

Defensive and Competitive Bidding	
<b>Overcalls (Style; Responses; Reopening)</b>	
1- level	Light overcalls
2- level	Sound overcalls
<b>1 NT overcall (2ND/4TH; Responses; Reopening)</b>	
15 – 18, 12-16,4th	Same responses as after opening 1NT
<b>Jump Overcalls (Style; Responses; Unusual NT)</b>	
1 suit :	Light overcalls
2 suits:	
<b>Direct and Jump Cue Bids (Style; Responses)</b>	
1♣ - 2♣ =	both M if 3+ or NAT if 2+, then 2♦=M
1♦ - 2♦ =	Both maj
1M- 2M=	Other M + ♣
1♥♦♠ - 3♥♦♠ =	Asks for stopper
1♣ - 3♣ =	
<b>VS. NT (vs. Strong/Weak; Reopen: PH)</b>	
2♣ =	Both major , 2♦ = ♥ or ♠ , 2♥ = 5+♥ and 4+m ,
2♠ =	5+♠ and 4+m , 2NT= Both minor or GF any 2-suiter
<b>VS/weak (max 14 hcp)</b>	
Double=	Same range+ 2♣=Both major 2♦=One major (max 11)
2♥/♠ =	5+ (12-14)
<b>PH and 4<sup>th</sup> vs Strong NT</b>	
Double =	One minor or both major , 2♣ = ♣ + one 2♦ = ♦ + M
2♥/♠ =	5+
<b>VS. Preempts (Doubles; Cue bids; Jumps; NT bids)</b>	
Take out	doble
Cue-bid =	asks for stopper
Jump in m =	That minor + other major (GF)
Over 3M=	That minor + other major (GF)
<b>VS. Artificial Strong Openings</b>	
<b>VS. strong 1♣ ( Yeslek)</b>	
Doble=	♦ or ♥+♠ , 1♦ = ♥ or ♠+♣ , 1♥ = ♠ or ♣+♦ , 1♠=♣ or ♦+♥
1NT =	♣+♥ or ♦+♠
Yeslek applies for overcalls at all level	
<b>Over Opponents' take out double</b>	
<b>Of 1M:</b>	Transfers from 1NT, Mini-Splinter
<b>Of 2M:</b>	Transfers from 2NT
<b>Of 1m:</b>	RDBL=♦ , or RDBL=♥
PASS maybe STRONG	

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	ATT, 2 or 4 <sup>th</sup> , or top of nothing	3 <sup>rd</sup> -5 <sup>th</sup>	
Subseq	3 <sup>rd</sup> -5 <sup>th</sup>		
Leads			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(x)	AK(x)	
King	AK, KQx	AKJ10x, KQx	
Queen	QJ(x)	KQ109, QJx	
Jack	KJ10x, J10x	HJ10(x) J10(x)	
10	H109(x) 109x	H109(x) 109x	
9	9x,	98xx,9x, J98, Q98(x)	
Hi-x	Even number	xx,xxx,xxxx, xxxxx	
Signals in order of priority			
	Partners lead	Declarer	Discarding
Suit:	Encrg/Discrg		Encrg/Discrg
2 <sup>nd</sup>	Count	Count	Count
3 <sup>rd</sup>			
NT:	Encrg/Discrg	Smith	Encrg/Discrg
2 <sup>nd</sup>	Count	Count	Count
3 <sup>rd</sup>			
<b>Signals (including Trump's)</b>			
Hi-low = Discrg/Even number Low-Hi =Encrg/Odd number			
Smith (NT) Hi-low = Likes the lead from both			
Doubles			
<b>Takeout Doubles (Style; Responses; Reopening)</b>			
Light style also reopenings			
Special, Art and Comp Dbl/Rdbl's			
Neg, Responsive, Support Dbl to 2♥, Competitive Dbl			

	<b>System Card</b>	
		
<b>System: GREEN</b>		
<b>Players</b>		
	Ole Kopstad	Terje Lie
<b>System Summary</b>		
<b>General Approach and Style</b>		
Natural 5c M		
Transfer responses to 1♣		
<b>Special bids that may require defence</b>		
2♦ = 2- 7 Hcp ((5)6c ♥ or ♠) or 24+ Bal		
<b>Special forcing pass sequences</b>		
<b>Important notes that don't fit</b>		
After opponets overcall: 1♣/♦ -(1♥) - 1♠ = Denies 4♠ unless strong with ♦+♠ 1♣/♦ -(1♥) - 2♥ = 6+♠ weak or strong 1♣/♦ -(1♥) - 2♠ = 6+♠ inv		
<b>Psychics</b>		
Can occur		

