Defensive and Competitive Bidding

Overcalls (Style; Responses; Reopening)

Style:Light

Responses: F1 at 1- and 3-level

New suit at 2 level nonF

Jump shift=inv

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

2nd 15-18hcp, res as over 1NT opening

4th same

Jump Overcalls (Style; Responses; Unusual NT)

2 M = 4 of that M and a longer minor and opening strength

Unusual NT: 2NT=two lower unbid suits

Leeping Michaels against weak 2 and multi

Direct and Jump Cue Bids (Style; Responses)

Style: 2-suited

(1m)-2m=M+M, (1M)-2M=highest + ♣

If 1♣ might be 2-card, then in 2nd 2♣=nat, 2♦=M+M

Jumpcuebid ask for stopper

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

Double = Penalty

2♣=M+M

2♦=5+♥/♠

2♥=♥ + minor

2♠=♠ + minor

Reopening: 2♣ ♦ ♥ ♠ same, Double=reopening

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

Take out

VS. Artificial Strong Openings

Double=M+M

NT=m+m

Over Opponents' take out double

1 level = F1

2 level =NF

Redouble=9+hcp

2NT=9+hcp with support

Leads and Signals

Opening Leads Style

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

Leads

Lead	Vs. Suit	Vs. NT
Ace	AKx/AKxx(x)	AK/AKx/AKxx(x)
King	AK/KQ(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/AQT(x)/T9x	HT9x/AQT(x)/T9x
9	9x	9x, A98(x)
X	Hx**x**/xx**x**x	Hx**x**/xx**x**x

Signals in order of priority

	Partners lead	Declarer	Discarding
Suit:	low=encrg	count	low=encrg
2nd	encouraging	encouraging	encouraging
3rd	count	count	count
NT:	low=encouraging	Smith	low=encouraging
2nd	encouraging	count	encouraging
3rd	count	count	count

Signals (including Trump's):

 Smith vs NT, low=encouraging   Trumph´s: Lavinthal

Doubles

Takeout Doubles (Style; Responses; Reopening)

Style: light, Responses: cuebid only force , Reopening:light

Special, Art and Comp Dbl/Rdbl's

Neg/resp doubles through 4♥, support dbl/redbl through 2♥,

1m-(1♦)-dbl=4-cards both M, 1m-(1♥)-dbl=denies 4♠

System Card

Players

	Fredrik Helness	Martin Andresen

System:

System Summary

General Approach and Style

Natural 5-card ♠

Normally open lowest 4-card suit

Very light openings occur

1NT opening (14)15-17 hcp may have 5M, 6m, 5422.
Singleton possible.

2-over-1 resposnses: GF

Special bids that may require defence

2♥ ♠=5-5 M+m, 3-10hcp

Special forcing pass sequences

Pass then pull is stronger than taking initial action

Important notes that don't fit

Xy–NT, XYZ, Manco

Psychics

Rare

Opening	Art	Min. #	Neg. D. through	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		3	4♦	11-22hcp 3-cards only if 4333	2♣=inverted minor, 2♦♥♠=6-card 16+hcp, 2NT=ca 12 hcp, bal, 3/4♣=pre, 3♦♥♠=void, 3NT= 33(43) 13-15hcp, 4♦♥♠=pre, 4NT=four ace BW	1♣-1x-2♣-2♦-=art GF, 1♣ -1M-2M-3x=shortness, inv. 2NT=inv	2♦♥♠=5-card + 4-card ♣, inv
1♦		4	4♣	11-22hcp	2♣=nat GF, 2♦=inverted minor, 3♣=6-card inv, 2♥♠=6-card 16+hcp, 2NT=(11) 12 (13)hcp, bal, 3/4♦=pre, 3♥♠4♣=void, 3NT= 33(43) 13-15hcp, 4♦♥♠=pre, 4NT=four ace BW	1♦-1x-2♦-3♣=art GF 1♦ -1M-2M-3x=shortness, inv. 2NT=inv	2♥♠=5-card + 4-card ♦, inv 3♣=5+♣ + 4-card ♦, inv
1♥		4	3♠	11-22hcp	2♣♦=nat GF, 2♥=4-9hcp, 2NT=GF with♥, 2♠=6-card 16+hcp, 3♣♦=6-card inv, 3♥=inv, 3NT=void in a minor 5-10hcp, 3♠4♣♦=void 10+hcp, 4♠5♣♦=exclution, 4NT=Blackwood	1♥-2NT-3x-3/4y=single, 1♥-2NT-3x-3♥=ask for single 1♥-2NT-3x-3NT=ask for cue	2♣=Drury 2NT=Jacoby, GF 3♥=pre, 2♠3♣♦= single
1♠		5	3♥	11-22hcp	2♣♦♥=nat GF, 2♠= 4-9hcp, 2NT=GF with ♠, 3♣♦♥=6-card inv, 3♠=inv, 3NT=void in ♣,♦or♥ 5-10hcp, 4♣♦♥=void 10+hcp, 5♣♦♥=exclution, 4NT=Blackwood	1♠-2NT-3x-3/4y=single, 1♠-2NT-3x-3♠=ask for singl 1♠-2NT-3x-3NT=ask for cue	2♣=Drury 2NT=Jacoby, GF 3♠=pre, 3♣♦♥= single
1 NT			3♠	(14)15-17hcp may have 5M, 6m, single, 5422	2♣=stayman, 2♦♥=transfer, 2♠=minorstayman, 2NT=inv, 3x=single, 4♣♦=transfer to ♥♠, 4M=to play, 4NT=inv	1NT-2♣-2♦♠-3♣=relé 1NT-2♣-2♦♠-3♥=slamtry in ♣ 1NT-2♦♥-2♥♠-3♥♠=GF	
2♣	x			Strong, art, F 2NT or 3M	2♦=relé, 2♥♠=5-card GF, 2NT=♣+♦, 3♣♦=nat GF	2♣-2♦-2M-3♣=2nd negative 2♣-2♦-2NT(22-23hcp)-3♣=puppet, 3♦♥=transfer	
2♦		6		Weak 2	2♥♠=non forcing constructive, 2NT=relé, 3♣=forcing	2♦-2NT- 3♦= min, 3♣♥♠ single, 3NT=max, no single	
2♥		6		Weak 2	2♠=non forcing constructive, 2NT=relé, 3♣♦=forcing	2♥-2NT-3♥=min, 3♣♦♠ single, 3NT=max, no single	
2♠		6		Weak 2	2NT=relé, 3♣♦♥=forcing	2♠-2NT-3♠=min, 3♣♦♥ single, 3NT=max, no single	
2 NT				20-21hcp, bal, may have 5M, 6m or stiff H	3♣=puppet, 3♦♥=transfer, 3♠=minor, 3NT=to play, 4♣=♥, 4♦=♠, 4♥=♣, 4♠=♦, 4NT=inv	Slam Conventions	
3x		6		Preemptive, free style	3x =nat GF	RKCB(03/14), Exclution RKCB, Splinters, Cuebids 1th and 2nd mixed, Jacoby, DOPI, ROPI, 5NT=usually "pick a slam", 3NT after majorsupport normally denies shortness, ask for cue	
3NT	x	7		Solid minor, no side A or K	4♣=p/c, 4♦=ask for single, 4♥♠=to play, 4NT=? Length, 5♣=p/c		
4♣,♦		6		Nat preemptive	4♥♠=to play		
4♥,♠		6		Nat preemptive	4♠5♣♦♥=cue, 4NT=RKC		
4NT	x			Ask for specific aces	5♣=0, 5♦=♦, 5♥=♥, 5♠=♠, 5NT=2, 6♣=♣		