




Defensive and Competitive Bidding
<b>Overcalls (Style, Responses, Reopening)</b>
Flexible overcalls (good suit if weak) Light reopening if short in opp's suit
<b>1 NT overcall (2nd/4th; Responses, Reopening)</b>
15-18, system on
<b>Jum Overcalls (Style, Responses, unusual NT)</b>
Preemptive jumps
<b>Direct and Jump Cue Bids (Style, Responses)</b>
Michaels cue Jump: Ask for stopper
<b>Vs NT (vs Strong/Weak, Reopen)</b>
Dbl : Strength 2♣ ♥ + ♠ 2♦ ♥ / ♠ 2NT 2 suiter, at least 5-5 DONT in 4 <sup>th</sup> seat and passed hand
<b>Vs preempts (doubles, Cue bids, Jumps, NT bids)</b>
X = Take out Jump in opp's suit = ask for stopper 4♣/♦ = The suit + ♥/♠ GF
<b>Vs Artificial Strong Openings</b>
X = suit
<b>Over Opponents' take out double</b>
XX = The suit over on minor openings XX = Interested in penalties over major openings

Lead and signals			
Opening Leads Style			
	Lead	In Partner's Suit	
Suit	Standard	Standard	
NT	Standard/Top of nothing	Standard/Inv with support	
Sebseq			
Leads			
Lead	Vs Suit	Vs NT	
Ace	<u>AK</u> / <u>AKx</u> / <u>AKxx(x)</u>	<u>AK</u> / <u>AKx</u> / <u>AKxx(x)</u>	
King	<u>KQ</u> / <u>KQJ(x)</u> / <u>KQT(x)</u>	<u>KQ</u> / <u>KQJ(x)</u> / <u>KQT(x)</u>	
Queen	<u>AQJ(x)</u> / <u>QJ(x)</u> / <u>QJT(x)</u>	<u>AQJ(x)</u> / <u>QJ(x)</u> / <u>QJT(x)</u>	
Jack	<u>HJT(x)</u> / <u>JT(x)</u>	<u>HJT(x)</u> / <u>JT(x)</u>	
10	<u>HT9x</u> / <u>AQT(x)</u> / <u>T9x</u>	<u>HT9x</u> / <u>AQT(x)</u> / <u>T9x</u>	
9	<u>H9x</u> / <u>9xx</u> / <u>T9</u>	<u>H9x</u> / <u>9xx</u> / <u>T9</u>	
X	<u>Hxxx</u> / <u>HT9x</u> / <u>xxx(x)</u>	<u>Hxxx</u> / <u>HT9x</u> / <u>xxx(x)</u>	
Signals in order of priority			
	Partner's lead	Declarer	Discarding
Suit:1	Attitude	Count	Attitude
2			
3			
NT: 1	Attitude	Smith (low enc)	
2		Count	
3			
<b>Signals (including trmp):</b> Standard count, small enc, Lavintal			
Doubles			
Takeout Doubles (Style, Responses, Reopening)			
Conservative with distribution (responsive and competitive)			
Special, Art and Com Dbl/Rdbl's			
Support x og xx			

System-kort		
		
<b>System: Natural</b>		
<b>Players</b>	Bjørnar Halderaker	Olav Ellestad
	Topbridge BK	Topbridge BK
System summary		
<b>General Approach and Style</b>		
Transfers after 1♣, 5c major. At least 3 card minor (Could choose good 3c instead of 4c or 1♣ if the hand is suited for transfer)		
<b>Special bids that may require defence</b>		
2♦ Weak Multi non-vul		
<b>Special forcing pass sequences</b>		
<b>Important notes that don't fit</b>		
Openings could be ligh depending on vul		
<b>Psychics</b>		
Rare		

Opening	Artificial	Min#	Neg to	Description	Responses	Subsequent auction	Passed hand bidding	
1♣		2	2♠ / 3♠	10-22	1♦ = 4+♥, 1♥ = 4+♠, 1♠ = transfer to 1NT/♦, 1NT = 10-11NT 2♣ = rev minor. 2♦ = ♥ 2♥ = Sp 2♠ = 7-10 5+♣.	Xyz		
1♦		3	2♠ / 3♠	10-22 3+♦	Nat response on 1-level, 2♦ rev minor, 2♥♠ Weak 2 3♣ 7-10 5+♦	Xyz		
1♥		5	2♠ / 3♠	9-21	2 over 1 GF unless suit repeated. Stenberg inv+, unlimited minisplinter. 3♥ = preemptive vul 5-8 vul	Xy	2♦ = Toronto	
1♠		5	2♠ / 3♠	9-21	2 over 1 GF unless suit repeated. Stenberg inv+, unlimited minisplinter. 3♠ = preemptive vul 5-8 vul		2♦ = Toronto	
1 NT			2♠ / 3♠	(14)15-17	2♣ Stayman, 2♦♥ = Transfer. 2♠ = One or both minor 3♣ = Inv. transfer with ♦ or 3-5 M both ways 3♦ = Inv+ with 5-5 M. 3♥♠ = Singelton			
2♣	x			Strong	2♦ = 0-5/waiting, 2♥♠ = Nat 2NT = both minor 6+hp, 3♣♦ = nat 6+hp, ok+ suit	2♣ - 2♦ - 3♥/♠ = 4c and longer ♦		
2♦		(5) 6		Weak 2 3-9 vul/Weak multi non-vul 5k	Vul 2♥♠ = F1. 2 NT = Asking for max min / Singelton, Non-vul 2♥♠ 3♥♠ p/c, 3♣ Nat, NF, 3♦ Forcing with own major 4♣ bid the suit under			
2♥		(5) 6		Weak 2 3-9	New suit F1, 2NT = Asking for max min/Singelton			
2♠		(5) 6		Weak 2 3-9	New suit F1, 2NT = Asking for max min/Singelton			
2 NT				20-21	Muppet stayman, transfers	Slam conventions		
3x		(6) 7		3-9	New suit F1	rkc 1430 (0314 ♣ or exclusion), splinter, voidshowing jumps, exclusion BKW, 5NT pick a slam, Non-serious 3nt, Last train.		
3NT				Running major				
4♣,♦					Preemptive			
4♥,♠					Preemptive			
4NT					Asking for specific aces			