


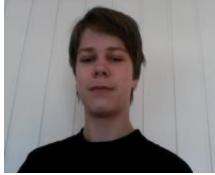
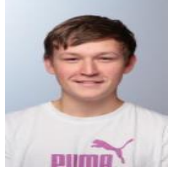


Defensive and Competitive Bidding
Overcalls (Style; Responses; Reopening)
6-16 HCP at level 1 and 10+ at level 2 Michaels and "Kjøbenhavn" (3 ♣ show 2 highest unbidden colours), 2NT = 2 lowest unbidden.
1 NT overcall (2ND/4TH; Responses; Reopening)
15-18 HCP might be stretched slightly in 4 th hand.
Jump Overcalls (Style; Responses; Unusual NT)
2 NT = 2 lowest unbidden suit, at least 5-5 (10+) 3 ♣ = 2 highest unbidden suits, at least 5-5 (10+)
Direct and Jump Cue Bids (Style; Responses)
1 ♣ / ♦ – 2 ♣ / ♦ = at least 5-5 i major (10+) 1 ♥ / ♠ – 2 ♥ / ♠ = highest and lowest unbidden, at least 5-5 (10+)
VS. NT (vs. Strong/Weak; Reopen: PH)
Yeslek 2 ♣ = ♦ or ♥ + ♠ 2 ♦ = ♥ or ♠ + ♣ 2 ♥ = ♠ or ♣ + ♦ 2 ♠ = ♣ or ♦ + ♥ 2 NT = ♣ and ♥ or ♦ and ♠
VS. Preempts (Doubles; Cue bids; Jumps; NT bids)
Takeout double = 12+ and often unbidden suits
VS. Artificial Strong Openings
Natural
Over Opponents' take out double
Rdbl = 10+

Leads and Signals			
Opening Leads Style			
	Lead	In Partner's Suit	
Suit	3 rd -5 th	3 rd -5 th	
NT	Attitude (3 rd -5 th)	3 rd -5 th	
Subseq	3 rd -5 th from remaining length.		
Leads			
Lead	Vs. Suit	Vs. NT	
Ace	AK/AKx/AKxx(x)	AK/AKx/AKxx(x)	
King	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/AQT(x)/T9x	HT9x/AQT(x)/T9x	
9	H9x/9xx/T9	H9x/9xx/T9	
X	Hxx x /HT9 x /x xxx (x)	Hxx x /HT9 x /x xxx (x)	
Signals in order of priority			
	Partners lead	Declarer	Discarding
Suit:	Count	Count	Attitude
2 nd	Attitude		Count
3 rd			
NT:	Attitude	Count	Attitude
2 nd	Count		Count
3 rd			
Signals (including Trump's): Lavinthal			
Doubles			
Takeout Doubles (Style; Responses; Reopening)			
12+ and at least 4-3 in major 2 ♠ is stronger than 3 ♠ for responder			
Special, Art and Comp Dbl/Rdbl's			
Rdbl = 10+, Dbl after 1♠ – overcall on level 1 shows what you would have bid without the overcall.			

System Card		
		
System:		
Players		
	Joakim Sæther	Marcus Scheie
System Summary		
General Approach and Style		
5-5-4-2 Transfer after 1 ♣ openings, else natural.		
Special bids that may require defence		
2♦/♥/♠ = 8-10 HCP and 5 card in the suit		
Special forcing pass sequences		
1 ♠ - 2♣ – Pass forces double by opener.		
Important notes that don't fit		
Checkback, splinter, jacoby, leibensohl		
Psychics		
Rare		

