# **Defensive and Competitive Bidding**

#### Overcalls (Style; Responses; Reopening)

1 – level: 5-18 hcp 2 - level: Sound

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

INT = 15-18

### Jump Overcalls (Style; Responses; Unusual NT)

2NT=two lowest suits (5+-5+)

Reopen: 11-14 HCP, 6+

Direct overcall in vul shows around 13-16 with a good suit.

#### Direct and Jump Cue Bids (Style; Responses)

Over m: Both M (5+, 5+) (nat if  $\clubsuit = 2+$ , then  $2 \diamondsuit$  both M)

Over M: Other Major + minor (5+-5+)

Jump cue-bid: Asks for stopper, except 1♣-3♣ =nat if opening

could be 2- C.

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

Dbl = equal strength, "10-12 bal" in 4<sup>th</sup> (may be stronger)

2♣ = Stayman (typically both M or 1M + 1m)

2♦= One major (Competitive or inv+)

2M = Nat, "11-14" hcp 2<sup>nd</sup> seat, little weaker 4<sup>th</sup> seat.

2NT = both minor or strong 2-suiter

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

X=t/o

2NT = 15-18

Leaping/Non-leaping Michaels

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

Vs 1♣: Dbl is MM or any good hand, 1NT M+m, 2 NT mm

### Over Opponents' take out double

XX = (9)10 + 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>	
NT	3 <sup>rd</sup> -5 <sup>th</sup>	3 <sup>rd</sup> -5 <sup>th</sup>	

Subseq Low = enc

#### 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)/KQ109(x)/ KQJ(x)
Jack	HJT(x)/JT(x)	HJT(x)/JT(x)
10	HT9x/AQT(x)/T9x	HT9x/AQT9(x)/T9x(x)
9	KJ98/9/9x	H98x/9x
Х	$Hx\underline{\mathbf{x}}x/xx\underline{\mathbf{x}}(x), \underline{\mathbf{x}}x$	$Hxx\underline{\mathbf{x}}(x)/HT9\mathbf{x}, \underline{\mathbf{x}}\mathbf{x}(x)$

#### Signals in order of priority

	Partners lead	Declarer	Discarding		
Suit:	Rev Att	Count	Rev Att		
2 <sup>nd</sup>	Count	Lavinthal	Lavinthal		
3 <sup>rd</sup>	Lavinthal		Count		
NT:	Rev Att	Smith	Rev Att		
2 <sup>nd</sup>	count	Lavinthal	Lavinthal		
3 <sup>rd</sup>	Lavinthal	Count	Count		

Signals (including Trump's): high-low = even/disc

Standard smith vs NT (high enc)

## **Doubles**

## Takeout Doubles (Style; Responses; Reopening)

Light

## Special, Art and Comp Dbl/Rdbl's

Support dbl/rdbl



# System

Card





# System:

Players





Thomas Charlsen

Thor Erik Hoftaniska

## **System Summary**

## **General Approach and Style**

Nat, 5542

(14+)15-17NT

2♣ = 18-21 bal or strong unbal

## Special bids that may require defence

2♦ = Multi: 6M 2-10hcp, solid m, or 24+NT

1M - 2♣ = 3+M support 8+

## Special forcing pass sequences

After GF establish or obvious opps is sacrificing

## Important notes that don't fit

2-way checkback stayman

(1/2M) – x – (pass) – trsf responses

### **Psychics**

Rare

Opening	Art	Min. #	Neg. D.	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣	X	2	4♥	2+♣, 11-22hp	$1 ♦$ = nat 1 level responses, $2 \clubsuit$ = GF C $2 ♦$ = both MM, $2 \blacktriangledown$ = $4 \blacktriangledown / 5 ♠$ = 0-9 hcp, $2 ♠$ = Supp inv+, 2NT = GF, $3 ♠$ = preempt in ♠, $3 ♠$ = pree, $3 M$ = void, $3 nt$ =13-15 bal	1m - 1x - 2NT = GF 6+m	
1.		4	4♥	4+♦, usually 5+♦ or 4♦4M, 11-22 hp	1 ♥/1 ♠/1NT = nat, 2 ♣ = GF nat, 2 ♦ = 55MM any strength, $2$ ♥/2 ♠= as opening 1 ♣, 2NT = Nat inv, 3 ♠= nat inv, 3 ♦ = preempt in ♦		
1♥		5	4◆	5+♥ 11-21hp	$2 \clubsuit = 3 + \forall$ , 8+, 2♦= GF, 2NT= GF ♣, $3 \clubsuit / ♦$ = nat inv, $3 \forall$ = preempt, $3 \spadesuit$ = void, 3NT = 3244 12-15, 4m = void	1M - 1NT - 2♣ = gazzilli (nat 11- 15 or 16+), 2NT = 6-4 hand almost GF 1♥ - 1♠, 2NT = GF 6+♥	
1♠		5	4♦	5+ <b>♠</b> 11-21hp	$2 \clubsuit = 3 + \spadesuit$ , 8+, 2♦/♥ = GF, 2NT = GF ♣, $3 \clubsuit/$ ♦/♥ = nat inv, $3 \spadesuit$ = preempt, 3NT = 2344 12-15, 4m/♥ = void	Same as opening 1♥	
1 NT			4♦	(14)15-17 NT (5M/6m/5422, rarely sing)	Stayman/transfer, $2 \triangleq = \text{minor stayman}$ , $2NT = \text{inv (may have } 4M)$ , $3 \triangleq = \text{ask } 5c \text{ M}$ , $3 \checkmark / \checkmark / \triangleq = \text{short}$	Re-transfers after stayman and transfer bids.	
2♣	X	0	4♦	18-21 NT or strong unbalanced	2♦ = waiting bid, 2M/3m = to play opposite 18-21, 2NT = 55M+M or 6+M GF, 3M = short, GF	2♣ - 2♦ - 2♥ = 18-19 bal or Nat	
2♦	X	0		Multi, 5/6M (0)2-7 hcp or 24+NT. Promise 6 vul	2/3♥/♠ = pass or correct, 2NT = Asking, 4♣=ask for transfer	2♦-2NT: 3♣= Med/max with either M, 3♦ min ♥, 3♥ min ♠, 3♠ = solid m, 3NT=24-25	
2♥		6		4-10 HCP with 5+ ♥ and 5+ ♣ or ♦	2NT: Asking for suit and strength. 3♣ min with ♣, 3 ♦ min with ♠, 3 ♥ 6-5- 3 ♠ max with ♣ .3 NT max with ♦ New suit NF. 3 ♣ p/c 3 ♦: Inv+ with support to major. Replies: 3 ♥ minimum, 4 x void	Dbl m: for Pen. Dbl M at: Pass or correct	
2♠		6		4-10 HCP with 5+ ♠ and 5+ ♣ or ♦	Same as above		
2 NT				22-23 bal	Puppet stayman (3 $\blacktriangledown$ denies -> 3 $\spadesuit$ = transfer 3NT, 3NT = 5 $\spadesuit$ ) and transfers, $4x = \text{slamtry in suit } \pm 2$	Slam Conventions	
3x		6		PRE, ACC to VUL	New suit on 3-level is forcing vul, constructive NF non vul		
3NT	X	7		Gambling major	4 ♠: double trsf., 4 ♦ asking for shortage, 4♠♥: To play	Italian Cue-bids	
4♣,♦		6		PRE acc to vul			
4 <b>∀,</b> • 4NT		6		To play Asking for specific aces	5♣=0, $5$ ♦/♥/♠= that ace, $5$ NT=♣ ace, $6$ x = 2 aces	RKCB (0314) DOPI/ROPI	