# Defensive and Competitive Bidding

### Overcalls (Style; Responses; Reopening)

Light overcalls. Cue is either GF any, or good raise with support.

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

15-18, system after opening 1NT on

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

VS 1 **♣**:

2 ♦ week natural

2 ♥/♠: week natural

2 NT: Two lowest

If 1 ♣ opening is on 2 or less, 2 ♣ is natural.

Vs 1 **♦**:

2 **∀**/♠: week

2 NT: 5+-5+ ♣ and ♥

3 ♣: week

1M- 3 m/3hj week

Michaels and leaping michaels

# Direct and Jump Cue Bids (Style; Responses)

Over m: Both Majors (5+-5+)

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

Jump cue-bid: Asks for stopper

Mixed range, depending on vulnerability

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

- 2♣- ♠ and ♥, have occoured on 4-3 in M, but normally 5-4+
- 2 one major (Multi) weak or good
- 2♥/♠ M 4+ and minor 4+

2NT: Both minor

Dbl:. After pre passing and balancing position it shows one long suit. If unpassed a good hand. If passed hand or in  $4^{th}$  seat: DONT

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

t/o dbls, leaping micheals, (3M)- 4m non-leaping michaels with other major and bidden suit.

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

Dbl: both majors,1 NT: both minors, rest is natural.

### Over Opponents' take out double

RD: 9+, normally without support

ds 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>						
Subseq								
lands								

#### Leads Vs. Suit Vs. NT Lead AKx/AKxx(x) AK/AKx/AKxx(x) Ace KO/KOJ(x)/KOT(x)/AK KO/KOJ(x)/KOT(x)/(AKD) King Queen AQJ(x)/QJ(x)/QJT(x)AQJ(x)/QJ(x)/QJT(x) HJT(x)/JT(x) HJT(x)/JT(x) Jack 10 HT9x/AQT(x)/T9x HT9x/AQT(x)/T9x 9x,9 98/98x/J98(xx)

#### Signals in order of priority Partners lead Declarer Discarding Suit: Enc=Low HI-LO= Even nr Enc=Low Lavinthal Lavinthal LO-HI=Odd nr 2<sup>nd</sup> 3<sup>rd</sup> Smith Peter: High NT: same card good from both hands 2<sup>nd</sup> 3rd

Hxxx/HT9x/xxxx(x)

Signals (including Trump's): Suit pref. or 3/5th- optional

 $Hx\underline{\mathbf{x}}(\mathbf{x})/Hxxx\underline{\mathbf{x}}$ 

## Doubles

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

Light, based on shape

# Special, Art and Comp Dbl/Rdbl's

Support doubles and Rds



System

Card





System:

**GREEN** 

NCBO/team:





Players

Ranja Sivertsvik

Virginia Chediak

System Summary

### General Approach and Style

Natural, 5 c M

5 Card Major, (14+)15-17 NT

Negative doubles. 2 over 1 GF

### Special bids that may require defence

2•: Multi 1) 0-7 hcp weak two in ♥ or • (5 +)

3NT: Gambling with a minor

### Special forcing pass sequences

Forcing pass after GF established

### Important notes that don't fit

3<sup>rd</sup> hand openings might be out of description, both in length and strength. XY, XYZ, drury

