Forsvar, konvensjone Defensive and Competitive Bidding

Overcalls (Style; Responses; Reopening)

1- level   Light overcalls,

2- level   Sound overcalls

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

15 – 18 HCP, system on

Jump Overcalls (Style; Responses; Unusual NT)

Pre acc to vul, Leaping Michaels 4m,
 NT=to lowest unbid

Direct and Jump Cue Bids (Style; Responses)

1♣ - 2♣ = Nat, 1♣ - 2♥/♠ = Weak

1♣/♦ - 2♦ = Both major

1M- 2M= Other M + ♣

1♦♥♠ - 3♦♥♠ =Asks for stopper

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

Dbl = Same range +, 2♣ = Both major , 2♦ = ♥ or ♠ , 2♥ /♠ = nat, opening values , 2NT= Both minor or GF any 2-suiter if passed 2H/S = M+m

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

Take out doble

Cue-bid = asks for stopper

Jump in m = That minor + other major (GF)

Over 3M= That minor + other major (GF)

VS. Artificial Strong Openings

VS. strong 1♣

Doble= Both majors 1NT = Both minors

VS. strong 2♣: dbl = both majors, 2N = both minors

Over Opponents' take out double

Of 1M : Transfers

         1M – (DBL) – 3M-1=MIXED

Of 2M: Transfers from 2NT

OF 1m: System on , xx = Strong

Leads and Signals

Opening Leads Style

	Lead	In Partner's Suit
Suit	3rd-5th	3rd-5th
NT	2nr/4th	3rd-5th
Subseq	Sometimes lead 4th	

Leads

Lead	Vs. Suit	Vs. NT
Ace	AKx(x)	AK(x)
King	AK, KQx	AKJ1Ox, KQx
Queen	QJ(x)	KQ109, QJx
Jack	KJ10x, J10x	HJ10(x) J10(x)
10	H109(x) 109x	H109(x) 109x
9	9x,	98xx,9x, J98, Q98(x)
Hi-x	Even number	xx,xxx,xxxx, xxxxx

Signals in order of priority

	Partners lead	Declarer	Discarding
Suit:	Encrg/Discrg		Encrg/Discrg
2nd	Count	Count	Count
3rd	Suit preference	Suit preference	Suit preference
NT:	Encrg/Discrg	Smith	Encrg/Discrg
2nd	Count	Count	Count
3rd	Suit preference	Suit preference	Suit preference

Signals (including Trump's):

Hi-low = Discrg/Even number Low-Hi =Encrg/Odd number

Std Smith vs NT (high–low=positive)

Doubles

Takeout Doubles (Style; Responses; Reopening)

Light style also reopenings, most dbls for take-out

Transfer Lebensohl (after 1nt and TO dbl)

Special, Art and Comp Dbl/Rdbl's

System: GREEN

Players

	Steve Levinson	All partners

System Summary

General Approach and Style

Natural 5-5-4-2 , 2/1= GF

(10)11-13 1NT no vul (1,2 and 3 seat) / 14-16

Transfer after opening 1♣

2♣ = 17-20 BAL   2♦ = Multi (w2M/GF, any)

Special bids that may require defence

1♣ - 1♠ = 6-9nt OR 10+ ♣ or ♦

1NT no vul = 11-13, vul + 4th seat=14-16

2♣ = 17-20 NT   2D = GF any

3NT = good 4M opening = 8-9tricks in ♥ or ♠

Special forcing pass sequences

Important notes that don't fit

After opponets overcall:

