




Defensive and Competitive Bidding	
<b>Overcalls (Style; Responses; Reopening)</b>	
1-level : light, 2-level: sound	
<b>1 NT overcall (2ND/4TH; Responses; Reopening)</b>	
15-18. NT System on	
<b>Jump Overcalls (Style; Responses; Unusual NT)</b>	
(1♣) - 2♥ = ♥+♠, 2♠ = ♠+♦, 2NT=♦+♥ (1♦) - 2M = M+♣ (1M) - 2NT = Opposite M+♦	
<b>Direct and Jump Cue Bids (Style; Responses)</b>	
(1♣) - 2♣ = Nat, 3♣ = Nat (1♦) - 2♦ = both M, 3♦ = Ask for stopper (1M) - 2M = Opp M+♣, 3M = Ask for stopper	
<b>VS. NT (vs. Strong/Weak; Reopen: PH)</b>	
Strong NT: Dbl = minors or majors 2m = m + one major 2M = natural	Weak NT: 2♣ = majors 2♦ = one major 2M = 4+M, 5+minor
<b>VS. Preempts (Doubles; Cue bids; Jumps; NT bids)</b>	
Leaping Michaels over all natural 2/3 bids and multi	
<b>VS. Artificial Strong Openings</b>	
Against strong 1♣ and 2♣: Any suit bid: next suit or two other, Any NT bid: ♣+♥ or ♦+♠	
<b>Over Opponents' take out double</b>	
Of 1M: Transfers from 1NT Of 2M: Transfers from 2NT	

Leads and Signals			
Opening Leads Style			
	Lead	In Partner's Suit	
Suit	3 <sup>rd</sup> /5 <sup>th</sup>	3 <sup>rd</sup> /5 <sup>th</sup>	
NT	4 <sup>th</sup> /6 <sup>th</sup> good suit, high from bad suit	3 <sup>rd</sup> /5 <sup>th</sup>	
Subseq	Attitude		
Leads			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(x)	AK(x)	
King	AK,KQ(x)	KQ(x),AKQ(x),AKJ10(x)	
Queen	QJ(x)	QJ(x),HQJ(x),KQT9(x)	
Jack	HJT(x),JT(x)	HJT(x),JT(x)	
10	HT9x(x),T9x(x)	HT9x,T9x(x)	
9	9x	9x/98(x)/9xx(x)	
X	3rd – 5th	4 <sup>th</sup> /6 <sup>th</sup> from good suit	
Signals in order of priority			
	Partners lead	Declarer	Discarding
Suit:	Enc	Count	Enc
2 <sup>nd</sup>	Count	Lavinthal	Count
3 <sup>rd</sup>	Lavinthal		Lavinthal
NT:	Enc	Smith	Enc
2 <sup>nd</sup>	Count	Count	Count
3 <sup>rd</sup>	Lavinthal	Lavinthal	Lavinthal
<b>Signals:</b> Hi-Low = Discrg/Even number. Smith(NT) Hi-low from leader dislikes, from partner likes. Trump lavinthal			
Doubles			
Takeout Doubles (Style; Responses; Reopening)			
Special, Art and Comp Dbl/Rdbl's			

System Card		
		
<b>System:</b>		
	23386	13436
<b>Players</b>		
	Odin Svendsen	Petter Tøndel
System Summary		
General Approach and Style		
<b>Natural</b> , 5c M. 1♣ is 2+. Transfer responses to 1♣ Light openings, extremely light 3 <sup>rd</sup> hand openings <b>1NT openings:</b> 1 <sup>st</sup> non-vul, 2 <sup>nd</sup> favorable: 8-12, else (14)15-17 <b>2-over-1 responses:</b> GF		
Special bids that may require defence		
1NT: 8-12 (1 <sup>st</sup> non-vul, 2 <sup>nd</sup> favorable) 2♦: (not when unfavorable) 0-7, one 6c M (may be 5 non-vul) Transfer responses to 1♣		
Special forcing pass sequences		
Important notes that don't fit		
XY-NT/XYZ		
Psychics		
Can occur		

Opening	Art	Min. #	Neg. D. through	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		2	4♥	11-22, 2+♣	1♦/♥/♠ transfers. 2♣ = 5+♣ GF. 2♦ = 0-7, one 6c M. 2♥ = 5+♣ INV. 2♠ = 5+♣ 6-9. 3♣ = PRE	Usually accept transfer with 3 card (optional with 17-19)	2M = fit jump
1♦		4	4♥	11-22, 4+♦	2♦ = 0-7, one 6c M. 2♥ = 4+♦ GF. 2♠ = 4+♦ INV		2M = fit jump
1♥		5	4♦	10-22, 5+♥	2♠ = 3+♥, some singleton. 2NT = 4+♥ GF. 3m = 6+m INV. 3♥ = INV		1M - 2♣ = 3card raise 1M - 2♦ = 4card raise
1♠		5	4♦	10-22, 5+♠	2NT = 4+♠ GF. 3♣ = single minor. 3♦ = 3+♠ INV. 3♥ = single♥. 3♠ = PRE		See 1♥
1 NT			4♥	a) 1 <sup>st</sup> non vul, 2 <sup>nd</sup> favorable: 8-12 b) else (14)15-17 Both may be semi bal	a) 2♣ non GF Stayman. 2♦ = GF. 2M = to play. 3X = mildly INV. b) Stayman, transfers, 3♣ = Puppet stm, 3X = single		
2♣	✓		4♥	Strong. 20+ or tricks	2♦ with most hands, 2M = to play against 20-21, 2NT/3♣/3♦/3♥ transfers	2♣-2♦; 2♥-2♠; 2NT = 24-25NT	
2♦	✓			Not unfavorable 0-7, one 6c M (may be 5 non vul)	2♥=pass/correct. 2♠(vul)=pass/correct, 2♠ (non vul)= Nat. 2NT = Ask		
2♦		6		Unfavorable: 8-11, 6c♦	2NT = Ask, 2M = Round force, 3♣ = nat GF		
2♥		6		8-11 6c♥	2NT = Ask, new suit = nat GF		
2♠		6		8-11 6c♠	2NT = Ask, new suit = nat GF		
2 NT				22-23	Puppet stayman, transfers, 3♠ = minor stayman	<b>Slam Conventions</b>	
3x		6		PRE	3♣ - 3♦ asks for 3♥	RKCB. 4♠ RKCB when clubs are trump Exclusion RKCB	
3NT	✓			Solid minor/gambling	Clubs any level: P/C, 4♦ = Ask for control	DOPI, ROPI, DEPO	
4♣,♦				PRE		5NT is usually pick a slam Splinter bids, Italian style cue bids, Last train cue bids	
4♥,♠				PRE/To play		Lightner DBL	
4NT	✓			Ask for specific aces			

