



Defensive and Competitive Bidding
Overcalls (Style; Responses; Reopening)
Normally sound, but may be weak 1-level (lead direction)
1 NT overcall (2ND/4TH; Responses; Reopening)
2 nd : 15-18 NT system ON.
4 th : 12-15 NT system ON
Jump Overcalls (Style; Responses; Unusual NT)
Weak. 2NT: 2 lowest unbid suits, weak or strong
Direct and Jump Cue Bids (Style; Responses)
Michaels after 1M (other M+mi), weak or strong (1♣) - 2♣ = ♣ / (1♠) - 2♦ = both Majors / (1♦) - 2♦ = both Majors
VS. NT (vs. Strong/Weak; Reopen: PH)
Multi Landy Dbl = minst samme styrke, 2kl=begge M (minst 4-4), 2ru=en major normalt 6+, 2M=4+M, 5+m DONT i 4.hånd og etter forhåndspass Dbl=en ukjent farge, 2kl= kl+ en annen farge, 2ru=ru + en M, 2hj= begge M 2sp= spar (svakere enn dbl først)
VS. Preempts (Doubles; Cue bids; Jumps; NT bids)
Take-out DBL Over 3mi - 4mi = both M Non Leaping Michaels (3M) - 4NT = both minor
VS. Artificial Strong Openings
Yeslek (Suit bid = next or the two above)
Over Opponents' take out double
XX= 9+ hp , 1♣ (dbl) now on the 1-level still transfers.

Leads and Signals			
Opening Leads Style			
	Lead	In Partner's Suit	
Suit	3 rd -5 th	3 rd -5 th	
NT	4 th (promise 10 or better)	3 rd -5 th	
Subseq	Attitude when playing a new suit		
Leads			
Lead	Vs. Suit	Vs. NT	
Ace	AKx/AKxx(x)	AK/AKx/AKxx(x)	
King	AK/KQ/KQJ(x)/KQT(x)	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/T9x	HT9x/T9x	
9	9x, (Q98(x) or J98(x) if shown 3+ in bidding)	9x, 9xx, 98xx(x)	
X	3rd /5th	Hxx / Hxx(x)/xxx/xxxx	
Signals in order of priority			
	Partners lead	Declarer	Discarding
Suit:	Enc/Discrg	Count	Enc/Discrg
2 nd	Count	S/P	Count
3 rd	S/P		S/P
NT:	Enc/Discrg	Count	Enc/Discrg
2 nd	Count	S/P	Count
3 rd	S/P		S/P
In General: low/high = encouraging (or odd)			
Doubles			
Takeout Doubles (Style; Responses; Reopening)			
Support double / negative double / Sound style, light reopenings			
Special, Art and Comp Dbl/Rdbl's			
RDBL in transfer seq shows 3 card support at 1&2 level.			

System	
	
WBF	NBF
System:	
Players	Thea Hove Hauge John Helge Herland
	Norway
System Summary	
General Approach and Style	
Natural, 2/1 style. 15-17 NT Transfers responses after 1♣-opening	
Special bids that may require defence	
1♥/♠- 2♣ = 9/10 – 11/12, 3 card support OR F1 with ♣ OR balanced GF	
Special forcing pass sequences	
1X – bid –pass may be forcing. 2♣ -bid-pass=4+HCP	
Important notes that don't fit	
1♣ (1♦) dbl = 4+♥ 1♣ (1♦) 1♥ = 4+♠ 1♣ (1♦) 1♠ = transfer to 1NT (often 6 – 10)	
Psychics	
Very seldom	

