

Defensive and Competitive Bidding	
Overcalls (Style; Responses; Reopening)	
1-level: Light 2-level: Sound Responses: 1- and 2-level F1 if next hand pass, 2-level constructive if next hand bids, Cue-bid is a Good raise in overcaller's suit	
1 NT overcall (2ND/4TH; Responses; Reopening)	
1NT = 15-18 Same responses as after opening 1NT Balancing 1NT = 11-14 over ♣/♦ Balancing 1NT = 15-18 over ♥/♠	
Jump Overcalls (Style; Responses; Unusual NT)	
1-Suit: Light jump overcalls, but NOT bad red vs. green 2-Suit: 2NT = 2 lowest suits (5+-5+) weak/strong Reopen: 12-15 HCP, 6+ card suit	
Direct and Jump Cue Bids (Style; Responses)	
Over m: Both Majors (5+-5+) Over M: Other Major + ♣ (5+-5+) Jump cue-bid: Asks for stopper	
VS. NT (vs. Strong/Weak; Reopen: PH)	
Dbl = equal strength 2♣ = both major 2♦ = 5+ ♥ or ♠ 2♥ = 4(5)♥ + 5+minor (usually longer minor) 2♠ = 4(5)♠ + 5+minor (usually longer minor) 2NT = both minor or strong 2-suiter MECKWELL-DONT in 4 th hand or after pass	
VS. Preempts (Doubles; Cue bids; Jumps; NT bids)	
Take out DBL Cue-bid: Ask for stopper Jump in m: That minor + other Major (5+-5+) Over 3M: 4m is natural	
VS. Artificial Strong Openings	
vs. strong 1♣ (and 2♣): DBL = ♥ and ♠, 1NT = ♦ and ♣	
Over Opponents' take out double	
XX = 10+hp	

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	Attitude		
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)/QJT(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 ^{xx} /HT9xx	Hx ^{xx} /HT9x	
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		
NT:	Low = enc	Smith	Low = enc
2 nd	Low = 3/5 th	Low = 3/5 th	Low = 3/5 th
3 rd	Lavinthal	Lavinthal	
Signals (including Trump's): Standard count, UDCA. Hi-Low = Discrg/Even number, Low-Hi = Encrg/Odd number Smith (NT): Hi-Low likes the lead from both. S/P in trumps			
Doubles			
Takeout Doubles (Style; Responses; Reopening)			
Light			
Special, Art and Comp Dbl/Rdbl's			
Support dbl/rdbl, also over 1NT			

System Card		
		
System:		
Players		
	Steffen Fredrik Simonsen	Lars Arthur Johansen
System Summary		
General Approach and Style		
Natural, 5c M. Transfer responses to 1♣ Light openings Light preempts green vs. red 1NT Openings: (14)15-17 HCP (5M/6m/single/5422) 2-over-1 Responses: GF except rebid in the minors		
Special bids that may require defence		
Transfer responses to 1♣ opening NV 2♦ = Multi (6M 5-10hp) or a strong NT NV 2♥ = both majors NV 2♠ = 4♠ + longer minor NV 2NT = both minors		
Special forcing pass sequences		
Some places		
Important notes that don't fit		
2-way checkback stayman After opponents overcall: 1♣-(1♦)-1♥= 4+♠ 1m-(1♥)-1♠ = denies 4♠ xy-NT/xyz: 2♣=sign off in ♦ OR INV, 2♦=GF Passed hand: 2♦ shows a better INV than 2♣ 1 st/2nd hand 1M-(p)-2♦= nat or 3-7 w/supp 1M-(x)-1NT->=transfers		
Psychics		
Rare		

Opening	Art	Min. #	Neg. D. through	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		3	4♥	3+♣, 11+ hp	1♦ = 4+♥, 1♥ = 4+♠, 1♠ = 6-10 bal or any with ♦, 1NT = 11-12 2♣ = inverted minor, 2♦/2♥/2♠ = 6-card, 8-11 hp 2NT = 13-15 or 19-20 3♣ = preempt in ♣		2M = fitjump
1♦		3	4♥	3+♦ (4432) 11+ hp	1♥/1♠/1NT = nat, 2♣ = GF nat, 2♦ = inverted minor, 2♥/2♠/3♣ = 6-card, 8-11 hp, 2NT = Nat inv, 3♦ = preempt in ♦		2M = fitjump
1♥		5	4♦	5+♥ 10+hp	2/1 = GF if not rebid, 2♠ = minisplinter in a minor, 2NT = GF Jacoby, 3♣ = 8-11 with 4♥ no shortage 3♦ = shortage in ♠ INV 3♥ = preempt		Drury
1♠		5	4♦	5+♠ 10+hp	2/1 = GF if not rebid, 2NT = GF Jacoby, 3♣ = minisplinter in a minor, 3♦ = 8-11 with 4♠ no shortage 3♥ = shortage in ♥ INV 3♠ = preempt		Drury
1 NT			4♦	(14)15-17NT (5M/6m/sing)	Stayman/transfer, 2♠ = 6+♣, 2NT = 6+♦, 3♣ = puppet stayman, 3♦ = 5-5 in minors, 3♥/♠ = singleton		
2♣	X	0	4♦	22-23NT or strong unbalanced	2♦ = waiting bid, 2♥ = 5+♥, 2♠ = 5+♠		
2♦	X	0		NV: Multi V: Weak two	2♥ = pass or correct, 2♠ = pass or correct 2NT = Asking	2♦-2NT-3♣ = any max 3♦ = min ♥ 3♥ = min ♠,	
2♥	X	4		NV: Both majors V Weak two	2NT = asking for strength and distribution		
2♠	X	4		NV: 4♠ + longer minor V: Weak two	2NT = asking for strength and distribution		
2 NT	X			NV: both minor, weak, V:20-21 HCP	Muppet stayman and transfers	Slam Conventions	
3x		6		Preempt		(Mini)-Splinter	
3NT	X			Running minor, max Q on the side		Italian Cue-bids	
4♣,♦		5				Jacoby	
4♥,♠		5		To play		RKCB (0314)	
4NT				Asking for spesific ace			