Defensive and Competitive Bidding

Overcalls (Style; Responses; Reopening)

1-level: Light 2-level: Sound

Responses: 1- and 2-level F1 if next hand pass, 2-level constructive if next hand bids, jumps are fit jump, jump in opener's suit is mixed raise, double jumps are Splinter. Cue-bid is a Good raise in

overcaller's suit.

2NT is frequently "Good/Bad" from opener.

After 1M overcall, 2NT in competition is 4c raise INV+

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

15-18 hcp 2nd seat and 4th seat over 1M. 11-14 hcp 4th seat over 1m. Same responses as after opening 1NT.

Jump Overcalls (Style: Responses: Unusual NT)

1-Suit: Light jump overcalls, but NOT bad red vs. green 2-Suit: 2NT = 2 lowest suits (5+-5+) weak/strong

Reopen: 12-15 HCP, 6+ card suit

(1M)-p(2M)-2NT=15-18 red vs green, other VUL minors

Direct and Jump Cue Bids (Style: Responses)

Over m: Both Majors (5+-5+) **Over M**: Other Major + * (5+-5+) Jump cue-bid: Asks for stopper

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

2♣ = Both Majors

2 ♦ = ♥ OR ♠

2♥ = ♥ and a minor (usually longer) 2♠ = ♠ and a minor (usually longer)

2NT = Both minors OR GF with any 2-suiter

4th seat and after initial pass: DONT

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

Take out DBL

Cue-bid: Ask for stopper

Jump in m: That minor + other Major (5+-5+)

Over 3M: 4m is natural

VS. Artificial Strong Openings

vs. strong 1♣: DBL = ♥, 1♦ = ♠, 1♥ = 2-4♥ and 5+m, 1♠ = 2-4♠ and 5+m. 1NT = m. 2♣ = M

Over Opponents' take out double

Rdbl: 9+ HCP. Of 1m: Ft-iump in M. jump in the other minor is 9+ with proper fit for opener. Of 1M: Transfers from 1NT. Mini-Splinter. Of 2M: Transfer

Leads and Signals

Opening Leads Style			
	Lead	In Partner's Suit	
Suit	3 rd -5 th	3 rd -5 th	
NT	3 rd -5 th	3 rd -5 th	
Subseq			

Lea







ıds		System
	Vs NT	

Discarding

Lead Vs. Suit		Vs. NT	•,•••		
zeaa vs. sait		75. 111	Players		
Ace AKx/AKxx(x)		AK/AKx/AKxx(x)			
$ \begin{array}{c} \text{King} & AK/KQ/KQJ(x)/KQT(\\ x) \end{array} $		KQ/KQJ(x)/KQT(x)			
Queen $AQJ(x)/QJ(x)/QJT(x)$		AQJ(x)/QJ(x)/QJT(x)			
Jack	HJT(x)/JT(x)	HJT(x)/JT(x)		Petter Tøndel	Gjermund Rekstad
10	HT9x/AQT(x)/T9x	HT9x/AQT(x)/T9x	System Summary		nary

Signals in order of priority

H9x/9xx/T9

Hxxx/HT9x/xxxx(x)

		rai tileis teau	Declarei	Discarding
	Suit:	Encrg/Discrg	Count	Encrg/Discrg
	2 nd	Count	S/P	Count
	3 rd	S/P		S/P
	NT:	Encrg/Discrg	Smith	Encrg/Discrg
2 nd 3 rd	2 nd	Count	Count	Count
	3 rd	S/P	S/P	S/P

Natural, 5c M. Transfer responses to 1. Light openings, extremely light 3rd hand openings

Light preempts green vs. red 1NT Openings: 1st/2nd/3rd green:11-14, else (14)15-17 HCP

(5M/6m/single/5422)

2-over-1 Responses: GF except rebid in the minors

Special bids that may require defence

General Approach and Style

2+: 2-7 HCP 6c M (may be 5 green vs red) OR 24+NT 2 v: Good weak 2. 8-11 HCP. 6 card v

2. Good weak 2, 8-11 HCP, 6 card ♠

Special forcing pass sequences

Signals (including Trump's):

H9x/9xx/T9

Hxxx/HT9x/xxxx(x)

Hi-Low = Discrg/Even number, Low-Hi = Encrg/Odd number Smith (NT): Low-Hi from leader/vice versa from p likes the lead. Lavinthal in trumps (could be STD count when ruffing).

