

Defence, conventions

Overcalls: Natural.

X = Take out. Normal bids.

1 NT overcall:

15-18 in 2nd and 3rd seat
11-14 in 4th seat

Jump-overcalls:

2NT = 2 lowest suits.
Colour jump = Pre-empt - aggressive style.

Direct Overcalls:

(1♣/♦) - 2♦ = Both major
Michaels (strong or weak).
Jump-overcall show a good suite and ask for stop.

Defence against 1NT:

Dbl = Good hand
2♣ = Both major.
2♦ = Only ♥ or ♠ + minor.
2♥ = ♥ + minor.
2♠ = Natural.
2NT = Both minor or strong with two suits.
Same approach if passed first.

Defence against pre-empt openings:

Weak 2 Dbl = take out. 2NT = 15-18 hp.
3 level Dbl = take out.
Leaping/Non-leaping Michaels

Defence against strong 1♣ or strong 2♣:

1♣: x = ♣, 1NT = Both minor. 2-level – look to NT defence.
2♣: Same as NT defence (x = both major).

After take-out double from opponents:

- New suit is not forcing but rarely passed out.
- New suit jump is weak/minisplinter.
- 2NT = invitational after minor, invitational Stenberg after major.
- RD show 10hp+, normally invite to x opponents.
- Jump raise is pre-empt.

Leads and signals

Lead-style: 3-5th, MUD.

	Leads	In partners colour
Colour	3-5th, MUD	3-5th
NT	4th highest or MUD	3-5th
Further	3-5th from remaining cards	3-5th from remaining cards

Other: Low is encouraging.

Leads: Standard from sequence.

Card	Colour	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)
Jake	HJT(x)/JT(x)	HJT(x)/JT(x)
10	HT9x/AQT(x)/T9x	HT9x/AQT(x)/T9x
9	9x/98xx/98x	9x/98xx/98x
X	Hxx/HT9x/xxxx	Hxx/HT9x/xxxx

Carding in priority order:

		Partners	Declares	Discard
Farge	1	Encouraging	Smith	Encouraging
Farge	2	Lavintahl		Count
Farge	3	Count		Smith
NT	1	Encouraging	Smith	Encouraging
NT	2	Lavintahl		Count
NT	3	Count		Smith

Count: Low-High = 1-3-5, High-Low = 2-4-6, Trump echo.

Enc: Low card.

Doubles

Take out doubles (Style, Response; Re-opening):

Focused on major. Support doubles and RD up to 2♥, responsive doubles up to 3♠, take out doubles up to 4♦.



**SYSTEM
CARD**



System card for

Name	Jan G. Ohren	Lars Allard
Club	Vikersund BK	Vikersund BK
Krets	Buskerud	Buskerud
NBF medl.	10650	11350

Basic System

Natural

Normally open in lowest 4-card suite.

1NT opening is (14)15-17, any balanced, any 5332, 5422 (no both majors) and **any 4441 (single A, K or Q)**. 6 card minor is allowed.

Special openings that can require defence agreements:

2♦ = 5-10 hp, shows at least 4-4 > 5-5 in major.

Forcingpass situations:

1x-(>4♦)-p = Pass MIGHT be forcing and encourage partner to double if short in opponent's colour.

Important principles that don't fit anywhere else:

X-Y NT.
Strong or weak Marmic and Michels direct cue bid.
Negative doubles up to 3♦. Strength showing doubles up to 4♦.

Manco

Trump echo if ruff interest or intending to play declarer short in trump.

Psychic bids:

Rarely, but happens (most frequently from south/west).

