




Defensive and Competitive Bidding
<b>Overcalls (Style; Responses; Reopening)</b>
Light overcalls with good suit. Overcalls at the 2-level is normally solid. After an overcall, New suit = F1, 1 and 3 level
<b>1 NT overcall (2ND/4TH; Responses; Reopening)</b>
(14)15-18 in all hands. Same response as after 1NT opening.
<b>Jump Overcalls (Style; Responses; Unusual NT)</b>
Preempt. Over a preemptive opening a jump overcall is strong. 2NT: Two lowest
<b>Direct and Jump Cue Bids (Style; Responses)</b>
Overcall 2♣ after 1♣ is natural. Overcall/jump to 2♦ over 1m show both M  Cuebid of a M shows opposite M + ♣ Jump Cubid ask for stopper
<b>VS. NT (vs. Strong/Weak; Reopen: PH)</b>
Dbl: strong 2♣= both Major - other bids = natural
<b>VS. Preempts (Doubles; Cue bids; Jumps; NT bids)</b>
Vs any 2 level preempt: 4m = 5-5 m+M
<b>VS. Artificial Strong Openings</b>
Natural  Vs 2♣: Dbl = ♣
<b>Over Opponents' take out double</b>
Rdb: 10+ hcp other bid non-forcing

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	LOW = ENC	3 <sup>rd</sup> -5 <sup>th</sup> =odd; 2-4 <sup>th</sup> -6 <sup>th</sup> =even	
Subseq	LOW = ENC		
Leads			
Lead	Vs. Suit	Vs. NT	
Ace	<b>A</b> K/ΔKx/ΔKxx(x)	<b>A</b> K/ΔKx/ΔKxx(x)	
King	<b>K</b> Q/ <b>K</b> QJ(x)/ <b>K</b> QT(x)	<b>K</b> Q/ <b>K</b> QJ(x)/ <b>K</b> QT(x)	
Queen	<b>A</b> QJ(x)/ <b>Q</b> J(x)/ <b>Q</b> JT(x)	<b>A</b> QJ(x)/ <b>Q</b> J(x)/ <b>Q</b> JT(x)	
Jack	<b>H</b> JT(x)/ <b>J</b> T(x)	<b>H</b> JT(x)/ <b>J</b> T(x)	
10	<b>H</b> T9x/ <b>A</b> QJ(x)/ <b>T</b> 9x	<b>H</b> T9x/ <b>A</b> QJ(x)/ <b>T</b> 9x	
9	<b>H</b> 9x/ <b>9</b> xx/ <b>T</b> 9	<b>H</b> 9x/ <b>9</b> xx/ <b>T</b> 9	
X	<b>H</b> xx/ <b>H</b> T9x/xxxx(x)	<b>H</b> xx/ <b>H</b> T9x/xxxx(x)	
Signals in order of priority			
	Partners lead	Declarer	Discarding
Suit:	LOW=ENC	HL=EVEN	LOW=ENC
2 <sup>nd</sup>	H/L=EVEN	Lavinthal	H/L=EVEN
3 <sup>rd</sup>	Lavinthal		
NT:	LOW=ENC	Smith	LOW=ENC
2 <sup>nd</sup>	H/L=EVEN	H/L=EVEN	H/L=EVEN
3 <sup>rd</sup>	Lavinthal	Lavinthal	Lavinthal
<b>Signals (including Trump's):</b> Smith:LOW=LIKES from both sides. Lavinthal can occur in Trump			
Doubles			
Takeout Doubles (Style; Responses; Reopening)			
Normal takeout doubles			
Special, Art and Comp Dbl/Rdbl's			
Responsive doubles. Supportdoubles thru 2♥. Lead directing			

System		
Card		
		
System: Natural, green		
Norway ladies	Maja Rom Anjer Pernille Lindaas Gunn Tove Vist	
Players	Torild Heskje Marianne Harding Ann Karin Fuglestad	
System Summary		
General Approach and Style		
Natural system (14)15 -17 NT (5M,6m, singleton og 5422 are allowed) 2♦ Weak Multi 2♥/2♣: 6C, 8-11 2NT: 20-21 NT  3rd/5th leads and LOW is EN		
Special bids that may require defence		
2♦= weak with one major, 0-7 hcp, 5-6 c		
Special forcing pass sequences		
Standard forcing pass sequences		
Important notes that don't fit		
Psychics		
Very rare		