Important notes that don't fit

 $1 \checkmark -2 ♦$ and $1 \spadesuit -2 \checkmark$ either 2/1 or weak raise (0-7) to opening

Doubles

Takeout Doubles (Style; Responses; Reopening)

Light style, also reopenings

Special, Art and Comp Dbl/Rdbl's

Neg, Responsive, Support DBL to 2♥, Competitive DBL $1 \clubsuit - (1 \clubsuit) - DBL$ shows $4 + \heartsuit$, $1m - (1 \heartsuit) - DBL$ shows $4 + \clubsuit$.

1m- (1♠) - DBL strongly suggests at least 4♥

Psychics

Can occur

Openin	Ar	М	N				
g	t	i	e	Description	Responses	Subsequent Auction	Passed Hand Bidding
		n	g r	Description	Кезропзез	Subsequent Auction	r asset rialita bidding
			0				
		#	u				
			g				
			h				
1*		2	4♠	11+ HCP, 2+♣	1 • = 4+ •, 1 • = 4+ •, 1 • = No M/not 10+ hcp w/5+ •	Accepts TRF if 3c and not 18-19NT. Jumps w/4-card &	TRF at the 1-level
					INVERTED m, 2 •= 0-7 w/one M, 2M=Good 6c GF, 1NT= 11-12,	extra(14+/shape), Reverse,1♣-2♣, 2♣=GF var. hands, 2M=Nat, GF,	1 *-2 *= 6-9, 5 + *
					2NT=13-15 OR 19-20 w/3-3-(3-4), 3* = PRE NOT INV vs 18-19NT, 3x=void w/5+ *,3NT=16-18, 3-3-(3-4)	2NT=11-12, 2-3♣, 3♣=11-12, 4+♣, no shortage, 3♦♥♠=Shortage, 3NT=13-14, 2-3♣	1♣-2♦= 9+, 5+♣
1♦		4	4♠	11+ HCP, 4+◆	INVERTED m, 2M= Good 6c GF, 2NT=13-15 OR 19-20 w/3-3-(3-4),	Similar as for 1.4	1 ◆ - 2 ◆ = 6-9+ w/4+ ◆
				Normally good suit if	$3 \clubsuit = 4 + ◆$, □6-9 HCP, $3 ♠ = PRE NOT INV vs 18-19NT, 3x = void,$		1 ♦ - 3 ♣= 9+ w/4+ ♦
		-	4.	3-3-4-3	3NT=16-18 w/3-3-(3-4)	4 ONT O MAT AMM	1.0.0
1♥		5	4♠	10-22 HCP, 5+♥	1NT=6-12 HCP NF, 2♣=GF except rebid, 2♦=Weak raise to 2♥ (0-7) OR NAT, 2♥=8-11 HCP, 2♣= Shortage in a m, INV, 2NT=4+♥ GF,	1▼-2NT, 3x=NAT, not MIN 1▼-2NT, 3x-3▼= asks for singleton	1 v-2
					3♣=4c SUPP without shortage, INV, 3♦= Shortage in ♠, INV,	1 v-2NT, 3x-3NT= asks for cue	1 v-2NT = NAT, INV
					3♥=PRE, 3♠/4m=void, 3NT=16-18 w/3-3-(3-4)	Good raises1M-1NT-2NT:FG	1 ♥-3m = NAT, INV
1♠		5	4♠	10-22 HCP, 5+♠	2m=GF except rebid	Similar as for 1♥	1 . -2 . = 3-card raise
					2 V=Weak raise to 2♠ OR NAT, 2♠=8-11, 2NT=4+♠ GF, 3♣=		1 ♦-2 ♦ = 4-card raise
					Shortage in a m, 3 ◆=4c SUPP without shortage, INV, 3 ▼=Shortage in ▼, INV, 3 ★=PRE, 3NT=16-18 w/3-3-(3-4), 1 ★-4m/▼=void		1 - 2NT = NAT, INV 1 - 3m = NAT, INV
