Defensive and Competitive Bidding

Overcalls (Style; Responses; Reopening)

Solid overcalls

Active reopenings

After an overcall, a new suit at the 1- and 3-level are F1, a new suit at the 2-level is NF

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

(14)15-18 in both positions; "system on"

Jump Overcalls (Style; Responses; Unusual NT)

Preemptive, aggressive according to vulnerability;

2N=two lowest unbid suits, very strong

Direct and Jump Cue Bids (Style; Responses)

Very strong cuebids:

    Cuebid of minor shows both majors

    Cuebid of a major shows opposit major + an unknown minor (then 2NT asks for minor)

Jump cuebid asks for stopper

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

In both positions:

    X=strong

    2♣=♦or both majors (2♦=P/C)

    2♦= ♥ or ♠ and a minor (2N asks for minor)

    2♥=♥ and a minor (2N asks for minor)

    2♠=♠

    2N=both minors or very strong two-suiter

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

VS. Artificial Strong Openings

X=both majors; NT=both minors

Over Opponents' take out double

XX=10(9)+hcp

2N=primary support, at least invitational

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	Attitude when breaking a new suit	

Leads

Lead	Vs. Suit	Vs. NT
Ace	AKx/AKxx(x)	AKx/AKxx(x)
King	AK/KQ/KQJ/KQT	AK/KQ/KQJ/KQT
Queen	AQJ(x)/QJ(x)/QJT(x)	AQJ(x)/QJ(x)/QJT(x)
Jack	HJT(x)/JT(x)	HJT(x)/JT(x)
10	HT9x/AQT9(x)/T9x	HT9x/AQT9(x)/T9x
9	9x	9x
X	See above	See above

Signals in order of priority

	Partners lead	Declarer	Discarding
Suit:	Low=enc	H/L=even	Low=enc
2nd	H/L=even		H/L=even
3rd			
NT:	Low=enc	H/L=even	Low=enc
2nd	H/L=even		H/L=even
3rd			

Signals (including Trump's):
Low=encouraging; Frequent suit preference

Doubles

Takeout Doubles (Style; Responses; Reopening)

Neg. through 2♠ (through 3♠ red v green)

Special, Art and Comp Dbl/Rdbl's

Support double and redouble (through 2♥)

System Card

WBF   NBF

System: Natural

Players

Siv Thoresen NOR23387	Tolle Stabell NOR3618

System Summary

General Approach and Style

Natural style. Better minor, 5card major,

Sound openings

Special bids that may require defence

2♦=weak two in a major

Extensive use of minsplinter

Special forcing pass sequences

Important notes that don't fit

Psychics

Rare

Opening	Artificial	Min. #	Neg. D. through	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		3	2♠ 3♠ (red v green)	Better minor	2♣=support GF; 2NT=11–12; minisplinter	Over rebid 1NT: 2♣/2♦=conventional	
1♦		3	2♠ 3♠ (red v green)	Better minor	2♣=GF; 2♦=support GF; 2NT=11–12; minisplinter	Over rebid 1NT: 2♣/2♦=conventional	
1♥		5	2♠ 3♠ (red v green)		2-over-1=GF (one exception); 2♣=either nat GF or ♥-support 10-12; 1NT=F1 (unless passed); 3♥=mixed; 2NT=4card ♥-support at least invitational; minisplinter	Over opener's rebid 1NT: 2♣/2♦= conventional; Neg. trialbids	2♣= Drury 3cardsupp 2♦= Drury 4card supp
1♠		5	2♠ 3♠ (red v green)		2-over-1=GF (one exception); 2♣=either nat GF or ♠-support 10-12; 1NT=F1 (unless passed); 3♠=mixed; 2NT=4card ♠-support at least invitational; minisplinter	Over opener's rebid 1NT: 2♣/2♦= conventional; Neg. trialbids	2♣= Drury 3cardsupp 2♦= Drury 4card supp
1 NT				15-17 Might be considerably out of range and shape	2♣=Stayman; 2♦/♥/♠/2NT=transfers; 3♣=♣+♦ play; 3♦=♣+♦ GF; 3♥/♠=6+ GF; 4♣/♦=transfer to 4♥/♠; 4♥/♠=to play	Smolen	
2♣	X	strong			2♦=various hands 2NT=♣+♦ GF	3♣=Second negative	
2♦	X	0		Weak two ♥ or ♠ may be 5, may be very weak	2♥/♠=P/C; 3♥/♠=P/C 2NT=asking		
2♥		6		6♥, 8-11	2N=GF asking for short suit 3♣=asking for strength and suit quality		
2♠		6		6♠, 8-11	2N=GF asking for short suit 3♣=asking for strength and suit quality		
2 NT				(18)20-21 May have singleton, may have 6card	3♣=puppet stayman; 3♦/♥=transfers; 3♠=both minors; 4♣/♦=transf to 4♥/♠; 4♥=♣ GF, 4♠=♦ GF; 4N=quantitative	Slam Conventions	
3x				Natural preempt		RCBW (0314) – Cue bids	
3NT						Exclusion Blackwood in some positions 5NT=pick-a-slam	
4♣,♦				Natural preempt			
4♥,♠				Play			
4NT	X			Asking for specific ace	5♣=zero aces; 5N=two aces; 6♣=ace of ♣		