




Defensive and Competitive Bidding	
Overcalls (Style; Responses; Reopening)	
Normal overcall. In green, especially after pd have passed, could be very weak.	
1 NT overcall (2ND/4TH; Responses; Reopening)	
2. hand = 15-18, 4.hand= 12-15. System on	
Jump Overcalls (Style; Responses; Unusual NT)	
Weak jump overcalls. Unusual NT = normally weak, but could be very strong (distribution and/or points)	
Direct and Jump Cue Bids (Style; Responses)	
(1♣)-2♣ and (1♦)-2♦ = ♥ & ♠ (either weak or strong). (1♥)-2♥ & (1♠)-2♠ = other major suit (either weak or strong), 2NT = asks for the other suit.	
VS. NT (vs. Strong/Weak; Reopen: PH)	
2.hand: DBL = strong (after weak NT → relatively strong), 2♣ = ♥ & ♠- at least 4-4 (rarely in zone), 2♦ = ♥ or ♠ (5-card +), 2♥/♠ = (5)4 with longer ♣ or ♦, 2NT = ♣ & ♦ or 2 suits (GF), 3NT = ♥ + ♣/♦, 4♣/♦ = suit + ♠	
4.hand: DBL = 1 suit, 2♣ = ♣ + 1 other suit, 2♦ = ♦ + higher suit, 2♥ = ♥ & ♠, 2♠ = ♠, 2NT = ♣ & ♦ (more distribution than 2♣) or GF with 2 suits	
VS. Preempts (Doubles; Cue bids; Jumps; NT bids)	
4♣/♦ = this suit + ♥/♠ (after weak 2 is it very strong) 2NT = strong (15-19), Jump in 3♥ or 3♠ = strong.	
VS. Artificial Strong Openings	
Against strong 1♣: DBL = strong TO, 1♦ = red or black suits, 1♥/♠ = natural, 1NT = ♣ & ♦ or ♥ & ♠, 2♣ = ♣ & ♥ or ♦ & ♠	
Against strong 2♣: DBL = ♣, 2NT = ♣ & ♦ or ♥ & ♠	
Over Opponents' take out double	
RD = 9hp+, suit at level 1 = forcing	
After 1♥/♠-(Dbl): transfer from 1NT, 2NT = limit raise (at least) with 4-card+ support, 1♥-(Dbl)-2♥ & 1♠-(Dbl)-2♠ = weak with support.	

Leads and Signals			
Opening Leads Style			
	Lead	In Partner's Suit	
Suit	3 rd -5 th =odd; 2-4 th -6 th =even	3 rd -5 th =odd; 2-4 th -6 th =even	
NT	3 rd -5 th =odd; 2-4 th -6 th =even	3 rd -5 th =odd; 2-4 th -6 th =even	
Subseq	Invitational. Tries to combine it with distribution.		
Leads			
Lead	Vs. Suit	Vs. NT	
Ace	AK/AKx/AKxx(x)	AK/AKx/AKxx(x)	
King	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/AQT(x)/T9x	
9	H9x/9xx/T9	H9x/9xx/T9	
X	Hxxx/HT9x/xxxx(x)	Hxxx/HT9x/xxxx(x)	
Signals in order of priority			
	Partners lead	Declarer	Discarding
Suit:	attitude	Smith	attitude
2 nd			
3 rd			
NT:	attitude	distribution	Lavinthal
2 nd	distribution	Smith	attitude
3 rd			
Signals (including Trump's): Smith: High-low = lead was good.			
Doubles			
Takeout Doubles (Style; Responses; Reopening)			
Normal I guess ☺			
Special, Art and Comp Dbl/Rdbl's			
Support dbl & Rdbl (to 2♥), Dbl of opponents bid which ask for stop in this suit (nt interest) in pd's or my own suit = suggest other lead.			





System Card





System:

Players

Stian Evenstad
Espen Larsen

System Summary

General Approach and Style

Transfer after 1♣. 5-card ♥/♠, (13)14-16(17)NT → very rarely 13 and rarely 17. Bergen raises after 1♥ & 1♠ → ex. 1♥-3♣/♦

Special bids that may require defence

Transfer after 1♣. 1♥-2♦ & 1♠-2♥ either weak (3-6) with support or natural and GF. 1♦-2NT = weak preempt or very strong hand with void ♦. 2♦ = weak multi → 3-7 with normally 6-card ♥ or ♠, or 25-27NT.

Special forcing pass sequences

In obvious situations.

