

## Defensive and Competitive Bidding

### Overcalls (Style; Responses; Reopening)

Aggressive 1-level. Sound 2-level

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

15-17Hp/10-14 Hp; NT-system is on..

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

2NT= 2 lowest suits. 3♣=lowest and highest unbidden suits.

3♦= 2 highest suits.

Strength:12-15 hp.

Other is weak.

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

Jump cuebid=asks for stopper.

Cue=highest + another.Weak or strong.

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

Dobl= strength

2♣=both major

2♦=♥ or ♠ + ♣

2♥=♠ or ♣ + ♦

2♠=♣ or ♦ + ♥

2NT= ♣+♥ or ♦+♠

System on to 4♦

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

Take out doubles.

2NT= 15-18hp

Against opening 2♥/2♠: 4♣/4♦= minorsuit and the other majorsuit

### VS. Artificial Strong Openings

Dbl= ♦ or ♥ + ♠

Suit= the next suit or the 2 next coming suits.

### Over Opponents' take out double

Rdbl= 10hp+

## Leads and Signals

### Opening Leads Style

	Lead	In Partner's Suit
Suit	Attitude (3 <sup>rd</sup> -5 <sup>th</sup> =odd)	3 <sup>rd</sup> -5 <sup>th</sup> =odd
NT	Attitude (3 <sup>rd</sup> -5 <sup>th</sup> =odd)	3 <sup>rd</sup> -5 <sup>th</sup> =odd
Subseq	Attitude .	

### Leads

Lead	Vs. Suit	Vs. NT
Ace	AK/AKQxx(x)	
King	AKxx/KQJ(x)	
Queen	KQxx/QJT(x)QJ	
Jack	HJT9(x)/JT9(x)/QJx	SAME
10	HT9x/J10xx/T9x/10x	
9	H98x/9x	
X	Hxx/H9x/xxxx(x)	

### Signals in order of priority

	Partners lead	Declarer	Discarding
Suit:	Low=discount	Smith	Lavinthal
2 <sup>nd</sup>	count		count
3 <sup>rd</sup>	Lavinthal		Lavinthal
NT:	Low=discount	smith	Low=discount
2 <sup>nd</sup>	count		count
3 <sup>rd</sup>	Lavinthal		Lavinthal

### Signals (including Trump's):

Smith Lavinthal

## Doubles

### Takeout Doubles (Style; Responses; Reopening)

Normal

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

Negativ. Resposiv. Support doble and Rdbl.



WBF

System

Card



System:

Green

Players

Helge Maesel

Roald Maesel

NBF member  
# 597

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Norway Seniors - European Championships 2012

## System Summary

### General Approach and Style

Nat.

1NT: 15-17,might be 5 major /6 minor.Might have a singleton.

### Special bids that may require defence

2♦ = 6-9 Hp with a 6-cards majorsuit or 25Hp+.

2♥ =3-9 Hp with both majorsuits.

### Special forcing pass sequences

1X-1/2/3 -p=might be penalty

### Important notes that don't fit

Lebensohl

## Psychics

Opening	Art	Min. #	Neg. D. through	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		2	3♠	11-21hp	1♦ = deny 5 cards in major. 1♥/1♠=5 cards +. 2♦/♥/♠=weak 1 NT= 5-10 Hp. 2NT= 11-12hp 2♣= strong support 3♣=preempts	XYZ 1♣-1M 2♣-2♦=Check-back	
1♦		4	3♠	11-21hp	Inverted minor raises 2♥/♠=weak	XYZ	
1♥		5	3♠	11-21hp	2NT=Gameforcing with support. 3♥ = preempt Minisplinter Toronto. 1♥-4 minor=renons XYZ	After Toronto,2♦ shows 11-12 hp.	
1♠		5		11-21hp	Same as 1♥	After Toronto,2♦ shows 11-12 hp After 1♠-1NT: 2♣=dimonds,2♦=haerts,2♥=god 2spade-opening., 2♠=nat.,2NT=either gameforcing or 16-17 hp with clubs.	
1 NT			3♠	15-17hp Might be 5 M/6 m and/or a singleton	Transfer, 2♣=asks for distribution 2NT=long minor, 2♠=asks for minorsuit.	1NT-2♣, 2♦-2♥=majors 3♣=asks for distribution, Smolen After answer 2♥ on 2♣,2♠is forcing.	
2♣	x	0	3♠	20hp+	2♦=weak	3♣=sec neg.	
2♦		0		6-9hp ; 6 cards major . or 25+hp	2NT=forcing	After 2NT,3♣=max and thereafter 3♦ is forcing. After 2NT ,the answer 3♦ show min with haerts and the answer 3♥ shows min. with spades.	
2♥		4		3-9 hp Both majors	2NT=asks for distribution	After 2NT, 3♣ shows min. and 3♦ is forcing afterwords. Answer 3♦ shows 4-4 and max hp.	
2♠		5		6-9hp;5 spades and a minorsuit.	2NT=asks for minorsuit	The minorsuit is bid.	
2 NT				22-24hp	Puppet stayman Transfer 3♠=Both minors,strong.	<b>Slam Conventions</b>	
3x		6		Preempts		RCB	
3NT	x	7		Long solid minorsuit	4♣= want to play at 4 level in partners suit.	Cue	
4♣,♦		7		preempt		Splinter og minisplinter	
4♥,♠		6		To play		Exclusion Blackwood	
4NT				Asks for specefic aces	5♣=0 ace, suit=that ace,5NT=2 aces		