Defensive and Competitive Bidding

OVERCALLS (Style; Responses; 1/2 Level)

1-level: Aggressive 2-level: Sound Responses to 1-level overcalls:

Cue bid = a) Good raise b) BAL INV c) any GF 2NT = 4-card support major, Jump = Mini-Splinter New suit at 2 level = NOT FORCING

1 over 1 = F1

1NT OVERCALL (2ND/4TH Live; Responses)

15-18

JUMP OVERCALLS (Style; Responses)

1♣ - 2♦= 55 majors

1x - 2NT = Both minors (c+h over 1 → if natural)

1M/2M - 4m = m+other M

DIRECT and JUMP CUE BIDS (Style; Responses;)

1♣ - 2♣ = Natural

1♣/1

 - 2

 = 55 majors

1M-2M = Other major + Clubs

Jump cue-bid = Asks for stopper (1 - 3 = preemptive)

VS. NT (vs. Strong / Weak; Reopening; PH)

Dbl=4 \spadesuit +minor, 2 \spadesuit = Both majors, 2 \spadesuit /2 \blacktriangledown = Transfer \blacktriangledown / \spadesuit , 2 \spadesuit = 55 sp+cl

 $1NT - p - p - 2 \bullet = One maj "weak", <math>2 \checkmark /2 = Nat$, opening values

Both have passed: Dbl = \spadesuit + another, $2\clubsuit = \clubsuit + \blacktriangledown$, $2\blacklozenge = ♦ + \blacktriangledown$

VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)

T/O doubles;

2NT: 15-18 HCP

Cue-bid; Asks for stopper at 3-level; 2-suiter at 4-level

4NT=Strong 2-suiter

VS. ARTIFICIAL STRONG OPENINGS

vs. 1*: Dbl = Majors; 1NT = 4* + minor; 3NT=To play

vs. 2. Dbl = Majors; 2NT = 4. + minor

OVER OPPONENTS' TAKE OUT DOUBLE

1-level bids = F1

 $1 \lor - \text{Dbl} - 2 \lor = 3$ -card support, INV without shortness

1 - Dbl - 2 = 3-card support, INV without shortness

1 ♥/1 ♠ - Dbl - 1NT = 3-card support, INV with shortness

Leads and Signals

Opening Leads Style

	Lead	In Partner's Suit	
Suit	Normally 3 rd -5 th	3 rd -5 th	
NT	Normally 3 rd -5 th	3 rd -5 th	
Subseq	Attitude when opening a new suit		
Other	Against 5- level contracts or higher: Ace: asks enc./disc. King: asks for count		

Leads

Lead	Vs. Suit	Vs. NT	
Ace	Ax(x), AKx(x), AKJTx	Ax(x), AKx(x)	
King	AK, KQx(x), KQT9(x)	KQx(x), KQT(x), AKJTx	
Queen	AQJ, QJ, QJT,	AQJ, QJ(x), QJT,KQ109	
Jack	HJT(x), JT(x)	HJT(x), JT(x)	
10	HT9x, AQT(x), T9x	HT9x, AQT(x), T9x	
9	H98x, 9x	H98x, 9x	
Х	Hxxxx, xxxxx	Hxxxx, xxxxx	

Signals in order of priority

	Partners lead	Declarer	Discarding	
Suit: 1st	Low = enc	Count	Low = enc	
2 nd	Suit pref (S/P)	S/P	S/P	
3 rd	Count		Count	
NT 1st:	Same	Smith/count	Same	
2 nd	Same		Same	
3 rd	Same		Same	

High-low = even, Low = encrg. Smith vs NT: High = Like

Doubles

Takeout Doubles (Style; Responses; Reopening)

Light style, Cue-bid only force

Special, Art. and Comp Dbl/Rdbl's

Negative/responsive thru 4◆

Competitive thru 4 •

Support doubles to show 3-card fit



Convention Card



FBL

System: Natural

Category	Green	
Country	Norway	
Event		
Players	Ole Berset	Bjørn Olav Ekren

System Summary

General Approach and Style

Light opening style

1♣ = 2+

1 ◆ = 4+ (usually not 3343)