Opening	Art	Min. #	Neg. D. through	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		3	3♠	11-22 hp (usually 1♣ with same length in ♣&♦)	1♦=4+♥, 1♥=4+♠, 1♠=6-9 "NT" or any hand 4+♦, 1NT=10/11, 2♣=inv minor 4+♠, 2♦=weak ♥, 2♥=weak ♠, 2♠=6/7-9 5+♠, 2NT=11-12 bal, 3♠ pre-empt 5+♠, 3♦♥♠=void, 4M to play	Accept transfer with most hands with 3crd support or 4crd and minimum, jump to 2 level with 4crd support and not plain minimum.	1♣-2♣=9+, NF
1♦		3	3♠	11-22 hp	Natural, 2♦ inv minor, 2M to play, 2NT 11-12, 3♣=6/7-9 with ♦, 3♦ pre-empt, 3M=void, 4♣ void, 4M play		1♦-2♦=9+, NF
1♥		5	3♠	11-21 hp	1NT=6-11hp, 2♣=9/10-11/12, 3 card support OR F1 with ♣ OR balanced GF 2♦=nat F1 (usually 5+); 2♥=5-9 (us. 3), 2♠=7/8-10 minisplinter ♣OR♦, 3♣=inv 4+♥8-11 no singleton, 3♦=7/8-10 singleton ♠, 3♥=4-7 4+♥, 3♠/4♣♦=void	1♥-2♥: 2♠3♣♦=shortness inv+, 2NT=any hand inv+. 1♥-2NT 3-nat extra. (3cards+), 4x=void. 1♥-1NT-2NT=FG	Pass - 1♥-2♣=3+♥, 9+ 1♥-(dbl)-2♣=8+ with usually 3 card support
1♠		5	3♥	11-21 hp	1NT=6-11hp, 2♣=9/10-11/12, 3 card support OR F1 with ♣ OR balanced GF, 2♦=nat F1 (usually 5+), 2♥=nat F1, 2♠=5-9 (us. 3), 2NT GF w 4+♠, 3♣=7-10 minislinter ♣OR♦, 3♦=inv 4+♥8-11 no singleton, 3♥=7-10 minisplinter ♥, 3♠=4-7 4+♠, 4♣♦♥=void	Same as after 1♥ 1♠-1NT-2NT=FG	Pass - 1♠-2♣=3+♠, 9+ 1♠-(dbl)-2♣=8+ with usually 3 card support
1 NT			3♠	15-17 May have 5M, 6m, single H, 5422	2♣=Stayman, 2♦♥=transfer, 2♠=interest in minors, 2NT=invite, 3♣=5(6)♥ and 3♠, GF; 3♦♠=5(6)♠ and 3♥, GF 4♣=55 in Ma, no slaminterest; 4♦♥=transfer	1NT-2♣ // 2♦-2♥=pick a major, to play 1NT-2♠ // 2NT=♦preference, 3♣=♣preference 1NT-2♠ // 2NT/3♣-3♥=Slam interest ♣, 3♠=Slam interest ♦ 3NT=Slam try in both minors	
2♣	x	0		Any strong hand. If balanced 20-21	2♦=wait (any hand), 2♥♠/3♦♠ nat GF 2NT=at least 5-5 in ♣♦ GF 3♥♠=0/1 in suit, 3/4 in oM, 5-8	2♣-2♦ // 2Ma=F1 2♣-2♦ // 2Ma-3♣=second negative	
2♦		6 (5)		Weak (6-10) with ♦	2Ma/3♣=F1 2NT=asking for singleton		
2♥		6 (5)		Weak (6-10) with ♥	2♣3♦♠=F1, 2NT=asking for singleton or void, 3♥=pre-empt		
2♠		6 (5)		Weak (6-10) with ♠	Similar as above		
2 NT				22-24 balanced May have 6m/5M (5422)	3♣=puppet stayman, 3♦♥=transfer, 3♠=minors, 4mi=transfer Ma slamtry (♣=♥), 4M=slamtry mi (♥=♣)	Slam Conventions	
3x				PREEMPT	New suit F1	0314 RCKB, Dopi, Ropi, Splinter bids, Cuebids (1 st 2 nd controls), Exclusion Blackwood	
3NT					Running minor, 1 st and 2 nd no outside A or K	3NT = nonserious slamtry when Ma is agreed;	
4♣, ♦ 4♥, ♠		7 (6)		Preempt To play			