Opening	Art	Min. #	Neg. D.thr	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		2	3♣	2+♣ (8) 11+ hcp	2♣: 5+♣, no 4 M GF 2♦: 5+♣ invitational (7)8-11 2♥: 6+ c weak 2♠: 6+ c weak 2NT: 11-13 3♣: 5+♣ preempt 4♣: 6+♣ preempt	X-Y-NT, X-Y-Z 1♣-1M, 2♣-2♦: Art GF	2♣: 6-9 hcp 2♦ in X-Y-NT/ X-Y-Z = inv w ♦
1♦		4	3♣	4+♦ (8) 11+ hcp	2♣: nat, GF 2♦: 4+♦no 4M, GF 2♥: 6+ c weak 2♠: 6+ c weak 3♣: 4+♦ inv (7)8-11 3♦: preempt	X-Y-NT, X-Y-Z 1♦-1M, 2♦-3♣: Art GF	2♦: 6-9 hcp 2♦ in X-Y-NT/ X-Y-Z = inv w ♦
1♥		5	3♣	5+♥ (8) 11+ hcp	2♣: Nat GF 2♦: nat, GF 2NT: 4+♥ minimum inv to game 2♠/3m: singleton 3♥: preempt. 3NT: 13-15 3-3-(4-3)	X-Y-NT, 1♥ - 1NT - 2NT: GF 1♥ - 2♥ - 3x: Inv, 3+, 1♥-2♥-2NT: ask 4 singleton	2♣: Toronto 3+ supp, 2♦ Hx supp 2♦ in X-Y-NT = inv w ♦
1♠		5	3♣	5+♠ (8) 11+ hcp	2♣/2♦/♥: nat GF 2NT: 4+♠ minimum inv to game 3x: singleton 3♣: preempt 3NT: 13-15 3-3-(4-3)	1♠ - 1NT - 2NT: GF 1♠ - 2♠ - 3x: Inv, 3+, 1♠ - 2♠ - 2NT:ask 4 singleton	2♣: Toronto 3+ supp 2♦ Hx supp
1 NT			3♣	(14)15-17	2♣: Stayman, 2♦/♥: Transfer, 2♠: minor weak or strong. 2NT:inv 3x: singleton, 4m = transfer to M	1NT-2kl -2M -3M = inv, 2♠ = ♠ +m, 3♣ new search, new suit F1 Smolen	
2♣	x			Strong	2♦:Relay 2M/3m: Nat GF 2NT: both minors (5+)	Puppet/transfer after 22-24 NT Baron/transfer after 25-27 NT	
2♦	x			Weak Multi 0-7 hcp,5/6M	Pass: (4)5+♦, 2/3 M: P/C, 2NT: ask for suit/strength, 3♣: To play, 4♣: ask for transfer, 4♦: bid your suit: 4M:own major (to play)		
2♥		6		6♥ 8-11 hcp	2NT: ask for singleton New suit: F1	3y: singleton, 3♥: no singleton, 3NT: no singleton - stronger	
2♠		6		6♠ 8-11 hcp	2NT: ask for singleton New suit: F1	3y: singleton, 3♠: no singleton, 3NT: no singleton - stronger	
2 NT				20-21	3♣: puppet stayman, 3♦/♥: Transfer, 3♠: slamtry both m. 4 level trsf, slamtry. 4NT quant.	<b>Slam Conventions</b>	
3x		(6)7		Preemtive	3y: forcing. Answer: 3NT wo sup. 3x- 3M = nat, 3M - 4m = Q	BW: 5 aces - 0314 Q-bid show first or second control	
3NT		7		Solid minor (1.-3.hand)	4/5♣ = P/C 4M to play 4♦ ask for singel		
4♣,♦		(7) 8		Preemtive	4M = to play		
4♥,♠		(7)8		Preemptive	New suit = Q		
4NT				Asks specific ace	5♣: no aces, 5♦/♥/♠:ace, 5NT: 2 aces, 6♣: ace		

