




Defensive and Competitive Bidding	
Overcalls (Style; Responses; Reopening)	
Light overcalls on 1- level.	
1 NT-overcall (2./4.; Answers; Reopening)	
15-18 13-16 in fourth seat, system on.	
Jump overcalls	
2M= 4M+ 6 cards minor	
Direct and Jump Cue Bids	
Cuebid of a minor= both majors (5+5) Cue of a major = opposite major +C	
VS NT	
VS weak NT (13-15 or weaker): Dbl= takeout 2C= majors, 2D= multi, 2H/2S= 4M+ a longer minor	
VS strong NT: Dbl= minors or majors 2C/D= Nat + a major 2H/S= nat	
VS. Preempts	
Dbl= takeout, 2NT= 15-17	
VS: Artificial Strong Openings	
Yeslek over 1 and 2 C, also after response to opening 1C and 2C	
Over Oppnents` take out double	
Rdbl= 10+	

Leads and Signals			
Opening Leads Style			
	Lead	In Partner's Suit	
Farge	3 rd -5 th =odd; 2-4 th -6 th =even	3 rd -5 th =odd; 2-4 th -6 th =even	
NT	Attitude	3 rd -5 th =odd; 2-4 th -6 th =even	
Videre			
Leads			
Kort	Mot farge	Mot NT	
Ess	AK/AKx/AKxx(x)	AK/AKx/AKxx(x)	
Konge	KQ/KQJ(x)/KQT(x)	KQ/KQJ(x)/KQT(x)	
Dame	AQJ(x)/QJ(x)/QJT(x)	AQJ(x)/QJ(x)/QJT(x)	
Knekt	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	Hxx \underline{x} /HT9 \underline{x} /x \underline{xxx} (x)	Hxx \underline{x} /HT9 \underline{x} /x \underline{xxx} (x)	
Signals in order of priority			
	Makkers utsp.	Spilleførers	Avkast
Farge: 1	LOW= ENC	H/L=EVEN	LOW=ENC
2	H/L=EVEN	Lavinthal	H/L= EVEN
3	Lavinthal		
NT: 1	LOW=ENC	Smith	LOW=ENC
2	H/L=EVEN	H/L=EVEN	H/L=EVEN
3	Lavinthal	Lavinthal	
Signaler (trump inkludert): Smith: High= likes from both			
Doubles			
Takeout Doubles (Style, Responses, Reopening)			
Normal			
Special, Art and Comp Dbl/Rdbl`s			
Responsive doubles, supportdoubles true 2H, lead directing doubles- but dbl in overcalled suit indicates another lead			

	System-kort	
		
Category:		
Players	Arild Rasmussen	Norway
	Per E. Austberg	
System summary		
General approach and style		
Natural based system with transfer after 1C 2/1= GF Weak NT non vul 1st and 2nd seat		
Special bids that may require defense		
8-12 NT non vul 1st and 2 nd seat 2D= weak with both major non vul		
Special forcing pass sequences		
Important notes that don`t fit elsewhere		
Psychics		
May occur		

Opening	Artificial	Min. #	Neg. X t.o.m.	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		2	4H	3+C, may have longer D	1D/1H=4+H/4+S, 1S= D or 6-9 NT 2x : Strong	1C-1D-1H=3+H, 1C-1D-2H= 4H, minimum	
1♦		3			Natural responses, 1NT=6-9, 2M= strong, 2D= inv min	1D-2D= 13-14 hcp	
1♥		5			2S= splinter in one minor, 2NT= GF with 4+ sup, 3C= 3+ sup inv, 3D= splinter in S		2-way drury
1♠		5			2NT= GF with 4+ sup, 3C= splinter in a minor, 3R= 3+ inv, 3H= splinter		2-way drury
1 NT		1		8-12 non vul 1st and 2nd seat. 15-17	2-way stayman, jump inv. Stayman and transfer over strong NT, 3C= puppet, 3D/H/S= splinter		
2♣	x			Strong unbal 22+ bal	2D= realy, 2M= Nat GF, 2NT= dia + 1 M, 3m= nat GF		
2♦	x			Multi 0-7/8	2NT/4C/4D relay, 4H/4S NAT.		
2♥	x			8/9-11 6 card	2NT= relay		
2♠	x			8/9-11 6 card	2NT= relay		
2 NT		1		20-21	Puppet stayman and transfer	Slemkonvensjoner	
3x				Preemptive	Nat forcing	Cue, BW	
3NT				Solid minor	4C=P/C, 4D= asks cue, 4M= to play, 4NT= inv		
4♣,♦				Good opening in 4 H/4 S	4D/4H = slam try		
4♥,♠				Preemptive			
4NT				Asks specifics ace	5NT= 2 acea, 6C= C ase		