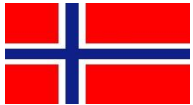## Defensive and Competitive Bidding

Overcalls (Style; Responses; Reopening)
1-level: Light
2-level: Sound

1 NT overcall (2ND/4TH; Responses; Reopening)
15-18 HCP.

NT-system on.

Jump Overcalls (Style; Responses; Unusual NT)
2-Suit: 2NT = 2 lowest suits (5+-5+) weak/strong

Direct and Jump Cue Bids (Style; Responses)
Over m: Both Majors (5+-5+)
Over M: Other Major + a minor (5+-5+)
Jump cue-bid: Asks for stopper

VS. NT (vs. Strong/Weak; Reopen: PH)
Dbl = equal strength

2♣ = both major

2♦ / ♥/♠/= Natural

2NT = both minor

VS. Preempts (Doubles; Cue bids; Jumps; NT bids)
X=t/o

2NT = 15-18

VS. Artificial Strong Openings
vs 1♣: X=majors, 1NT=minors , 2♣:= ♣

vs 2♣: X= ♣, 2NT=both m

vs 2♦: X=both M, 2NT=15-18 HCP

Over Opponents' take out double
XX = 10+hp

Leads and Signals

Opening Leads Style

	Lead	In Partner's Suit
Suit	3rd-5th	3rd-5th
NT	3rd-5th	3rd-5th
Subseq	Low = enc	

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)/KQ109(x)/KQJ(x)
Jack	HJT(x)/JT(x)	HJT(x)/JT(x)
10	HT9x/AQT(x)/T9x	HT9x/AQT9(x)/T9x(x)
9	KJ98/9/9x	HH98/9x
X	Hx**x**x/ xx**x**(x), **x**x	Hx**x**x/ xx**x**(x), **x**x

Signals in order of priority

	Partners lead	Declarer	Discarding
Suit:	Low = enc		
2nd	Low = 3/5th		
3rd	Lavinthal		
NT:	Low = enc		
2nd	Low = 3/5th		
3rd	Lavinthal		

Signals (including Trump's):

Doubles

Takeout Doubles (Style; Responses; Reopening)
Light

Special, Art and Comp Dbl/Rdbl's
Support dbl/rdbl

System:

Players	Stig Arne Iversen	Håkon A. Bergsrud

System Summary

General Approach and Style
Natural, 5542

Special bids that may require defence

Special forcing pass sequences

Important notes that don't fit

Psychics
Rare

Opening	Art	Min. #	Neg. D. through	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		2	3♠	11+ HCP, 3+♣	1♦/♥/♠ = 6+ HCP and 4+ cards in the suit 1 NT = 6-10 HCP (no majors) 2♣ = inverted minor 3♣ = preemptive 2♦/♥/♠ = 4-7 HCP and 6 cards in the suit 2 NT = 11-12 HCP - 3 NT = 13-15 HCP		
1♦		4	3♠	11+ HCP, 4+♦	1♥/♠ = 6+ HCP and 4+ cards in the suit 1 NT = 6-10 HCP (no majors) 2♣ = 11+ HCP and 4+ cards. 2♦ = inverted minor 3♦ = preemptive 2♥/♠/3♣ = 4-7 HCP and 6 cards in the suit 2 NT = 11-12 HCP 3 NT = 13-15 HCP		
1♥		5	3♠	11+ HCP, 5+♥	1♠ = 6+ HCP and 4+ cards, 1 NT = 6-10 HCP, 2♣ = 11+ HCP 4+ cards or Invitational with 3+♥ 2♦ = 11+ HCP 4+ cards, 2♥ = 6-9 HCP, 2♠ = Single w/support 2 NT = STENBERG, GF with 4+ ♥, 3♥= Preemptive 3♣/♦ = Single w/support 3♠/4♣/4♦ = Void. 3 NT = 13-15 HCP	1♥-2NT, 3♣/♦/ ♠ = Natural, extra values 1♥-2NT, 3♥=Minimum 1♥-2NT, 4♣/♦/♠ = void	Toronto after 3rd/4th seat openings: 1♥-2♣ = 8-11 HCP and 3(+)-card raise,
1♠		5	4♦	11+ HCP, 5+♠	Similiar as for 1♥		Toronto after 3rd/4th seat openings
1 NT			3♠	15-17NT	2♣=Stayman 2♦/2♥=Transfer to 2♥/♠. 2♠= Minor Stayman 2NT= Invitational to 3 NT 3X = INV 6 cards HHxxxx 3 NT= To play, 4 NT = Invitational for 6 NT		
2♣		0		Strong, 20+ HCP or 9 tricks	2♦=Weak or waiting, 2M=GF 5+ cards 2NT= 8+ HCP, no 5-card suit 3m=GF 5+ cards		
2♦		6		5-9 HCP with 6♦	2NT= Asking for shortness. 3♦= Preemptive New suit = Forcing. 3NT= To play.		
2♥		6		5-9 HCP with 6♥	2NT= Asking for shortness. 3♥= Preemptive New suit = Forcing. 3NT= To play.		
2♠		6		5-9 HCP with 6♠	2NT= Asking for shortness. 3♠= Preemptive New suit = Forcing. 3NT= To play.		
2 NT				20-21 HCP	3♣=Stayman,3♦/♥=Transfer to 3♥/♠. 3♠= Minor	Slam Conventions	
3x		7		Preemptive	4NT=RKCB	RKCB	
3NT				Solid minor, gambling	4♣= p/c 4♦ = ask for cuebid 4♥♠=To play		
4♣		7-8		Preemptive	4♥♠=To play, 4NT=RKCB		
4♦		7-8		Preemptive	4♥♠=To play, 4NT=RKCB		
4♥♠				To play	4NT=RKCB		