S= D or 6-9 NT	1C-1D-1H=3+H, 1C-1D-2H= 4H, minimum	
1♦		3			Natural answers, 1NT=6-9, 2M= strong, 2D= inv min	1D-2D= 13-14 hcp	
1♥		5			2S= splinter in one minor, 2NT= GF with 4+ sup, 3C= 3+ sup inv, 3D= splinter in S		2-way drury
1♠		5			2NT= GF with 4+ sup, 3C= splinter in a minor, 3R= 3+ inv, 3H= splinter		2-way drury
1 NT		1		8-12 non vul 1. and 2. hand. 15-17	2-way stayman, jump inv. Stayman and transfer over strong NT, 3C= puppet, 3D/H/S= splinter		
2♣	x			Strong unbal 22+ bal	2D= realy, 2M= Nat GF, 2NT= minor, 2m= nat GF, 3M= 4M+6D		
2♦	x			Ekrens non vul Multi vul	3M= preemptive, 2NT = inv, 3C= GF Mul: 2NT/4C/4D relay, 4H/4S NAT.		
2♥	x			5H + 5 (4) in a minor	2NT= relay	3C/D= minimum, 3H= max with C, 3S= max with D	
2♠	x			5S+ 5 (4) in a minor	2NT= relay	3C/D= minimum, 3H= max with C, 3S= max with D	
2 NT		1		20-21	Puppet stayman and transfer	<b>Slemkonvensjoner</b>	
3x				Preemptive	Nat forcing	Cue, BW	
3NT			Solid minor	4C=P/C, 4D= asks cue, 4M= to play, 4NT= inv			
4♣,♦				Good opening in 4 H/4 S	4D/4H = slam try		
4♥,♠				Preemptive			
4NT				Asks specifics ace	5NT= 2 acea, 6C= C ase		