Opening	Art	Min. #	Neg. D. through	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		2		10-22 2+♣ May have 4♦	1♦ = 4+♥, 1♥ = 4+♠, 1♠ = No 4 M unless GF ♦ +M 1NT= 11-12, 2♣ =Inverted, 2♦/♥/♠ = 6card Inv	Accepts TRF with 3 card support	TRF ON 1 LEVEL 2♥/♠ = Fit-jump
1♦		4		10-22 4+♦ If only 4♦ then 4♦ + 4M or 4♣	2♣ = Nat (GF), 2♦ = Inverted 2♥/♠ = 6card Inv, 3♣ = 6+ inv. 3♦ = Preemt		2♥/♠ = Fit-jump
1♥		5		10-22 5+♥	2♣ = 3+♥ (10-12 inv.)BAL.(GF) or NAT (GF) 2♠/3♣/3♦ = INV 6c 2NT= GF W/4+♥, 3♥ = Mixed 3♠ = Unspecified Splinter (9-12), 3NT= Void in ♠	1♥ - 2NT, 3x=NAT, NOT MINIMUM 1♥ - 2NT, 3x-3♥ = ASKS FOR SINGLETON 1♥ - 2NT, 3x-3NT = ASKS FOR CUE-BID	1♥-2♣/♦ = 3+c raise 2NT= STENBERG 3♣/3♦ = splinter
1♠		5		10-22 5+♠	2♣ = 3♠ (10-12) or NAT (GF) 2♦/♥ = GF 3NT = Unspecified Splinter (9-12) 3♣/3♦/3♥ = 6 card inv 3♠ = Mixed	Similar as for 1♥	1♠-2♣/♦ = 3/4c raise 2NT= STENBERG 3♣/3♦ = NAT (INV) 6 CARD
1 NT				(14+) 15-17 May have 5cM Or 6cm	2♣ = STAY 2♦/♥ = TRF 2♠ = m/ STAYM 2NT= 4♣/♦ = TRF 4♥/♠ = To play		
2♣	v			STRONG HCP OR (8,5+)tricks	2♦ = Weak or waiting 2♥/♠/NT/3♣/♦ = NAT 6+HCP 3♥ = 4♥ and 5+♦, 3♠=5+5+m, 8-11HCP	2♣-2♦-3♥/♠ = 4c + 5+♦ (GF) 2♣-2♦-2♥ = F1 2♣-2♦-2♠ = F1	
2♦	v			<b>Red. 6c M (2-7)</b> <b>Green:</b> 5+ M	2♥/♠ = P/C 3♥ = P/C 2NT = Asks	2♦ - 2NT → 3♣ = Minimum ♥ or ♠ 2♦ - 2NT → 3♦ = Maximum ♥ 2♦ - 2NT → 3♥ = Maximum ♠	
2♥		5		. 6♥(8-11)	2NT= Asks for Singleton 3♠ = Ogust	2♥ - 2NT ASKS FOR SINGLETON 2♥ - 3♣ ASKS FOR SUIT AND STRENGTH	
2♠		5		6♠(8-11)	2NT= Asks for Singleton 3♠ = Ogust	2♠ - 2NT ASKS FOR SINGLETON 2♥ - 3♣ ASKS FOR SUIT AND STRENGTH	
2 NT				20-21	3♣ = Muppet Stayman 3♦/♥ = Transfer 3♠ = 4+/4+ in minors 4♣/♦/♥/♠ = Slam try with ♥/♠/♣/♦	<b>Slam Conventions</b>	
3x		6		PRE, ACC TO VUL		0314 RKCB	
3NT	v			Solid minor	4♣ = P/C 4♦ =	Exclusion RKCB, DOPI,ROPI/DEPO 5NT IS Frequently pick a slam	
4♣	v	6		8-9 tricks with ♥ 1, 2, 4 hand	4♦ = Slam try with ♥	Splinter bids Cue bids( Italian style) lots of last train cue-bids	
4♦		6	8-9 tricks with ♠ 1, 2, 4 hand	4♥ = Slam try with ♠			
4♥,♠		6		PRE, ACC TO VUL			
4NT	v			Asks for specific aces	5♣ = 0 Aces 5NT= 2 Aces 5♦/5♥/5♠/6♣ = That Ace		