1♣/♦ -(1♥) – 1♠ = Denies 4♠ unless strong with ♦ +♠

1♣/♦ -(1♥) – dbl = 4+ ♠

Psychics

Can occur

Opening	Art	Min. #	Neg. D. through	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		2		9-22 2+♣ May have 4♦	1♦ = 4+♥ , 1♥ = 4+♠ , 1♠ = No 4 M unless GF ♦ +M 1NT= 11-12, 2♣ =Inverted GF , 2♦ = limit in ♣ 2♥ = wjs, 2♠ = wfs 2NT = 16+ BAL (3♦= 4♥, 3H=4♠) 3♣ = pree	Accepts TRF with 3 card support XYZ	TRF ON 1 LEVEL 2♥/♠ =Fit-jump 2♦ = Inverted in ♣
1♦		4		9-22 4+♦ If only 4♦ then 4♦ + 4M	2♦= inverted GF, 2♥ = Bal inv/inv ♦ / GF ♥ 2♠=WJS 3♣ = nat, inv 3♦ = Preemt, 2NT = GF BAL (may have 4M)	XYZ	2♥/♠ = Fit-jump 3♣= Inverted in ♦
1♥		5		9-22 5+♥	2♠ = minisplinter any suit, 2NT = GF ♥ support 3♣ = limit ♥ , 3♦ = 6-9, 4+ ♥ 3♥ = preempht	1♥ - 2N, 3♣ = min 3♦ = xtra, any short, 3♥ = xtra, one suiter, 4♥ = realy bad (after overcalls ; dbl = short) Transfers when opps dbl	1♥-2♣= Drury, 3+♥ 1♥ - 2♦ = Drury, 2card♥ 1♥-3♣ = limit 4+♥ 1♥ - 3♦ = 6-9, 4+♥
1♠		5		9-22 5+♠	2NT = GF ♠ support, 3♣ = minisplinter any suit 3♦ = limit ♠ , 3♥ = 6-9, 4+ ♠ , 3♠ = preempht	Simular as for 1♥	As 1♥
1 NT				(10)11-13 no vul 14-16 vul/4th May have 5cM Or 6cm	Stayman/Transfer 3♣ = splinter minor 3♦ = ask 5-card major 3♥/♠ = splinter	1NT - 2♣, 2♦/♥/♠ -3♣ = ASKING 1NT - 2♣, 2♠ - 3♥ = slamtry ♠ 1nt-2♥, 3♣=superaccept 4♠ , 2NT=super, 3♠	1NT - 2♣, 2♦ - 2♥ = 4+♥ + 4♠ 1Nt-2♣, 2♦-2♠ = 5+♠, 3+♥ Smolen
2♣				17-20 NT	2♦ = trans ♥ or BAL invit 3x = transf, GF 2♥ = 5+♠ 2♠ = trans 2NT (puppet/GF Transf)	2♣-2♥, 2♠-2nt=6+♥, inv++ / 3♥ = 5♥, pick game 2♣-2♦, 2♥-2♠=bal, invite to game (or quant to slam)	
2♦	x			W2 Majors or GF any	2♥/♠ = p/c 3♥/♠=p/c 4♥= p/c 2N = relay	2D-2N; 3♣ = w2, max, 3♥=w2 H, min, 3♠ =w2 S, min, 3S = GF	
2♥		5		Weak 5-4+ ♥ +m	2NT= relay, 3c = p/c, 3D = gametry+ in ♥	2♥ - 2N; 3C/D = nat, min, 3H=C, xtra, 3S=D, xtra	
2♠		5		Weak 5-4+ ♠ +m	2NT= relay, 3c = p/c, 3D = gametry+ in ♠	As above	
2 NT				21-23	3♣ =puppet Stayman 3♦/♥ = Transfer 3♠ = 4+/4+ in minors 4♣/♦/♥/♠ =Slam try with ♥/♠/♣/♦	**Slam Conventions**	
3x		6		PRE, ACC TO VUL	3♣ - 3♦ = Asking → 3♥=min, 3♠=xtra, 6, 3N=xtra, 7 3♦/M: 4♣ = slamtry→ 4♦=min, 4♥=max, 6, 4♠=max 7	0314 RKCB (4♠ when agreed ♣/♦/♥) 4NT when ♠ Exclusion RKCB, DOPI, ROPI/DEPO	
3NT	x			GOOD 4M opener (8-9 tricks ♥ or ♠)	4♣ = slamtry (4♦=rkc ♥, 4n=rkc ♠) 4♦ =bid your suit , 4♥/♠ = p/c	5NT IS Frequently pick a slam Splinter bids	
4♣, 4♦		6		ACC TO VUL		Cue bids(Italian style) lots of last train cue-bids	
4♥,4♠		6		ACC TO VUL			
4NT	x			Asks for specific aces	5♣ = 0 Aces 5NT= 2 Aces 5♦/5♥/5♠/6♣ = That Ace		