Opening	Art	Min. #	Neg. D. through	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣	x	2	3♦	11-19 HCP	1♦ = 4+♥, 1♥ = 4+♠, 1♠ = 6-9 balanced or ♦, 1NT = 10-12 balanced. 2♣ = 10+ and 5+♣. 2♦ = 0-5 HCP and 6♥. 2♥ = 0-5 HCP and 6♠. 2♠ = 6-9 and ♣ support 3♣ = preemptive.	1♣ - 1♦/♥ - 1♥/♠ = support with 3 card, 2♥/♠ = support with 4 card and 13-14, 3♥/♠ = support with 4 card and 15-17, 2NT = 18-19 without support, 4♥/♠ = support with 4 card and 18-19. 1♣ - 2♣ - 2♦ = 18-19.	
1♦		4	3♦	11-19 HCP	1♥/♠ = 4 card and 6+ HPC, 1 NT = 6-11, 2♣ = natural roundforce, 2♦ = support and 10+, 2♥/♠ = 0-5 HCP and 6 card, 2 NT = 10-12 balanced, 3♦ = preemptive, 3 NT = 12-15 balanced.	1♦ - 2♦ - 2♥/♠ = natural 16+, 2 NT = 13-15, 3♦ = 11-12, 3 NT = 18-19	
1♥		5	3♦	11-19 HCP	1♠ = 4 card and 6+, 1 NT = 6-11, 2♣/♦ natural round forcing, 2♥ = 6-9, 2♠ = 1♠ and ♥ support (GF), 2NT = ♥ support and GF, 3♣/♦ = single and support, 3♥ = invite, 3♠/4♠/♦ = void and support, 3NT = 13-15.	1♥ - 2♥ - 2♠/3♣/♦ = Asking for help in the suit (GT) 1♥ - 2NT - 3♣/♦/♠ = 1st control, 4♣/♦/♠ = que with 12-15 hp.	After 3rd and 4th han openings: 1♥ - 2♣ = 10+ and ♥ support.
1♠		5	3♦	11-19 HCP	1 NT = 6-11, 2♣/♦/♥ natural round forcing, 2♠ = 6-9, 2NT = ♠ support and GF, 3♣/♦/♥ = single and ♠ support, 3♠ = invite, 4♣/♦/♥ = void and support, 3NT = 13-15.	1♠ - 2♠ - 3♣/♦/♥ = Asking for help in the suit (GT) 1♠ - 2NT - 3♣/♦/♥ = 1st control, 4♣/♦/♥ = que with 12-15 hp.	After 3rd and 4th han openings: 1♠ - 2♣ = 10+ and ♠ support.
1 NT			2♠	15-17 HCP Can not contain 5 card major.	2♣ = stayman, 2♦/♥ = 0-8 hp 5 card and transfer, 2♠ = minorsearch, 2NT = 8-10 HCP, 3♣/♦/♥/♠ = 2 tophonors 6th, 3NT = 10-12.	1NT - 3♣/♦/♥/♠ - Pass shows no top honor and 3NT shows a top honor. 1NT - 2♠ - 2NT: As good or better ♦ than ♣, 3♣ = Better ♣ than ♦. 1NT - 2♣ - 2♦/2♥/2♠ - 3♣: Asks for 3 card major. GF1NT - 2♣ - 2♦/2♥/2♠ - 3♣ - 3♥/3♠/3NT - 4♣: Minorsearch: 4♦ = Better ♣, 4♥ = Better ♦, 4♠ = As good ♣ as ♦. 1NT - 2♣ - 2♦/2♥/2♠ - 3♣ - 3NT - 4♦ is transfer to ♥ and 4♥ is transfer to ♠.	1 NT - dbl - forces partner to redbl, after this 2♣ will show ♣ and ♥, and 2♦ will show ♦ og ♠, 2♠/♦/♥/♠ is natural but shows the suit above too. Redoubling by responder shows a single suited hand and forces the opener to bid 2♣.
2♣	x			20+	2♦ = Any hand that doesn't fit anywhere else, 2♥/♠ 6+ and 5 kort, 2NT = A minor hand with slam interests 3♣/♦ = 2 tophonors 6th	2♣ - 2♦ - 2NT = 22-24, 3♥/♠ = 8,5 - 9 tricks, 3NT = 25-27, 4 NT = 28-30	2♣ - Overcall - pass = 0-5, dbl = 6+ balanced and any bid is natural and 6+.
2♦		5	3♦	8-10 HCP and at least 5 card	All bids must be passed by opener except 2 NT which is GF	2♦ - 2NT - 3♣/♥/♠ = natural and 5 kort ♦, 3NT = 6 card ♦ and 10 HCP without help suit, 4♣ = Natural and 6♦.	
2♥		5	3♦	See 2♦	See 2♦	2♥ - 2NT - 3♣/♦/♠ = Natural and 5 card ♥, 3NT = 6 card ♥ without help suit, 4♣/♦ = natural and 6 card ♥.	
2♠		5	3♦	See 2♦	See 2♦	2♠ - 2NT - 3♣/♦/♥ = Natural and 5 card ♠, 3NT = 6 card ♠ without help suit, 4♣/♦/♥ = Natural and 6 card ♠.	
2 NT				20-21 Balance d	3♣ = puppet stayman, 3♦/♥ = 5 card ♥/♠ and transfer, 3 NT = 5-10 balanced	Slam Conventions	
3x		7		Preemptive	Natural	DOP1, ROP1, 0314, quebid	

3NT			Strong 8 card minor	Pass
4♣,♦		8	Preemptive	
4♥,♠		8	Preemptive	
4NT			Blackwood	5♣ = 0 aces, 5♦ = ♦ ace, 5♥ = ♥ ace, 5♠ = ♠ ace, 5NT = 2 aces, 6♣ = ♣ ace, 7NT = 3 aces