

Defensive and Competitive Bidding
Overcalls (Style; Responses; Reopening)
1 - level: might be very light 2 - level: acc to vul, might be light
1 NT overcall (2ND/4TH; Responses; Reopening)
1NT = 15-18 Balancing 1NT = (13)14-17
Jump Overcalls (Style; Responses; Unusual NT)
2NT=two lowest suits (5+-5+), both minor if ♣=2+ Reopen: 11-14 HCP, 6+
Direct and Jump Cue Bids (Style; Responses)
Over 1♣: NAT if 2+ all bal hands (2♦ = 5+-5+ M), 5-5 M if 3+ (2♦ = Weak) Over 1♦: Both Majors (5+-5+) Over M: Other Major + ♣ (5+-5+) Jump cue-bid: Asks for stopper, except 1♣-3♣=nat,
VS. NT (vs. Strong/Weak; Reopen: PH)
Dbl = equal strength 2♣ = both major 2♦ = 5+ ♥ or ♠ 2♥ = 5♥ + 4+minor 2♠ = 5♠ + 4+minor 2NT = both minor or strong 2-suiter Dont in 4 th hand or after pass Vs weak nt(up to 14) 2♦ = fight in 1M, 2M=constructive
VS. Preempts (Doubles; Cue bids; Jumps; NT bids)
X=t/o 2NT = 15-18 Leaping/Non-leaping Michaels
VS. Artificial Strong Openings
vs 1♣: X=t/o, 1NT=4+♠ + a minor, 2♦ =55+M, 2NT55+m vs 2♣/2♦: X=both M, 2NT=both m
Over Opponents' take out double
XX = 10+hp After 1M: transfers from 1NT

Leads and Signals			
Opening Leads Style			
	Lead	In Partner's Suit	
Suit	3 rd -5 th	3 rd -5 th	
NT	3 rd -5 th	3 rd -5 th	
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 \underline{x} x/ xx \underline{x} (x), \underline{x} x	Hxx \underline{x} (x)/HT9 \underline{x} , \underline{x} \underline{x} (x)	
Signals in order of priority			
	Partners lead	Declarer	Discarding
Suit:	Low = enc	Low = 3/5 th	Low = enc
2 nd	Low = 3/5 th	Lavinthal	Low = 3/5 th
3 rd	Lavinthal		Lavinthal
NT:	Low = enc	Smith	Low = enc
2 nd	Low = 3/5 th	Low = 3/5 th	Low = 3/5 th
3 rd	Lavinthal	Lavinthal	Lavinthal
Signals (including Trump's): Smith: low = enc			
Doubles			
Takeout Doubles (Style; Responses; Reopening)			
Light			
Special, Art and Comp Dbl/Rdbl's			
Support dbl/rdbl			

System Card		
		
System:		
Players		
	Ove Andersbakken	Gisle Bakken
System Summary		
General Approach and Style		
Nat, 5533 Transfer responses to 1♣ opening (14+)15-17NT Openings/preempts green vs red might be very light		
Special bids that may require defence		
Transfer responses to 1♣ opening 2♦ = Multi (5/6M 2-8hp) 2♥/2♠ = 6-cards ♥/♠ 7-11 hp		
Special forcing pass sequences		
Some places		
Important notes that don't fit		
2-way checkback stayman		
Psychics		
May occur		

Opening	Art	Min. #	Neg. D. through	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		3	4♥	3+♣, 10-22hp	1♦ = 4+♥, 1♥ = 4+♠, 1♠ = no major or any with ♦, 1NT = 11-12, 2♣ = inverted minor inv+, 2♦/♥ = 6+♥/♠ weak or strong, 2♠ = both minors 7-10, 2NT = weak preempt in ♣, 3♣ = 6-9 preempt in ♣, 3♦/♥/♠ nat preempt	1♣-1♦: 1♥=3 card or 11-12 bal 4card, 2♥=4 11-14 unbal or 13-14 bal.	2M = fitjump
1♦		3	4♥	3+♦ (4432) 10-22 hp	1♥/1♠/1NT = nat, 2♣ = GF nat, 2♦ = inverted minor inv+, 2♥/2♠ = 6-card, 3-8 hp, 2NT = Nat inv, 3♣ = weak preempt in ♦, 3♦ = 6-9 preempt in ♦, 3♥/♠ = nat preempt		2M = fitjump
1♥		5	4♦	5+♥ 10-21hp	2♣ nat GF or inv 3+♥, 2♦ nat GF, 2♠ = any splinter, 2NT = GF 4+supp, 3♣ = mix 6-9, 3♦ = nat inv, 3♥ = preempt		2♣ = (8)9-11 3♥, 2♦ = (7)8-11 4+♥
1♠		5	4♦	5+♠ 10-21hp	2♣ nat GF or inv 3+♠, 2♦/♥ nat GF, 2NT = GF 4+supp, 3♣ = any splinter, 3♦ = mix 6-9, 3♥ = nat inv, 3♠ = preempt		2♣ = (8)9-11 3♠, 2♦ = (7)8-11 4+♠
1 NT			4♦	(14)15-17NT (5M/6m/5422, rarely sing)	Stayman/transfer, 2♠ = 6+♣, 2NT = 6+♦, 3♣ = ask 5M, 3♦ = GF 5-5 in minors, 3♥/♠ = singleton with 3/4 in other M		
2♣	X	0	4♦	22+NT or strong unbalanced	2♦ = waiting bid, 2♥ = 5+♥, 2♠ = 5+♠		
2♦	X	0		Multi (5/6M 2-8hp)	2/3♥/♠ = pass or correct, 2NT = Asking, 4♣ = ask for transfer	2♦-2NT: 3♣ = 5card max, 3♦/♥ = min ♥/♠, 3♠/nt = max 6card ♥/♠,	
2♥	X	5		6♥ 7-11 HP	2NT = asking short		
2♠	X	5		6♠ 7-11 HP	2NT = asking short		
2 NT				20-21 bal	Puppet stayman and transfers	Slam Conventions	
3x		6		PRE, ACC to VUL		(Mini)-Splinter	
3NT	X			Solid minor, max Q on the side	4♣ = p/c, 4♦ = Asks for control	Italian Cue-bids	
4♣,♦	X	6		PRE, ACC to VUL		Jacoby	
4♥,♠	X	6		To play		RKCB (0314)	
4NT				Asking for specific aces	5♣ = 0, 5♦/♥/♠ = that ace, 5NT = ace of ♣, 6♣ = 2 aces	DOPI/ROPI (but xx on 4nt is to play)	