



Defensive and Competitive Bidding
<b>Overcalls (Style; Responses; Reopening)</b> may be weak 1-level (lead direction)
<b>1 NT overcall (2<sup>ND</sup>/4<sup>TH</sup>; Responses; Reopening)</b>
15-18 NT system ON.
<b>Jump Overcalls (Style; Responses; Unusual NT)</b>
2NT: 2 lowest unbid suits, weak or strong
<b>Direct and Jump Cue Bids (Style; Responses)</b>
Michaels after 1M (other M+♣), weak or strong (1♠-2♣ = ♣, 1♠-2♦ both Majors)
<b>VS. NT (vs. Strong/Weak; Reopen: PH)</b>
Vs strong (from 13 + NT) X=4(+)♠+5+minor 2♣= both M 2♥♦♠ = transfer (if ♣ = more solid than 3♣) 3 level NAT preempt
<b>VS. Preempts (Doubles; Cue bids; Jumps; NT bids)</b>
Take-out DBL Over 3mi - 4mi = both M 2M/3mi/M.. 4m=m+ one M (3M) - 4NT = both minor
<b>VS. Artificial Strong Openings</b>
Over 1♣: Dbl = Majors, NT= minors
<b>Over Opponents' take out double</b>
XX= 9+ hp , .

Leads and Signals			
Opening Leads Style			
	Lead	In Partner's Suit	
Suit	3 <sup>rd</sup> -5 <sup>th</sup>	3 <sup>rd</sup> -5 <sup>th</sup>	
NT	3 <sup>rd</sup> -5 <sup>th</sup>	3 <sup>rd</sup> -5 <sup>th</sup>	
Subseq	Attitude when playing a new suit		
Leads			
Lead	Vs. Suit	Vs. NT	
Ace	AKx/AKxx(x)	AK/AKx/AKxx(x)	
King	AK/KQ/KQJ(x)/KQT(x)	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)	
10	HT9x/T9x	HT9x/T9x	
9	9x, (H98(x))	9x, 9xx, 98xx(x), H98x(x)	
X	3rd /5th	Hxx / Hxxx/xxx/xxx	
Signals in order of priority			
	Partners lead	Declarer	Discarding
Suit:	Enc/Discrg	Count	Enc/Discrg
2 <sup>nd</sup>	Count	S/P	Count
3 <sup>rd</sup>	S/P		S/P
NT:	Enc/Discrg	Count	Enc/Discrg
2 <sup>nd</sup>	Count	S/P	Count
3 <sup>rd</sup>	S/P		S/P
<b>In General:</b> low/high = encouraging			
Doubles			
Takeout Doubles (Style; Responses; Reopening)			
Support double / negative double / Sound style, light reopenings			
Special, Art and Comp Dbl/Rdbl's			
<b>RDBL in transfer seq shows 3 card support at 1&amp;2 level.</b>			

System	
	
<b>WBF</b>	<b>NBF</b>
System:	
<b>Players</b>	Ove Andersbakken Kjell Gaute Fyrun Norway
System Summary	
General Approach and Style	
Natural, 2/1 style. (5542) 14-16 NT Transfers responses after 1♣-opening	
Special bids that may require defence	
1♣ - 2♦ = inv MM (at least 5-5)	
Special forcing pass sequences	
1X - bid -pass may be forcing. 2♣ -bid-pass=4+hp	
Important notes that don't fit	
1♣ (1♦) 1♥ = 4+♠ 1♣ (1♦) 1♠ = exactly 4♠ and 4+♥ 1♣/1♦ (1♥) -1♠ = denies 4+♠	
Psychics	
occurs	

Opening	Art	Min. #	Neg. D. through	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		2	3♠	11-22 hp (usually 1♣ with same length in ♣&♦)	1♦=4+♥, 1♥=4+♠, 1♠=6-9 "NT" or any hand 4+♦, 1NT=10/12 (no inv vs 11-13), 2♣=8-11 5+♣, 2♦=MM inv, 2♥=GF 4+supp, 2♠ = inv 6+♣, 2NT=12-13 bal, 3♣ pre-empt 5+♣, 3♥♠=preempt, 4M to play	Accept transfer with most hands with 3crd (or 4crd) support, jump to 2 level with 4crd support and 11-13 opening.	1♣-2♥♠= inv 5card+ support
1♦		4	3♠	11-22 hp	2♦ 4+ supp 6-10hp (//new suit = single)		As 1♣
1♥		5	3♠	11-21 hp	1NT= 6-11hp, 2♣= natural OR inv ♥, 2♦= nat F1 2NT GF w 4+♥, 2♠=5-8 single?, 3♣=no single 7-12, 3♦=9-11 single? 3♠4♦ = void, 3♥4-7 preempt	1♥-2♥: 2♣3♦ = shortness inv+, 2NT= any hand inv+. 1♥-2NT 3-nat extra. (3cards+), 4mi=void.	2N both minors
1♠		5	3♠	11-21 hp	1NT= 6-11hp, 2♣ = natural OR 3(4) card supp inv., 2♦= nat F1, 2♥= nat GF, 2♠=nat 5-8, 2NT GF w 4+♠, 3♣= 5-8 ? single., 3♦=7-12 no single, 3♥= single? 9-11, 3♠= 4-7 4+♠, 4♣♥♥ = void	Same as after 1♥	2N both minors
1 NT			2♠	14-16 May have 5M, 6m, single H 5422	2♣=Stayman, 2♥♠NT= transfer 3-level single	1NT-2♣ // 2♦-2♥= pick a major, to play, 2♠ inv. 1NT-2♠ // 2NT=support, // new suit shortness ST	
2♣	x	0		Any strong hand. If balanced 22-24	2♦ =wait (any hand) , 2♥♠/3♦ nat GF 2NT=at least 5-5 in ♣♦ GF 3♥♠= max 1 card. 3nt = 5+5+ in ♥♠, no slaminterest	2♣ - 2♦// 2Ma = F1 2♣ - 2♦// 2Ma - 3♣ = second negative	
2♦		6 (5)		Weak (5/7-10) with ♦	2M NF/3♣ = F1		
2♥		6 (5)		Weak (5/7-10) with ♥	2♣3♦ = F1, 2NT= asking for singleton or void, 3♥= pre-empt		
2♠		6 (5)		Weak (5/7-10) with ♠	Similar as above		
2 NT				20-21 balanced May have 6m/5M (5422)	3♣= puppetstayman, 3♥♥= transfer, 3♠=minors, 4mi= transfer M slamtry (♣=♥) , 4M= slamtry mi (♥=♣)	<b>Slam Conventions</b>	
3x				Preempt	New suit F1	0314 RCKB, Dopi Ropi, Splinter bids, Cuebids (1 <sup>st</sup> 2 <sup>nd</sup> controls)	
3NT				Solid Major	4♣ ask for suit below		
4♣, ♦				Preempt			
4♥, ♠				play			