





Defensive and Competitive Bidding	
<b>Overcalls (Style; Responses; Reopening)</b>	
Light overcalls. Cue is either GF any, or good raise with support. Many sequences with transfer bids in competition-sit.	
<b>1 NT overcall (2ND/4TH; Responses; Reopening)</b>	
15-18, system on	
<b>Jump Overcalls (Style; Responses; Unusual NT)</b>	
Weak. «sound»	
<b>Direct and Jump Cue Bids (Style; Responses)</b>	
Michaels Cuebid (55 highest and lowest) 3 in openers suit searching for 3nt. t/o dbls.	
<b>VS. NT (vs. Strong/Weak; Reopen: PH)</b>	
1.th hand: Dbl :equal strength., 2♣:Both Majors, min4-4 2♦ transfer to♥, 2♥ transfer to♠ 2♠ 4+and a minor 5+ 2NT Both minors 5-5 or any strong 55 GF 2-4hand:Dbl=both major(44) or 4maj and 5 minor. All bids are natural.	
<b>VS. Preempts (Doubles; Cue bids; Jumps; NT bids)</b>	
Takeout doubles, 2NT : 15-18 4minor Leaping Michael (5Major and 5in bid suit).	
<b>VS. Artificial Strong Openings</b>	
Dbl	both majors (2♣: dbl shows ♣)
♥, ♠	Nat
NT	Minors (min 4-4 i ♦ ♣)
<b>Over Opponents' take out double</b>	
Suit at 1-level are normally forcing. Splinter after 1♥♠, jumpsupport 6-9chp, 2NT inv, RDBL= 12hp+. Transferbids at 2-level. RDB=8+ and normally 2cards support.	

Leads and Signals			
Opening Leads Style			
	Lead	In Partner's Suit	
Suit	3 <sup>rd</sup> -5 <sup>th</sup> =odd; (hi-low=even)	3 <sup>rd</sup> -5 <sup>th</sup> =odd; hi-lo=even, invit if shown support	
NT	Invitational (4.th best)	3 <sup>rd</sup> -5 <sup>th</sup> =odd; hi-lo=even, invit if shown support.	
Subseq	Distr/lav/Oddbal (normally 3 <sup>rd</sup> /5 <sup>th</sup> )		
Leads			
Lead	Vs. Suit	Vs. NT	
Ace	AK/AK <sub>x</sub> /AK <sub>xx</sub> (x)	AK/AK <sub>x</sub> /AK <sub>xx</sub> (x)	
King	AK/KQ/KQJ/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	HT9 <sub>x</sub> /AQT(x)/T9 <sub>x</sub>	HT9 <sub>x</sub> /AQT(x)/T9 <sub>x</sub>	
	H9 <sub>x</sub> /9 <sub>xx</sub> /T9	H9 <sub>x</sub> /9 <sub>xx</sub> /T9	
X	H <sub>xxx</sub> /HT9 <sub>x</sub> /x <sub>xxx</sub> (x)	H <sub>xxx</sub> /HT9 <sub>x</sub> /x <sub>xxx</sub> (x)	
Signals in order of priority			
	Partners lead	Declarer	Discarding
Suit:	Low=enc.	3 <sup>rd</sup> 5 <sup>th</sup>	Low=enc.
2 <sup>nd</sup>	Distr./lavintal		Low=enc (lavin)
3 <sup>rd</sup>			Enc/distr/lavin
NT:	Same	Smith. Low good from both	same
2 <sup>nd</sup>			
3 <sup>rd</sup>			
<b>Signals (including Trump's):</b> Most discards are weak/enc. But also distr and Lavintal when natural.			
Doubles			
<b>Takeout Doubles (Style; Responses; Reopening)</b>			
Light based on shape. Supportdoubles, Rdbls, neg.doubles (up to 3♠), strength doubles on higher levels.			
<b>Special, Art and Comp Dbl/Rdbl's</b>			
<b>Support doubles (3-card support) on 1-2-level.</b>			

	<b>System Card</b>	
<b>System:</b>		
<b>Players</b>		
	N-5013 Asbjørn Kindsbekken	N-6882 Roar Voll
<b>System Summary</b>		
<b>General Approach and Style</b>		
Natural style. 1♣ 2+cards (bal.hands), Openings are normally 11hcp+, but can be as weak as 9hcp. 1♦ is normally 5card if not 441 and singel clubs. 1 NT is (14)15-17. Any 5332, some 5422,6c minor and sometimes a singleton (4441,5431,6331).		
<b>Special bids that may require defence</b>		
Multi 2♦=weak two in major or strong "balanced" hands, 2nt= min 55♣♦ 7-11 or +22hp After 1-minor openings we use transferbids at 2-level.		
<b>Special forcing pass sequences</b>		
<b>Important notes that don't fit</b>		
3 <sup>rd</sup> hand openings might be out of description, both in length and strength. <b>3<sup>rd</sup> hand in green vs red: Spec. System.</b>		
<b>Psychics</b>		
not daily!		