5-card majors

1NT = 14-16

2 • = 17-19 NT

2♥/2♠ = NAT weak, 3-9

Special opening bids that may require defense

Special bids that may require defense

1♣ - 1♦ = a) 6-9 NT b) NAT c) Strong balanced

1♣ - 1♥/1♠ = May have longer diamonds

1 - 2 = 6-card major, weak

1 4/1 - 2 = GF with support

1 ♣/1 ♦ - 2 ♠ = INV with support

1 **√**/1 **♠** - 2 **♣** = a) INV+ with 3 card support

b) Natural, GF

c) Balanced GF

Important notes that don't fit

Psychics

Rare

Opening	Artificial	Min. cards	Neg. dbl. thru	Description	Responses	Subsequent Auction	Passed Hand Bidding
1.	X	2	4	44 majors if 2 clubs All 4333 shapes	1 ◆= a) 6-9 NT, b) Natural c) Strong balanced, 1NT = 10-12, 2 ♣= 8-11, 5+clubs, NF 2 ◆= 6-card major, weak 2 ▼= GF with 5+clubs, 2 ♠= INV with 6+clubs, 2NT = BAL GF		
1 •		4	4 ♠	4+card, usually not 3343	2♣= Natural GF, 3♣= Natural INV 2♦= 6-10, 4+diamonds, NF 2♥= GF with 4+diamonds, 2♣= INV with 4+diamonds, 2NT = BAL GF		
1 ♥		5 (4)	4	5+cards (may have 4 in 3.rd seat)	1NT= Nat, N. 2♣=a) INV+ with 3 hearts b) Natural GF c) Balanced, GF 3♥ = 4H, 5-8 any singleton, 2NT= GF with 4+H, 3♣= Natural INV, 2♠ = 7-11 4+H, no singleton, 3♦= 9-11, 4+H, any singleton;		2♣ = Toronto 3-card support 2♦= Toronto 4-card support
1 🛦		5 (4)	4♥	5+cards (may have 4 in 3.rd seat)	1NT=Nat, NF. 2 \clubsuit =a) INV+ with 3 spades b) Natural GF c) Balanced, GF 2 \spadesuit /2 \clubsuit = 5+cards, F1, 3 \clubsuit = Natural INV 2NT= GF with 4+S, 3 \spadesuit = 4+S, 5-8 any singleton, 3 \spadesuit = 7-11, 4+S, no singleton, 3 \spadesuit = 9-11, 4+S, any singleton		2♣ = Toronto 3-card support 2♠ = Toronto 4-card support
1NT		1	3♠	14-16, any 5422 & 6322 and single honour possible	2♣ = Stayman, 2♦/2♥ =Transfer, 2♠ = Artificial GF, 2NT = INV, 3♣ = Puppet, 3♦ = Bal SI, 3♥/3♠ = Nat SI, 4♣/4♦ = trans hj/sp		
2*	Х	-	7NT	Strong artificial	2 ◆= 0-7, 2NT= 8+ BAL, 3 ♥/3 ♠= Singleton, 5-8, 3NT = 55 majors, 5-8		
2•			3♠	17-19 NT any 5422 & 6322 possible	Artifical responses. No first round sign-off bids except pass.	,	
2♥		6 (5)		Weak two, 3-9 (may have 5 in 3.rd seat)	2NT= F1, 2♠/3♣/3♦ = Not forcing, 3♥ = Pre, 3♠= NAT INV 4♣= Key-Card	2♥ - 2NT → 3♣/3♦/3♠=Singleton	
2♠		6 (5)		Weak two, 3-9 (may have 5 in 3.rd seat)	2NT= F1, 3♣/3♦/3♥ = Not forcing, 3♠=Pre, 4♣= Key-Card	2♠ - 2NT → 3♣/3♦/3♥=Singleton	
2NT		-	3♠	20-21 BAL	3♣ = Puppet, 3♦/3♥ = Transfer, 3♠= Minor; 4♣/4♦/4♥/4♠ = SI two suits above (h/s/c/d)	Slam Conventions	
3x		6		Pre	3 ♥ /3 ♠ = Not forcing, 3 ♦ /3 ♥ /3 ♠ - 4 ♣ = Key-Card, 3 ♣ - 3 ♦ = Key-Card	Cue bids: 1st and 2nd round controls up the line Splinter 5NT Key-Card Blackwood Exclusion Blackwood DOPI/ROPI	
3NT		-		Solid major			
4♣, 4♦		7		Pre-emptive	4♣ - 4♦ = KC, 4♦ - 5♣ = KC, 4NT = To play		
4♥, 4♠		6		Gambling	New suit = Cue-bid, 4NT=KC		
4NT	Χ	-		Asks for specific aces	5.4=0 Aces, Suit= the Ace, 5NT=2 Aces		