Important notes that don't fit

Psychics

rarely

Opening	Art	Min. #	Neg. D. through	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣	X	2	7NT	11-19 normally	1♥/♠= transfer, 1♠= 6-8(9) without ♥&♠ or ♦ and unlimited, 1nt= (9)10-11(12), 2♣= inverted minor, 2♦= ♥ (weak or strong), 2♥= ♠ (weak or strong), 2♠= ♣&♦ (weak or strong), 2nt= 13-15, 3♣= pre-empt, 3nt= 16-18	1♥/♠ (pd's suit) = 3-card support +, xy & xyz	No difference normally from not passed hand
1♦		4	7NT	11-19 normally	Naturally, 2♥/♠= GF with good suit, 2nt= weak pre-empt in ♦ or very strong hand with void ♦, 3♣= fit jump (limit), 3♦= ok pre-empt, 3♥/♠= void	XY & XYZ	No difference normally from not passed hand
1♥		5	7NT	11-19 normally, could be weak in 3.hand	1NT = Forcing in team (IMP), 2♦= either weak (3-6) with support or GF with ♦, 2♥= 7-10, 2♠= GF with good ♠, 2NT= GF jacoby, 3♣= 7-10 4♥+, 3♦= 11-12 4♥+ even distribution, 3♥= pre-empt, 3♠/4♣/4♦= void, 4♥= weak with distribution	XY. After 1♥-2♦: new suit = strong hand, 2nt= strong with minimum 6-card ♥, 1♥-2♦-3♥= good ♥. 1♥-1nt-2♣= art. 1♥-1♠-2♣= art.	Uberbid= limit with 3-card, 2NT= limit Jacoby, 2♣/♦= support with 3/4+ support, p-1♠-2hj=3♠, p-1♠-2♠= 4♠
1♠		5	7NT	11-19 normally, could be weak in 3.hand	Same as after 1♥, but: 1♠-2♥= either weak (3-6) with support or GF with ♥, 1♠-3♥= limit with god ♥ suit, 1♠-3♠= pre-empt, 1♠-4♥= void	1♠-1nt-2♣= art. 1♠-2♥: new suit = strong hand, 2nt= strong with minimum 6-card ♠, 1♠-2♥-3♠= good ♠.	Uberbid= limit with 3-card, 2NT= limit Jacoby, 2♣/♦= support with 3/4+ support, p-1♠-2hj=3♠, p-1♠-2♠= 4♠
1 NT			7NT	(13)14-16(17), very rarely 13 & rarely 17	1NT-3♥/♠= single (could be void, but rarely), 2♦/♥= Jacoby (transfer), 1nt-2♠= something in ♣ or ♦ or both, 1nt-2nt= ♦ (limit) or ♣&♦ (slam try), 1nt-3♣= ♣&♦ (limit), ♥&♠ (minimum limit)		
2♣	X	0	7NT	Strong	2nt= ♣&♦, 3♥/♠= this suit + another suit	3♣ = second negative	
2♦	X	5	7NT	Normally 6-card ♥ or ♠, 3-7, or 25-27nt	2♠= ♠, 2NT= asks, 3♣= Stop, 3♦/4♦= pre-empt in openers suit.		
2♥		6	7NT	8-10(11) 6-card	2nt= ? after shortness, 3♣= asks for strength & quality opening suit, 3♥= not forcing		
2♠		6	7NT	8-10(11) 6-card	2nt= ? after shortness, 3♣= asks for strength & quality opening suit, 2♠= not forcing, but with support not pass		
2 NT			7NT	20-21nt	3♣= asks (puppet stayman), 3♦= ♥, 3♥= ♠, 3♠= ♣&♦, 3nt= 5♠+4♥, 4♣= ♥, 4♦= ♠, 4♥= ♣, 4♠= ♦	Slam Conventions	
3x		6	7NT	Pre-empt, depending zone	New suit at 3 level= Forcing, 3♣-3♦= limit with ♣ support, 3♦-4♣= limit with ♦ support, 3♥/♠-4♣/♦= Q-bid	5A- BW, BW, Q-bids, splinter (shortness), ROPI, DOPI, Exclusion BW, "Last train"	
3NT		6	7NT	Self playing minor suit, could have a additional K	4♦= slam try		
4♣, ♦		7	7NT	Preempt			
4♥, ♠		6	7NT	Practical bid, not strong	4♠= ♠		
4NT	X			Asks for specific Ace	5♣= 0 A, 5nt= ♣A		