Opening	Art	Min. #	Neg. D. through	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣	X	2	4♥	11-22hcp (9hcp) Al bal. 4432/4333.	1♦,♥ transf. 1♠is: 6-10 NT or ♦.1NT:11-12hp 2♣: inv. Raise (10+, 4+♣) 3♦ :2-2-5♦-4♣ GF 2♦,2♥ : transf (weak or strong/slaminv. ♥ ♠) 2♠ transf ♦(weak or strong), ♣ (weak) 2NT=11-13hp and ♣-support, 3♣=preempt	1♣-2♣, 2NT=11-12 bal 1♣-1x-1y(NT)-2♣ stop in ♦ or gameinv. 1♣-1x-1y(NT)-2♦ gameforce.	
1♦		5 (3 in 3/ 4h)	4♥	11-22hcp (9hcp) 4card if:4441 and single ♣	2♣ inv.raise (12+ 4+♦ or 6c♣ and 9-11) 2♦,2♥ : transf (weak or strong/slaminv. ♥ ♠) 2♠ transf ♦(weak, ♣ (weak or strong) 3♣ :6card +12hp 2NT=11-13hp and ♦ support, 3♦=preempt	1♦-2♣- 2NT =11-12 NT	
1♥		5 (4 3rd 4th)	4♦	11-22 hcp(9hcp)	2♣ = Drury or natural, 2NT GF Stenberg (4c+sup) 2♠ 3♣♦ splinter , 3♥ : 6-9 hp 3♠ and 4♣♦ void normaly 10-12hcp	1♥-2NT, 3♣♦=nat (3+), 1♥-2NT, 3♣-new suit is singleton/void 1♥-1NT, 2♣ =artifial 1♥-1NT, 2♦=6c♥ and a good opening	2♣ = Drury 3c support. 2♦=Drury 4c support.
1♠		5	4♥	11-22 hcp(9hcp)	2♣ = Drury 2NT GF Stenberg (4c sup) 3♣♦♥ splinter. 3♠ 6-9 hp 4♣♦♥ void normaly 10-12hcp	1♠-2NT, 3♣♦=nat (3+), 1♠-2NT, 3♣-new suit is singleton/void 1♠-1NT: 2♣ =♦, 2♦=♥, 2♥=♠	2♣ = Drury 3c support. 2♦=Drury 4c support.
1 NT		---	4♦	(14)15-17. Can have singleton,6/54!	2♣ Stayman, 2♦,♥ transf., 2♠ minor- stayman,2nt: ♣♦ 3♣♦:transfer (weak/strong or 55major inv/GF). 3♥ ♠ sing and 4c in other Maj.	1NT-2♣, 2♦-2♠ =relay, 1NT-2♣, 2♥-2♠ = relay, 1NT-2♦, 2♥-3♣,♦ =Nat forcing one round	
2♣	X	0		Strong.	2♦ relay, 2♥/♠=4c and weak(max4hcp), 2nt=♣ ,3♣=♦,3♦=♥, 3♥=♠, 3♠=good unkown 6card EKQxxx, 3Nt 11-12 3343/3334	3♣from answer in next round is sec neg. 2♣-2♦-2♥ is either 25-26 or natural and forcing. 2♣-2♦-2nt=20-21	
2♦	X			Weak 2♥,2♠ or +22bal (incl. 6c minor)	2NT, 3♣,♦ forcing bids	2♦-2NT, 3♣=max weak two or strong clubs, 3♦ asks 3♦ ,min and♥ or strong with diamonds. 3♥min and ♠,3♠=EKQxxx in♥, 3Nt =22-24	
2♥		5		7-10hcp	2NT:relay,3♣:P/C, 3♦:♠inv.+, 3♥=stop, 3♠: GF	2♥-2NT and answers:, 3♣♦weak and 3+ 3♥: good and 4+♣ 3♠: good and4+♦, 3nt=good no sidesuit.	
2♠		5		7-10hcp	2NT:relay,3♣:P/C, 3♦:♥inv.+, 3♥=to pl.,3♠:stop		
2nt	X	5♣ 5♦		7-11 or 22+ Min55 in minor	3♥ asking.		
3x		(6) 7		Preempt "weak" minor	New suit 3-level is forcing. 4-level cue-bid.		
3NT				1-2nd solid 7c minor. 3-4th: gambling	4♣ takeout 4♦ ask for cue-bid	Slam conventions: RKCB 4NT 0-3 1-4, Cue-bid 1./2. controls. 5NT, Culbertson 4nt if minor is triumph (answers depend on trmphisuit). Exkl.BW. /DOPI/ROPI	
4♣,♦				Preempt. Nat.			
4♥,♠				Natural			
4NT				Asking	5♣ no ace, 5NT 2 aces, 6♣=♣-ace		

