## **Defensive and Competitive Bidding**

### Overcalls (Style; Responses; Reopening)

Normally good suits, 1-level could be weak in hcp both vuln. 2-level constructive

New suit 1-level and cue-bid only force. Other constructive

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

15-18 both - Stayman, transfers

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

Preemptive

#### 2nd

Direct over m: Both majors 5+-5+

XDirect over M: Other major + ♣ 5+ - 5+

Jump cue-bid asks stopper

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

2<sup>nd</sup> hand: MULTILANDY

Passed hand and reopen: DONT

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

Take-out Doubles

Leaping Michaels

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

VS strong club: X - majors 1NT - minors

### Over Opponents' take out double

XX - transfer to next suit. Others: Transfers

Leads and Signals					
Opening Leads Style					
	Lead In Partner's Su				
Suit	1st 3rd 5th	Same			
NT	4 <sup>th</sup> highest from honors 2 <sup>nd</sup> -3 <sup>rd</sup> from weaker suits	1st, 3rd, 5th			
Subseq					

### Leads

Lead	Vs. Suit	Vs. NT
Ace	AK/AKx/AKxx(x)	AK/AKx/AKxx(x)
King	$\mathbf{KQ}/\mathbf{KQJ}(\mathbf{x})/\mathbf{KQT}(\mathbf{x})$	$\mathbf{KQ}/\mathbf{KQJ}(\mathbf{x})/\mathbf{KQT}(\mathbf{x})$
Queen	$\mathbf{AQJ}(\mathbf{x})/\mathbf{QJ}(\mathbf{x})/\mathbf{QJT}(\mathbf{x})$	AQJ(x)/QJ(x)/QJT(x)
Jack	$H\mathbf{J}T(x)/\mathbf{J}T(x)$	$H\mathbf{J}T(x)/\mathbf{J}T(x)$
10	H <b>T</b> 9x/ <b>A</b> QT(x)/ <b>T</b> 9x	HT9x/AQT(x)/T9x
9	H9 <b>x</b> /9x <b>x/T</b> 9	H9 <b>x/9</b> xx/ <b>T</b> 9
Х	$Hxx\underline{x}/HT9\underline{x}/xxxx(x)$	Hxxx/HT9x/xxxx(x)

## Signals in order of priority

	Partners lead	Declarer	Discarding
Suit:	Att: low enc.	Count	Att: low enc.
2 <sup>nd</sup>	Suit pref.	Suit pref.	Count
3 <sup>rd</sup>			
NT:	Same		
2 <sup>nd</sup>			
3 <sup>rd</sup>			

Signals (including Trump's):

## Doubles

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

Quite solid 3+-3+ unbid majors or 17+

# Special, Art and Comp Dbl/Rdbl's



	Jan Mikkelsen	Jon-Egil Furunes
Players		

# System Summary

### General Approach and Style

2/1 GF 5c major Transfer responses to 1♣ 8-11 (12) 1NT non-vuln 1<sup>st</sup> and 2<sup>nd</sup> seat Weak Multi 2M-8-11 6card

### Special bids that may require defence

MULTI 2♦: 4-7 hcp. – could be 5c non-vuln or 24+ bal.