Opening.	Artificial	Minimum number.	Neg. Dobl. Up to.	Description	Respos	Further biddings	Differences after opponents overall or with passed hand
1♣		4	3♦	11-22 hp 4-card +	1♥,♠ might have ♦ if weak. 2♣ = simple raise 2♦,♥ = Transfer >♥,♠ 2♠ = Inverted minor 2NT = (10)11-12 hp, deny major, 3♣ = Pre-empt	1♣ - 2♣♦♥♦, 2NT = 17-19 NT	No transfers after overcall or takeout x. 2♦♥ after pass show 5-card ♥♠ with support in ♣.
1♦		4	3♦	11-22 hp 4-cardt +	2♦,♥ = Transfer >♥,♠ 2♠ = Inverted minor 2NT = (10)11-12 hp, deny major, 3♦ = Pre-empt	1♦ - 2♦,♥, 2NT = 17-19 NT	No transfers after overcall or takeout x. 2♦♥ after pass show 5-card ♥♠ with support in ♦.
1♥		4	3♦	10-20 hp 4-card +	2♣ = Natural or (8)9-11 with ♥ support. 2♠ = Minisplinter 2NT = Stenberg, GF 3♣♦ = Minisplinter 3♥ = Pre-empt 3♠ and 4♣♦ = Renons	1♥-2NT, 3♣♦ = natural, not minimum, (might be 3-card) 1♥-2NT, 3NT = 12-14 hp 1♥-2NT, 4 in minor = renons	2♣ = Drury after pass in opening with 3-♥. 2♦ = Drury after pass in opening with 4-♥. 1♥ - (x) - 2♦ = Good raise in ♥ 1♥ - (x) - 2NT = Invitational Stenberg 1♥ - 2NT = 5-5 in minor if passed first
1♠		4	3♦	10-20 hp. 4-card+	2♣ = Natural or (8)9-11 with ♠ support. 2NT = Stenberg, GF 3♣♦♥ = Minisplinter 3♠ = Pre-empt 4♣♦♥ = Renons	1♠-2NT, 3♣♦♥ = natural, not minimum (might be 3-card) 1♠-2NT, 3NT = 12-14 hp 1♠-2NT, 4 in minor = renons	2♣ = Drury after pass in opening with 3-♠ 2♦ = Drury after pass in opening with 4-♠ 1♠ - (x) - 2♥ = Good raise in ♠ 1♠ - (x) - 2NT = Invitational Stenberg 1♠-2NT = 5-5 in minor if passed first
1NT		---	2♠	(14)15-17. Any 5332, 5422 (no both majors) and any 4441 . 6 card minor is allowed	2♣ = Stayman, 2♦,♥ = transfer, 2♠ = minorseeking, 2NT = invite med HHxxxx in one minor. 3♣ = Puppetstayman. 3♦ = HHxxxx in ♥. 3♥ = HHxxxx in ♠. 3♠ = 5-5 in minors. 4-level is artificial slam invite's	1NT-2♣, 2♦-2♠ = new question, 1NT-2♣, 2♥-2♠ = new question. 1NT-2♦, 2♥-3♣,♦ = Natural, forcing	After overcall 2-level is natural, non-forcing. 2NT > 3♥ transfers. Cue-bid ask for stopper.
2♣	X	0		Artificial forcing, strong.	2 NT = 5-5 in minor, positive 3 NT = 6-card, any selfplaying suit.	2♣ - 2♦, 2♥/♠, 3♣ = second negative 2♣ - 2♦, 3♣/♦ = Natural, GF 2♣ - 2♦, 3♥/♠ = Natural, ask for ace/king	
2♦	X	0		5-10 hp, 4-4 > 5-5 in ♥♠	2NT = 16-18 hp, not forcing 3♣ = Relé 3♦ = 3-3 in Major and invite. 3♥♠ = Pre-empt	2♦-2NT, 3♣ = 4-4 in major + 4/5 card in minor	After overcall double is penalty. After take-out double pass is ♦, RD = equal length in both majors.
2♥		5		5-9 hp, (5)6-card ♥	2NT ask for singleton, 3♣ ask for strenght and quality		
2♠		5		5-9 hp, (5)6-card ♠	2NT ask for singleton, 3♣ ask for strenght and quality		
2NT		---		(19)20-21 NT. For distribution, see opening 1NT	Puppetstayman, transfers, 3♠ = minorseeking. 4-level is artificial slam invite's	Slam bidding	
3X		6		Preempt, conservative in 2nd. position	4 in opposite minor ask for quality and colour.	RKCB 1430. Dopi/Ropi/Depo Cue-bid with 1. and 2. controls mixed Stenberg Splinter & Minisplinter Leaping Michaels Exclusion Blackwood	
3NT	X	7	Good minor suite, deny side ace or king in 1th. and 2nd.	4♣ is for preference. 4♦ is pass or correct to 5♣			
4♣,♦		8	Pre-empt	4 in major is for play. 4NT er RK			
4♥,♠		6	Pre-empt	New colour is cue-bid, 4NT=RKCB			
4NT		---	Ask for specific aces	5♣ deny aces, 5NT show 2 aces, 6♣ show ♣ace			