

## Defensive and Competitive Bidding

### Overcalls (Style; Responses; Reopening)

Aggressive 1-level; Sound 2-level  
 Cue-bid resp = at least a good raise over M  
 Reopening: may be weaker  
 Direct jump-raises are pre-emptive.

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

2nd: 15-18 bal (subs auction as after 1nt opening)  
 4th Bal.: 11-14 (subs auction as after 1nt opening)

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

Aggressive style  
 Weak, 5-card possible. 1x - 2M - p - new suit NF  
 (1M) - 2NT = ♣ + ♦

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

(1♣) - cue = ♠ - ♥ (5+, 5+), (1♦) - cue = ♠ - ♥ (5+, 5+),  
 (1M) - cue = OM + ♣ (5+, 5+)  
 Jump cue = Asks for stopper.

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

Dbl: Strength  
 2♣ Both majors, at least 4-4

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

Take Out DBLs thru 4♥  
 2NT: 15-18  
 (4M)-4NT = strong 2-suiter (♣ + ♦, or ♦ + opp. M)

### VS. Artificial Strong Openings

Vs 1♣ Dbl; At least 4-4 in M  
 NT; At least 4-4 in m  
 Vs 2♣ Dbl; ♣

### Over Opponents' take out double

New suit = F1 at 1 level, 2NT = at least limit raise.  
 Jump shift = singleton, at least inv.  
 Double jump shift: void  
 RD = 10hp+

## Leads 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	4 <sup>th</sup>	3 <sup>rd</sup> / 5 <sup>th</sup>
Subseq	Attitude when opening a new suit	

### Leads

Lead	Vs. Suit	Vs. NT
Ace	AKx/AKxx(x)	AKx/AKxx(x)
King	AK/ KQ(x)/ KQJ(x)/ KQT(x)	AK/KQ(x)/KQJ(x)/KQT(x)/ AKJ10/(AKQx)
Queen	AQJ(x)/QJ(x)/QJT(x)/ KQ109	AQJ(x)/QJ(x)/QJT(x)/ KQJx(x)
Jack	HJT(x)/JT(x)	HJT(x)/JT(x)
10	HT9x/AQT(x)/T9x	HT9x/AQT(x)/T9x
9	H98x	9xx, 98xx
X	Hxx/ /xxx(x)	Hxxx/9xxx

### Signals in order of priority

	Partners lead	Declarer	Discarding
Suit:	Hi=Disc		Hi=Disc
2 <sup>nd</sup>	Hi = even		Hi/Lo = even
3 <sup>rd</sup>			
NT:	Hi=Disc		Hi=Disc
2 <sup>nd</sup>	Lavintal		Hi/Lo=odd
3 <sup>rd</sup>			

Signals in trumps: 2<sup>nd</sup>/4<sup>th</sup>

## Doubles

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

May be light with classic shape  
 Responses: Nat; Cue = promise rebid by unpassed hand  
 Reopen: may be lighter

### Special, Art and Comp Dbl/Rdbl's

NEG+RESP+COMP DBL (showing Take Out-distr)  
 SUPP DBL and RDBL



WBF

## Convention Card



## System: Natural

Players	Marianne Harding	Kristine Breivik
Team	Norway	

## System Summary

### General Approach and Style

Natural, Lowest 4 card suit (may open in higher ranking suit in ¾ position)

1 NT openings 15-17, may have 5 card major or 6 card minor, and on rare occasions might be unbalanced.

### Special bids that may require defence

2♦ Multi; Weak with 5 card ♥ or ♠ 3-9hp, or 25-27 balanced

2♥ ♠ Weak 2

3NT; SOL m, no outside ace

### Special forcing pass sequences

After opponents overcall, PASS usually Weak or penalty

### Important notes that don't fit

1x - p - 1y - x

xx = 3 card support. If op overcall instead of x, x will show the 3 card support.