Transfer responses to 1♣

### Special forcing pass sequences

Important notes that don't fit

### **Psychics**

Opening	Art	Mi <b>v</b> n.#	Neg. D. through	Description	Responses	Subsequent Auction	Passed Hand Bidding
1*	X	2	4♥	10-22 hcp. 13-19 non-vuln 1 <sup>st/</sup> 2 <sup>nd</sup> s. if balanced. Otherwise 11- 14 or 18-19 if balansed	1♦ = 4+♥, 1♥= 4+♠ 1♠= 6-10 bal. no M or 4+♦. 1NT= 11-12, 2♠: 5+♠ inv.+, 2♦= 6+♥, 4-8 hpc, 2 ♥= 6+♠, 4-8 hpc, 2♠= 5+♠,6-9 2NT: 13-15/19-20 3♠= weak pre-empt 3♦♥♠= void 3Nt= 16-18	Transfer accepts 1-level: 3card 11-14 Responder's second: X Y 2♣◆	2 <b>♥</b> :5-5 majors 5-9
1♦		4	4♥	10-22 hcp Never balanced (could be 5-4-2-2)	2♠: $5+$ ♠ GF, $2$ ♦= $6+$ ♥, $4-$ 8 hpc, $2$ ♥= $6+$ ♠, $4-$ 8 hpc, $2$ ♠= $4+$ ♦, $10+$ , $2$ NT: $13-15/19-20$ $3$ ♠= $4+$ ♦, $6-$ 9, $3$ ♥♠= void $3$ Nt= $16-18$	1	2 <b>v</b> 5-5 majors 5-9
1♥		5	4♦	5-card+ but not 15-17 bal. except 1st,2nd non-vuln.	1NT: NF, 2♦= weak \( \psi \) raise or nat.GF, 2\( \psi \) 7-10 3 or 4\( \psi \) 2\( \psi \) Splinter in a minor inv. 2NT: GF 4+ \( \psi \) 3\( \psi \): Splinter \( \psi \) inv 3\( \psi \):10-1 bal. 4\( \psi \) 3\( \psi \): pre-empt	Gazilli	2♣: 9-11 3card sup. 2•: 9-11 4card supp
1.		5	4♥	5-card+ but not 15-17 bal. except 1 <sup>st</sup> ,2 <sup>nd</sup> non-vuln.	1NT: NF, 2♥= weak ♠raise or nat.GF, 2♠ 7-10 3 or 4♠ 3♠: Splinter in a minor inv. 2NT: GF 4+♠ 3♠: 10-11 bal. 4♠ 3♥: Splinter♥ inv. 3♠: preempt	Gazilli	2♠: 9-11 3card sup. 2♦: 9-11 4card supp
1 NT			3♠	a)1st 2nd non-vuln: 8-11 (12) b) Others: 15-17	a) 2-way Stayman b) Stayman – transfers 24: Minor-Staym. 2NT: weak point forc. 3-level: Singleton, South-Afr. Transf.	1NT-2♣-2♦ - 2♥ weak both maj. in both cases After b) 1NT-2♣-2♦-2♠: weak 4♣+ longer min.	
2*	Х		6 <b>♠</b>	22-23 bal. or Unbalanced forcing to 3M/4m	2♦ - negative or waiting 2NT - 5+-5+ 4-5 or 5-4 ♦/♣ 2♥♣3♣ • - HHxxx or better 3♥♠ - 4card + 5♦	2♣-2♦-2M-3♣ - 2 <sup>nd</sup> negative – other GF 2♣-2♦-2NT - 3♣ - Muppet Staym. 2♣-2♦-3NT – 19-21 Good minor	
2♦	Х			24+ NT or 4-7 hcp 6 card major vuln. Could be 5 card major non-vuln.	2♥♠/3♥: Pass or correct. 2NT asks strength and suit 4♠: Show suit with transf	2♦- 2NT-3♣: Maximum 3♦♥: Minimum ♥♠	
2♥			6	8-11 6 card. 4c minor possible	2NT asks sidesuit/singleton/strength	2♥-2NT-3♠: sidesuit in a minor (3♠ asks) 3♠: short minor (3♥ asks) 3♠: short spades	
24			6	8-11 6 card Other 4c possible	2NT asks sidesuit/singleton/strength		
2 NT				20-21 balanced	Muppet Staym - transfers.	Slam Conventions	
3x				Premptive – 3♣♦: At least HHxxxx 1 <sup>st</sup> /2 <sup>nd</sup> . Other flexible	New suit forc.	RKCB 0314 cue-bids cheapest control	
3NT				Solid minor	4♣ pass or correct 4♦ asks shortness	•	
4♣,♦	Х			Good <b>♥</b> /♠ - 3-5 contr.	Next bid asks shortness		
4♥,♠				Preemptive - broken suit			
4NT				Asks specific ace			