# **Defensive and Competitive Bidding**

# Overcalls (Style; Responses; Reopening)

Sound at two level, pre-empts can be very light NV, light to doubles, seldom penalty doubles

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

15-18, stayman and transfers

# Jump Overcalls (Style; Responses; Unusual NT)

Weak

# Direct and Jump Cue Bids (Style; Responses)

Stopper?

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

2clubs: Majors

2diamonds: one major

2 major 4 (5bad)+ longer minor

2NT minors or two suits GF

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

TO doubles, 4 minor= minor+major, NT natural

#### **VS. Artificial Strong Openings**

Natural, NT two suits

#### Over Opponents' take out double

Leads and Signals			
Opening Leads Style			
	Lead	In Partner's Suit	
Suit	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	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	
Subseq			

Leads			
Lead	Vs. Suit	Vs. NT	
Ace	AK/AKx/AKxx(x)	AK/AKx/AKxx(x)	
King	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/AQT(x)/T9x	HT9x/AQT(x)/T9x	
9	H9x/9xx/T9	H9x/9xx/T9	
Χ	Hxx <u>x</u> /HT9 <u>x</u> /x <u>x</u> xx(x)	Hxx <b>x</b> /HT9 <b>x</b> /x <b>x</b> xx(x)	

# Signals in order of priority

	Partners lead	Declarer	Discarding	
Suit:	Low enc	Smith/lavinthal	Hi lo even	
2 <sup>nd</sup>				
3 <sup>rd</sup>				
NT:	Low enc	Smith, high like	Hi lo even	
2 <sup>nd</sup>				
3 <sup>rd</sup>				

*Signals (including Trump's)*: Low enc, smith: high likes, lavinthal in trumps

# Doubles

Takeout Doubles (Style; Responses; Reopening)

Special, Art and Comp Dbl/Rdbl's



Systema		
	Christer	Kåre Bogø/others
	Kristoffersen	
Players		
·		
	System Summa	ary

# General Approach and Style Natural, transfers after 1cl

Light openings if distributional

Special bids that may require defence

Special forcing pass sequences

Important notes that don't fit

**Psychics** 

rare

Opening	Art	Min.#	Neg. D. through	Description	Responses	Subsequent Auction	Passed Hand Bidding
1*		3		Lowest 4 card	Transfers, 2cl inverted raise		2
1♦		3		Lowest 4 card, 4432 may occure	Natural responses, 2d inverted		
1♥		5		5+, 10-22	2NT GF, 3level invitational natural		Double drury
1*		5		5+, 10-22	2NT GF, 3level invitational natural		Double drury
1 NT				15(14)-17	Stayman, transfers, 3 level splinters		
2*				strong	2d weak/wait, 2NT minors, 3major 4card longer diamonds		
2♦				Weak 2	2nt asking		
2♥				Weak, 6vul	2nt ask shortness, 3c ask rest		
2♠				Weak, 6vul	2nt ask shortness, 3c ask rest		
2 NT				20-21	Muppet, transfers 3 level, 4 level slamtry 2 suits above.	Slam Conventions	
3x				preemt	4clubs slamtry	Dopi, ropi, rkcb 0314, 5nt specific kings ++	
3NT				Solid major	4clubs bid under your suit, 4nt ask length		
4♣,♦				preemt	natural		
4♥,♠				preemt	5 level cuebid		
4NT				Aces?			