

## Defensive and Competitive Bidding

### Overcalls (Style; Responses; Reopening)

Aggressive 1-level if good suit; Sound 2-level  
Cue-bid = 1 round forcing

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

15-18 bal (subs auction as after 1nt opening)  
NT-system is on, not after dbl.

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

Preemptive  
(1M)-2NT= 6HP+, ♠+♦ (Weak/Strong normally).

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

Direct Cue = majors o/minor, major/club o/major appr. 9+  
Jump cue=Asks for stopper.

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

Dbl : Strength  
2♣ ♥ + ♠ , 2♦ = 1 major, 2♥/♠=4 + longer minor  
2NT ♣ + ♦ or strong 2-suits

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

Take Out DBLs. VS. Multi: Dbl. = 15-18 balanced  
2NT : 19-21 balanced  
Versus 2M, 3 suit, Multi 2M-3M = Leaping Michaels

### VS. Artificial Strong Openings

Versus 1♣: Dbl=strong unbalanced, 1♦=majors,  
1NT=minors  
Versus 2♠: D=♣

### Over Opponents' take out double/NT

Rdbl = 10 hcp + usually 2(3) decent 4+ suits  
After 1 major- 2 NT at least invitational in the bid suit  
1 level forcing for one round, 2 level not forcing  
After opp's 1nt → 2kl =major

## Leads and Signals

### Opening Leads Style

	Lead	In Partner's Suit
Suit	3./5.	3./5.
NT	3 <sup>rd</sup> – 5th	3 <sup>rd</sup> – 5th
Subseq	Attitude when opening a new suit through declarer	

### Leads

Lead	Vs. Suit	Vs. NT
Ace	AKx/AKxx(x)or A(xxxx)	AKx/AKxx(x)or A(xxxx)
King	AK/KQ/KQJ(x)/KQT(x)/AK	AK/KQ/KQJ(x)/KQT(x)/
Queen	AQJ(x)/QJ(x)/QJT(x)	AQJ(x)/QJ(x)/QJT(x)
Jack	HJT(x)/JT(x)	HJT(x)/JT(x)
10	HT9x/Tx/T9	HT9(x)/T9(x)

### Signals in order of priority

	Partners lead	Declarer	Discarding
Suit:	Hi=Disc	count	Hi=Disc
2 <sup>nd</sup>	count		count
3 <sup>rd</sup>	Lavinthal		lavinthal
NT:	Hi=Disc		Hi=Disc
2 <sup>nd</sup>	count	count	count
3 <sup>rd</sup>	Lavinthal		lavinthal

Signals (including Trump's):

Encourage: Low

Lavinthal

Smith (NT): Hi-Low likes the lead from both.

Count: hi-low = even

## Doubles

## Takeout Doubles (Style; Responses; Reopening)



Convention  
Card



WBF

## System: Natural

Players	Jan Mikkelsen	Arve Farstad
Club	Topbridge BC	Topbridge BC
	Norway	Norway
NBF memb.	6788	2024

## System Summary

### General Approach and Style

5 card MAJOR

1 ♣ = 2+

1 NT : (14+)15-17, might be 5major/6 minor (may have single Honor)

2 over 1: GF unless suit rebid/2♣ may be inv. with 3-card support after majoropening.

### Special forcing pass sequences

1x-(?y)-p = pass might be penalty, dbl = Take Out

### Important notes that don't fit

X-Y-NT . Then 2♣ demands 2♦ . 2♦=GF (Dto 1X-1Y-1Z) on after dbl.

Lebensohl 2nt in most competitive situations except 1 maj-2 maj-double, then 2 NT = minors

Puppet Stayman on 20+ with NT distri.

Bergen 2 NT in comp. Sit.

