Defensive and Competitive Bidding

Overcalls (Style; Responses; Reopening)

Conservative overcalls, light Reopening

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

15-18, sys on

Jump Overcalls (Style; Responses; Unusual NT)

Light Jump, conservative Michaels and Unusual NT

Direct and Jump Cue Bids (Style; Responses)

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

2♣ = ♦ or ♥+♠, 2♦ = ♥ or ♠+♣/♦

2♥ = ♥+ ♣/♦, 2♠ = ♠, 2NT = minors or any strong 2 suiter

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

VS. Artificial Strong Openings

Against strong 1♣/2♣: x = ♣ , NT = ♣+♦,

Over Opponents' take out double

XX = 9+

Leads and Signals

Opening Leads Style

	Lead	In Partner's Suit
Suit	3rd-5th=odd; 2-4th-6th =even	3rd-5th=odd; 2-4th-6th =even
NT	3rd-5th=odd; 2-4th-6th =even	3rd-5th=odd; 2-4th-6th =even
Subseq		

Leads

Lead	Vs. Suit	Vs. NT
Ace	**AK/AK**x/**AK**xx(x)	**AK/AK**x/**AK**xx(x)
King	**KQ/KQJ**(x)/**KQT**(x)	**KQ/KQJ**(x)/**KQT**(x)
Queen	**AQ**J(x)/**QJ**(x)/QJT(x)	**AQ**J(x)/**QJ**(x)/**QJ**T(x)
Jack	H**J**T(x)/**J**T(x)	H**J**T(x)/**J**T(x)
10	H**T**9x/A**Q**T(**x**)/**T**9**x**	H**T**9x/A**Q**T(**x**)/**T**9x
9	H**9x**/9x**x**/**T**9	H**9x**/9x**x**/**T**9
X	Hx**x**x/H**T**9**x**/x**xx**x(**x**)	Hx**x**x/H**T**9**x**/x**xx**x(**x**)

Signals in order of priority

	Partners lead	Declarer	Discarding
Suit:	Strength/weaknes	lavintahl	lavintahl
2nd	distrubution	distrubution	Strength/weaknes
3rd	lavintahl		
NT:	srength/weaknes	lavintahl	lavintahl
2nd	distrubution	distrubution	Strength/weaknes
3rd			distrubution

Signals (including Trump's):

Low is encourage, std count

Doubles

Takeout Doubles (Style; Responses; Reopening)

normal

Special, Art and Comp Dbl/Rdbl's

System Card

WBF

NBF

System:

Players

Jessica Larsson	Siv Thoresen

System Summary

General Approach and Style

2/1

Special bids that may require defence

Special forcing pass sequences

Important notes that don't fit

Psychics

rarly

Opening	Art	Min. #	Neg. D. through	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		3	2♠/3♠	10-22hp	Nat, 2♣ = inv minor GF, 2♦♥♠ = splinter		
1♦		3	2♠/3♠	10-22hp	Nat, 2♦ = inv minor GF, 2♥♠3♣ = splinter		
1♥		5	2♠/3♠	10-20hp	1NT= semi Forching, 2♣ = nat GF/3♥ 10-12hp 2NT = 4+♥ invitt +, 2♠3♣♦= splinter, 3♥ = 6–9 4♥		2♣ = 9–12 3♥, 2♦ = 4+♥ 9–12
1♠		5	2♥/3♥	10-20hp	1NT= semi Forching, 2♣ = nat GF/3♠ 10-12hp 2NT = 4+♠ invitt +, 3♣♦♥= splinter, 3♠ = 6–9 4♠		2♣ = 9–12 3♠, 2♦ = 4+♠ 9–12
1 NT				15-17hp Out of Range/shape occurs	2♣ = stayman, 2♦♥♠NT = transfers, 3♣ = ask 5M 3♦ = 5-5m GF, 3♥♠ Nat slam try, 4♣/♦= ♥/♣♦		
2♣				Strong or tricks	2♦ = neg/waiting, 2♥♠3♣♦ = nat, 2NT = both minors		
2♦	X			3-7 hp multi 6(5)+♥/♠	2NT = ask, 2/3M= P/C, 3♣♦ = nat non F	2♦ – 2NT – ? 3♣ = Max –> 3♦ ask–> 3♥=♠, 3♠=♥	
2♥		6+		8-11hp	2 NT ask shortnes/max min	3♥ = Min without shortnes, 3NT = Max without shortnes 4♣♦= Void, 4♥ = void in ♠, 3♣♦♠ = singelton	
2♠		6+		8-11hp	2NT ask shortnes / max min	3♣♦♥ = singleton, 4♣♦♥= Void 3♠ = Min without shortnes, 3NT = Max without shortnes	
2 NT				20-21	Puppet stayman, transfers 4♣/♦ = 6+♥/♠ at least mild slamtry 4♥/♠ = slamtry in ♣/♦	Slam Conventions	
3x		6+		preemt		RKC 0314, exlusion RKC, 4NT ask specifix A	
3NT				To play	Dont promise solid minor		
4♣,♦		7+		preemt			
4♥,♠		6+		preemt			
4NT				Ask spec Ace	5♣ = 0, 5♦♥♠= A in suit, 5NT = ♣A, 6♣= ♣A + 1 higher, 6♦=♦ A+1higher		