1 NT				a) 1 st , 2 nd ,3 rd hand	2c=staym, 2d,2h= transf, 2s= min. transf, 3x= short (may		THE SITE - TAKE, HAV
a)11-14				non-vul	be slam try minor)		
b) (14) 15-				b) (Good 14 to 17)	•		
17				May have 5c M, 6c m, (5-4-2-2) and			
				singleton			
				-			
2*	٧			Strong, HCP (22+) OR tricks (8,5+)	2 - = Weak OR waiting w/2-suiter, 2M=GF 6+, 2NT=6+ w/5-5 minors, 3m=GF 6+, 3M=Shortage 6+	$2 \div 2 \bullet$, 2M=F1, 3m=GF, $3 \checkmark = 4 \checkmark + 5 \bullet +$, $3 \spadesuit = 4 \spadesuit + 5 + \bullet$, 2M-3 ♣= 2^{nd} negative, can stop in 3M.	
2♦	~			2-7 HCP 6c M OR	2•/2♠=Pass or 2♠/3•, 2NT= Ask, 3♣/3•=To play, 3•=Pass or 3♠,	2 ◆ -2NT, 3 ♣ = any MAX, 3 ◆ = MIN ▼, 3 ▼ = MIN ♠, 2 ◆ -2NT, 3 ♣ -3 ◆,	
				24+NT (may be 5c	4♣=Ask for TRF	3♥=♠, 3♠=6♥	
-		_		green vs red)	S 5 (2) 5 () 4 () 4 () 4 () 5 () 5 () 5 ()	0.007.0.044.4.4.4.4.4.4.4.4.4.4.4.4.4.4.	
2♥		6		Good weak 2, 6c ♥, 8-11 HCP	2♠=F1, 2NT=Ask for shortage/strength, 3m=GF, 3♥=Preempt (can be raised), 3♠/4♣/4♦=Splinter, 4NT=BW	2▼-2NT, 3♣=6-4 hand w/any side suit, 3♦= Shortage in a m, 3♠= Shortage, 3▼=MIN, 3NT=MAX no shortage, 2▼-2NT-4♣,4♦=Void	
2♠		6		Good weak 2, 6c ♠,	2NT=Ask for shortage/strength, 3x=NAT GF, 3♠=Preempt (can be	2.4-2NT, 3.4=6-4 hand w/any side suit, 3.4= Shortage m, 3.4=	
				8-11 HCP	raised), 4♣/4♦=Splinter, 4NT=BW	Shortage, 3♠=MIN, 3NT= MAX no shortage, 2♠-2NT-	
2 NT			4♠	20-21 HCP	3♣ = PuppetSTAY, 3♦/3♥ = TRF, 3♠ = 44+m	4♣,4♦,4♥=Void 2NT-3♣, 3♦=At least one 4c M, 3♥=Denies 4/5c M, 3♥=5c♠, 3NT=5c♥	
2111			440	20-211101	2NT-4♣/4♦/4♥/4♠=Slam try with ♥/♠/♣/♦	ZIVI-5#, 5V-At least title 40 IVI, 5V-Defiles 4/30 IVI, 5V-50#, 5IVI-50V	
3x		6		PRE, ACC to VUL	3.4-3. asks for 3.√, 3m-3M=GF, after DBL competitive, 3M-4m = Control, 4M=t/p	High Level Bidding	
3NT	V			Solid minor,	4♣=p/c, 4♦ =Ask for control	1430 Blackwood	
				gambling	·		
4♣ ,	V			8-9 tricks with good	4 ←=Slam try with ♥	Exclusion RKCB, DOPI/ROPI/DEPO	
				(max one looser)		5NT is frequently pick a slam.	
4♦	V			8-9 tricks with good	4♥=Slam try with ♠	orthio hoquotiny pion a siam.	
	Ť			♠		Splinter bids	
				(max one looser)			
4♥,♠		6		PRE, ACC to VUL	4≜=To play 5m=Cuebid	Cue-bids (Italian style), last train cue-bids.	
4 NT	V			Asks for specific	5		
11/1	V			aces	0 - 0 / 100, 0141 - 2 / 1000, 0 4/0 4/0 # − triat ∩00		
					1	1	