

## 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

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

Preemptive

(1M)-2NT=any strength normally 9HP+ , ♣+♦.

### 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♥/♠=5+ minor

2NT ♣+♦ or strong 2-suits

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

Take Out DBLs. VS. Multi: D=15-18

2NT : 19-21

Leaping Micahels over weak 2 and multi 2 D

### VS. Artificial Strong Openings

Versus 1♣: Dbl=strong unbalanced, 1♦=majors,

1NT=minors

Versus 2♣:D=♣

### Over Opponents' take out double

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 dto

## Leads and Signals

### Opening Leads Style

	Lead	In Partner's Suit
Suit	3.and 5.	3. and 5.
NT	3. and 5.	3' and 5.
Subseq	Attitude when opening a new suit through declarer	

### Leads

Lead	Vs. Suit	Vs. NT
Ace	AK/AKx/AKxx(x)or A(xxxx)	AK/AKx/AKxx(x)or A(xxxx)
King	KQ/KQJ(x)/KQT(x)/A K	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): Lavinthal

Count: hi-low = even

## Doubles

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

Takeout D in many situations

## 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	Jon Aabye	Arve Farstad
Club	Topbridge BC	Topbridge BC
	Norway	Norway
NBF memb.	2987	2024

## System Summary

### General Approach and Style

5 card MAJOR – if 4-4 in majors opens 1♥

1♣ = 3+ (minisplinter after majoropening)

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

2 over 1: GF unless suit rebid

### Special bids that may require defence

### 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)

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

Puppet Stayman on 20+ with NT distr.

Bergen 2 NT in comp. Sit.

## Psychics

Rare

Opening	ART	Minimum	Neg. Dbl. T <sub>c</sub>	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		3	4ru	10-22 hp	Inverted minor raises 9 HP+ Strong jump shifts in ♦/♥/♠ 6Cards+  Walsh	1♣ - 1♦- 1major = 5 club, 4+ major or 4-4-4-1 1♣- 1♥-2♠ =Natural GF	
1♦		4	4ru	10-22 hp	Inverted minor raises 9HP+ Strong jump shifts in Major 6cards+ 3♣ = Strong 6cards+	1♦ - 1♥-2♠ = natural GF	
1♥		5(4)	4ru	10-20 hp	2NT= Jacoby GF 4+ card support 2♠/3♣/♦ = inviting game,in ♥, short in the bid suit 3♥ = inv.	1♥- 2NT-3♥ = Minimum 1♥--2NT-3 any= single 1♥-2NT-3♥-new suit=single? 1♥-2NT-3♥-3NT=asks cuebid 1♥-2NT-3NT=18-19, 1♥-2NT-4level=void	Drury 2♣/= Game interest with 3+ card support
1♠		5	4ru	10-20 hp	2NT = Jacoby GF. 4+ card support 3♣/♦/♥ = inviting game in ♠, short in the bid suit 3♠ = inv.	Same as 1♥	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♣,♦ = inv. 3♥/♠ = Singel GF and 3 in unbid M Smolen/opposite major GF	1NT-2♣-2♦-2♠= inviting game = 5spades+4hearts 1NT-2♦-2♥-2♠= inviting game=5hearts+4spades 3♣ = asking	
2♣	X	0		22+ 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♠-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 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: 5♣: 0/3, 5♦: 1/4 5♥: 2, 5♠ 2 incl. Trumph Q Cue bids: 1 <sup>st</sup> and 2 <sup>nd</sup> round controls up the line Splinter & Minisplinter After 4NT and answer=5NT=asking specific King, promise all aces Exclusion Blackwood	
3NT	X	7		Running suit, No side ace/King	4♣ to correct, 4♦ asks for shortness		
4♣,♦		7		Preempts			
4♥,♠		6		To play	New suit is cuebid, 4NT=RKCB		
4NT	x	---		Asks for specific aces?	5♣=0 Aces, Suit=that Ace, 5NT= ace of♣		