X-y-NT (variant of checkback; 2d gf, 2c requires 2d, for play, or any invitational hand)

Variable Marmics and Michaels (dep on vul)

## Psychics

Rare

Opening	ART	Minimum	Neg. Dbl.	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		(3) 4	3♠	(9) 12-22 hp	2♣ = 4+card ♣ 10hp+, normally not 4♥♠ 2♦♥♠ Nat (5+) either at most 1 or 4+♣ 2NT=(10) 11-12, 3♣=Preemptive; 3♦♥♠ = void FG	1♣ - 1x 1nt - 2♣ = req 2d, to play or any invitational hand 2♦ = FG 1♣-1♦ = weak with long d or at least inv. with 4+d 1♣ - 1♥/♠ = may have longer d if weak 1♣-2♣, 2NT=12-14 bal	1♣-2♣ may be passed
1♦		4	3♠	11-22 hp	2♦ 4+card ♦ 10hp+, normally not 4♥♠ 2♥♠, 3♣ Nat (5+) either at most 1 or 4+♦ 2NT=(10)11-12, 3♦=Preemptive; 3♥♠4♣ =void FG	1♦ - 1x 1nt - 2♣ = req 2d, to play or any invitational hand = 2♦ = FG 1♦-2♦, 2NT =12-14 NT	1♦-2♦ may be passed
1♥		4	3♦	(8) 10-20 hp	Jump-shifts: Short suit, invitational 2NT: FG, 4+ card support 3♥ Limit, 10-12 3♠ og 4♦ = void, 4card+ support slam inv.	1♥-2NT, 3♣/♦=nat (can be 3c), non minimum 1♥-2NT, 3♣/♦-3NT = start cuebid 1♥-2NT, 3♣/♦-3♥ = asks for singleton 1♥ - 2♥ 3♣/♦: Long Suit Invitational can be xxx 2♠: inv, long or short suit, req 2nt resps; 3♣ = 1/0 s, 3♦ = long suit inv, 3♥ = just kidding :) 2nt = req 3c; 3♦ = 0/1d inv, 3♥ = 0/1c inv	After 3 <sup>rd</sup> /4 <sup>th</sup> hand opening 1♥-2♣: Drury
1♠		4	3♦	10-20 hp	Jump-shifts: Short suit, invitational 2NT: Invitational and 4card support 3♠ Preemptive 4♣♦♥ is void and 4card+ support slam inv.	1♠-2NT, 3♣/♦/♥=nat (can be 3c), non minimum 1♠-2NT, 3♣/♦/♥-3NT = start cuebid 1♠-2NT, 3♣/♦/♥; 3♠ = asks for singleton 1♠ - 2♠ 3♣/♦/♥: Long Suit Invitational can be xxx 2nt = req 3c; 3♦ = 0/1d inv, 3♥ = 0/1h inv, 3♠=0/1 c, inv	After 3 <sup>rd</sup> /4 <sup>th</sup> hand opening 1♠-2♣: Drury
1 NT		---	2♦	(14)15-17 balanced, may have 5M or 6m, (on rare occasions unbalanced.)	2♣ F1 Stayman, 2♦,♥ is transfers, 2♠ is weak/strong with one or both minors, 3♣,♦ is inv. to 3NT with HHxxxx	1NT-2c 2x - 3c= asks for further distribution	Lebensohl, dbl=penalty
2♣	X	0		Forcing	2♦ relay 0-7 (8)hp, 2nt= 8+ balanced	2♣-2♦, 2M-3♣: 0-3 w.o. supp	
2♦	X	0		Multi; Weak 5 card in ♥ or ♠ 2-9hp, or 25-27 balanced	2NT/3♣ = F1 relay, 2♥♠/3♥ = Pass or correct, 3♦ = NF	2♦-2NT, 3♣♦=8-9hp with ♥♠ 2♦-2NT, 3♥♠=3-7hp 2♦-2NT,3NT=25-27 hp	If 3NT shows 25-27, then 4♣ is puppet stayman and 4♦♥ is transfers to 4♥♠
2♥		6		4-9hp	2NT=F1-asking for singel, New suit: F1		
2♠		6		4-9hp	2NT=F1-asking for singel, New suit: F1		
2 NT		---		20-21hp	3♣= puppet stayman, 3♦/♥ is transfers,	<b>Slam Conventions</b>	
3x		6		Preempts		4NT: Roman Key Card Blackwood: 5♣: 0/3, 5♦: 1/4 After 1m-2m and 1m-2-m-2NT 4m=RKCB	
3NT		7		Sol 7cm, No side aces	4♣ to correct, 4♦ asks for shortness	Cue bids: 1 <sup>st</sup> and 2 <sup>nd</sup> round controls up the line Splinter & Minisplinter Jump to 5NT (5♠ if ♣ is triumph) asks for AKQ in triumphs	
4♣,♦	X	0		Running ♥♠	4♥♠, 4NT=asks for length	ROPI-DOPI	
4♥,♠		5		To play	New suit is cue-bid, 4NT=RKCB		
4NT		---		Asks for specific aces	5♣=0 Aces, Suit=that Ace, 5NT=2Aces 6♣ = ♣Ace		