Takeout D in many situations

## Psychics Rare

Opening	ART	Minimum	Neg. Dbl. To	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		2	4sp	10-22 hp	2♦ = 9-11 and ♣. 2♣ = GF Strong jump shifts in /♥/♠ 6Cards+ Walsh	1♣ - 1♦ - 1major = 5 club, 4+ major or 4-4-4-1 1♣-1♥-2♠ = Natural F1 --> 2NT only response not Forc. After 1♣-(1♦): double=4-4, ♥-♠, 2♦/♥=6+♥/♠ After 1♣-(1♥): double=4-5♠, 2♥=6+♠, 2♠=inv. In club Transfer after 18-19NT 1♣ (2-3) - 2♦ = both major	
1♦		4	4sp	10-22 hp	3♣ = 9-11, inv. In D, 2D = GF Strong jump shifts in Major 6cards+	1♦ - 1♥ - 2♠ = natural GF After 1♦-(1♥): double=4-5♠, 1♠=no ♠suit, 2♥=6+♠, 2♠= inverted minor raise 9/10+HP Transfer after 18-19NT	
1♥		5	4sp	10-20 hp	2NT= Jacoby GF . 4+ card support 2♠= inviting game in ♥, short in ♣or♦ 2NT ask 3♣= limit raise in ♥ . 4+ card support 3♦= inviting game, in ♥, short in ♠ 3♥ = preemptive	1♥- 2NT-3♥ = no side suit 1♥-2NT-3 any= nat 1♥-2NT-3♥-new suit=single 1♥-2NT-3♥-3NT=asks cuebid 1♥-2NT-3NT=18-19, 1♥-2NT-4level=void 1♥-1NT-2NT:GF. 3♣=5+♣, 3♦=5+♦, 3♥=Hx, 3♠/3NT=3244max/min	Drury 2♣/♦ = Game interest with 3/4+card support
1♠		5	4♥	10-20 hp	2NT = Jacoby. 4+ card support 3♣= inviting game in ♠, short in ♣or♦ (rele ask), 3♦= limit raise in ♠, 3♥=splinter 3♠ = preemptive	Same as 1♥ 1♠-1NT-2NT: GF. 3♣=5+minor, 3♦=4+♥, 3♥=2344&max, 3♠=Hx, 3NT=2344&min	Same as 1♥
1 NT		---	3♠	(14)15-17 bal., may be 5major/6-minor Maybe singleton honor	2♣ = Stayman, 2♦,♥ is transfers, 2♠ asking best minor, 3♣,♦ = Invitational 3♥/♠ = Singel GF and 3 in unbid M (3-1-5-4 etc.) Smolen/opposite major balanced slaminv.	1NT-2♣-2♦-2♠= inviting game = 5spades+4hearts 1NT-2♦-2♥-2♠= inviting game=5hearts+4spades 1NT-2♥-2♠-3♥=GF 5-5 in major 1NT-2♣-2x-3♣ = Asking for distr.	
2♣	X	0		22-23 or 24+ hp bal. Or strong unbalanced	2♦= asking opener to clarify his hand (waiting) Direct bid = ((5(6minor)) cards+headed by honor)) 2NT=pos. 5-5 minors	2♣-2♦-2♥-2♠(obl.)-2NT = 24-25 NT. 3 NT = 26-27 2♣-2♦-2♠-2NT=5+ bal., 3♣ second negative 2♣- 3♥/♠= semi-running 6 cards	
2♦		6(5)		5-10	2NT =asking bid 2♥/♠ NF, 3♣ NF		
2♥		6(5)		5-10	2NT= asking for single, 2♠ NF, 3♣/♦ NF		
2♠		6(5)		5-10	2NT=asking for single, 3♣/♦/♥ NF		
2 NT		---		20-21 Balanced	Puppet stayman, transfers, 3♠ = slaminv. minors 3 NT = to play 4♣/♦ = slamtry in ♥/♠ 4♥/♠ = slamtry in ♣/♦	<b>Slam Conventions</b>	
3x		6		Preempts	½. Pos. Good suit in ♣/♦ New suit forcing	4NT: Roman Key Card Blackwood:	
3NT	X	7		Running suit, no side A/K	4♣ to correct, 4♦ asks for shortness	5♣: 0/3, 5♦: 1/4 5♥: 2, 5♠ 2 incl. Trumph Q, 5NT=odd and a void, 6x=even and void. Cue bids: 1st and 2nd round controls up the line	
4♣,♦		7		Preempts		Splinter & Minisplinter	
4♥,♠		6		To play	New suit is cuebid, 4NT=RKCB	After 4NT and answer=5NT=asking specific King, promise all aces	
4NT	x	---		Asks for specific aces	5♣=0 Aces, Suit=that Ace, 5NT= ace of ♣	Exclusion Blackwood	