**Psychics** 

RARE

Opening	Art	Min. #	Neg. D. through	Description	Personne	Cultura muses Austrian	Decead Head Ridding
ð		Σ	A th	Description	Responses	Subsequent Auction	Passed Hand Bidding
1*		3	3♠	11-21, any 4-3-3-3	2•/2•/= week, 2NT nat.inv, 3••• splinter, 2. =inverted minor inv+, 3 . 5+ week, 2. = good prempt in .	1♣-2♣-2♦: forcing, ask for 2♥: 2NT = 18-19 1♣-2♣-2♦ - 2♥/♠: values 1♣-2♣-3♠: min. 2nt bal. Jjump is void and double jump is Exclusion BW.	1 ♣- 2 ♠: limit
1♦		3	3♠	11-21	2♥= week, 3 ♠: good prempt in ♠, 3 ♠: 5+ week, 2NT nat.inv, 3♥♠/4♣ splinter, 2♠ =inverted minor inv+	1+: 2+: 2*: forcing, ask for 2+: 2NT = 18-19 1+: 2+: 2+: 2+: values 1+: 2+: 3+: min. 2nt bal, Jump is void and double jump is Exclusion BW.	1 <b></b> 2•: limit
1♥		5		11-21, 5+	1 ★: nat, 1 NT: 5-12 HCP, 2★: 3+ support invite or nat GF, 2♦ nat GF, 2NT: GF with 4+♥, 2★: singleton, 3★: 6–9 hcp with 4+♥, 3♦ 10–11 with 4+♥	1♥-2♣-2♦: extras+, 2♥limit, 2NT:11-14, 3♠/3♦: nat, 3♥: extra length, 3♠: GF shortage, 4 ♣/4 ♦: void, extras not needed.	1♥-2♥: 6-9
1♠		5		11-21, 5+	Same principals as after opening 1♥	Same principals as after opening 1 ♥	Same principals as after opening 1 ♥
1 NT				(14)15-17, 5c M and 6 c m possible	Stayman, transfers, 2♠ and 2nt: minorstayman, 3♠♥ is singleton in opposite major, 3♣ puppet, 4 ♠♠ transfers to ♠♥	1nt-2♣-2 <b>-2v</b> : Weak both majors 1 nt- 2♣-2 <b>-2v</b> - 2♠: slamtry in <b>v</b> 1 nt- 2♣-2 <b>-3 v</b> /♠: 5C in the other major 1 nt- 2♠-2 <b>-3v</b> : slamtry in <b>v</b> 1 nt- 3♠: Puppet- 3♠: ♠, 3M: Nat, 3 NT: no maj 1NT- 3M: Short	
2*	х			20+ hcp or 8+ tricks with a suit/GF	2•-relay, 2nt:: both m., 4♣♥ slamtry in ◆♣, 4♣• slamtry in ▼♣	2♣-2+-2♥: ♥ 2♣-2nt:3♣-3•: 3♥,3≜ nat	
2♦	х	6 (5)		0-7 HCP with 6 card major (might be 5 in $3^{\rm rd}$ hand)	2 NT: asking. 2♠: inv in ♥. 2♥: pass or correct. 3/4 ♥: pass og correct	Transfer is week. 3♣ is max, thereby opposite bidding	
2♥		6		8-11 HCP with 6 card suit (might be 5 in 3 <sup>rd</sup> hand)/	2 NT: forcing, ask for shortness	2 NT: New suit is short, 3 in opening suit min, 3 NT max without singleton.	
24		6		8-11 HCP with 6 card suit (might be 5 in $3^{\rm rd}$ hand)/	Same principals as after 2 ♥	2 NT: New suit is short, 3 in opening suit min, 3 NT max without singleton.	
2 NT				20-21NT	3♠: Puppet-3♠: one or both majors, 3♥/♠: 5+, 3 NT: no 5/4 in majors, 4 ♠ slamtry ♥, 4♠ slamtry ♠, 4♥ slamtry ♠, 4♠ slamtry ♦ 3♠: Minor search 5-4+	Slam Conventions	
3x		6		Pre-emptive	After m, new suit forcing in red, nf in green. After ♠ new suit is cue bid	RCKB, Exclusion BW, 5NT frequently pick a slam, Cue bids.	
3NT	х	7		Gambling minor	4 ♣: double trsf., 4 ♦ asking for shortage, 4♣♥: To play	Splinter, DOPI, ROPI	
4♣,♦	х	6/7		Preemptive	Natural		
4♥,♠		6			Cue bid	1	
4NT	х			Asking for spes. aces	5 ♣- none, 5 ♦- ace of ♦, 5 ♥- ace of ♥, 5 ♣- ace of ♠, 5 NT, two aces, 6 ♣- ace of ♣.		