




Defensive and Competitive Bidding	
Overcalls (Style; Responses; Reopening)	
1-level: Light 2-level: Sound Responses: 1- and 2-level F1, 2-level constructive, Cue-bid is normally a good raise in opener's suit.	
1 NT overcall (2ND/4TH; Responses; Reopening)	
15-18 hcp 2 nd seat. 13-17 hcp 4 th seat. Same responses as after opening 1NT.	
Jump Overcalls (Style; Responses; Unusual NT)	
1-Suit: 2-Suit:	
Direct and Jump Cue Bids (Style; Responses)	
Over m: Both Majors (5+-5+) Over M: Other Major+♦ (5+5+) Jump cue-bid: Asks for stopper	
VS. NT (vs. Strong/Weak; Reopen: PH)	
2♣ = Both Majors (at least 4-4) 2♦ = ♥ or ♠ 2♥ = ♥ + minor 2♠ = ♠ + minor 2NT = Both minors Dbl = 15 hcp+ after initial pass: Inverted DONT In 4 th seat: Inverted DONT After weak NT (in any seat): DBL is take out	
VS. Preempts (Doubles; Cue bids; Jumps; NT bids)	
Take out DBL Cue-bid: Ask for stopper below 3NT Jump in m: That minor + other Major (5+-5+) Over 3M: 4m is natural	
VS. Artificial Strong Openings	
Over Opponents' take out double	
1x- (DBL) -RDBL show 10+ hcp	

Leads and Signals			
Opening Leads Style			
	Lead	In Partner's Suit	
Suit	3 rd -5 th	3 rd -5 th	
NT	3 rd -5 th	3 rd -5 th	
Subseq			
Leads			
Lead	Vs. Suit	Vs. NT	
Ace	AKx/AKxx(x)	AK/AKx/AKxx(x)	
King	AK/KQ/KQJ(x)/KQT(x)	KQ/KQJ(x)/KQT(x)/AKJT(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	9x	9xx/9x	
X	Hxxx/HT9x/xxxx(x)	Hxxx/HT9x/xxxx(x)	
Signals in order of priority			
	Partners lead	Declarer	Discarding
Suit:	Encrg/Discrg	(Count)	Encrg/Discrg
2 nd	Count	(Count)	Encrg / Count
3 rd			Count
NT:	Encrg/Discrg	Smith/(Count)	Encrg/Discrg
2 nd	Count	(Count)	Count
3 rd			
Signals (including Trump's): Hi-Low = Discrg/Even number, Low-Hi = Encrg/Odd number. Smith (vs. NT): High-Low likes lead (weak signal) Trumps: either Lavinthal or upside down count			
Doubles			
Takeout Doubles (Style; Responses; Reopening)			
Light style, also reopenings			
Special, Art and Comp Dbl/Rdbl's			
Neg, Responsive, Support DBL to 2♥, Competitive DBL 1♣ - (1♦) - DBL shows 4+♥, 1m - (1♥) - DBL shows 4+♠ 1m- (1♠) - DBL strongly suggests at least 4♥			



System Card





System:

Players	Ingmund Bjørkan	Christoffer A. Arntzen
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System Summary

General Approach and Style

Natural, 5c M. Transfer responses to 1♣
Light openings
Light preempts green vs. red
1NT Openings: (14)15-17 HCP (5M/6m/single/5422)
2-over-1 Responses: GF, or INV with long suit. (For 1M-2♣, see below.)

Special bids that may require defence

2♦: multi (5)6-10 hcp 6c M or 36-37 NT
2♥: 6card, 10-13hcp, no sidesuit
2♠: 6card, 10-13hcp, no sidesuit

Special forcing pass sequences

Important notes that don't fit

1♥-2♣ nat. GF or inv ♥ (8)9-12hcp
1♠-2♣ nat. GF or inv ♠ (8)9-12hcp

Psychics

Can occur

Opening	Art	Min. #	Neg. D. through	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		3	4♠	11+ HCP, 3+♣	1♦=4+♥, 1♥=4+♠, 1♠=4+♦ or 6-10 NT, 2♣=4+♣, (10)11+, 2♦/2♥= Transfer (6card M 0-6/14-16 hcp), 2♠: GF ruter, 6c 1NT= 11-12, 2NT=5+♣, 0-3 hcp or GF with a void, 3♣ = 5+♣, 4-7 hcp, 3♦nat. inv. 3M=singleton 5+♣	Special bid if x in between: 2♦=4+♣, (10)11+, 2♥=5+♣, 8-10	
1♦		3	4♠	11+ HCP, 3+♦	1NT= 6-11, 2♦=4+♦, (10)11+, 2M= 0-6hcp 6 card, 2NT=inv, 3♣ = nat. invite, 3♦ = 4+♦ 4-7 hcp, 3M = singleton and GF	Special bid if x in between: 2♥=4+♦, (10)11+, 2♠=5+♦, 8-10	
1♥		5	4♠	(9)10-21 HCP, 5+♥	1NT=6-12 HCP NF, 2♠=nat. GF or inv. , 2♦=nat. GF or weak raise in ♥, 2♥= 8-10 HCP, 2♠=4+♥ GF, 2NT=4+♥ and shortage in ♠ (NB: 2♠ and 2NT switches if opps bid a suit) , 3♣/3♦= 4+♥ and shortage, inv+, 3♥=PRE (0-5(6)), 3♠/4m=void, 3 pot. sidetricks (NB: If competition: fit jump), 3NT=just for 4♥	1♥-2♥: Romex (LKL realy after 2♠=any shortage) 1♥-2♠: shortage, inv+ 1♥-2♦: 2♦=interest for game in ♥ 1♥-1NT-2NT : GF 1♥-3NT: constructive raise to 4♥	1♥-2♠ = 3-card raise, inv. 1♥-(p)-2NT = (3)4+♥ inv+ 1♥-3x = 4+♥, shortage, inv+.
1♠		5	4♠	(9)10-21 HCP, 5+♠	1NT=6+HCP Forcing, 2♣=nat. GF or (10)11-12hcp and inv ♠, 2♦ = GF with 5+♥, 2♥ = GF with 5+♦ or weak raise in ♠ (3-7(8) hcp), 2♠=8-10, 2NT=4+♠ GF, 3♣/♦/♥= 4+♠, shortage, inv+, 1♠-4m/♥= void, 3 pot. sidetricks (NB: If competition: fit jump). 3NT=just for 4♠	1♠-2♠: Romex (LKL realy after 2NT=any shortage) 1♠-2♣: 2♣=interest for game in ♠ 1♠-1NT-2NT: GF 1♠-3NT: constructive raise to 4♠	1♠-2♣ = 3-card raise, inv. 1♠-2NT = (3)4+♠ inv+ 1♠-3x = 4+♠, shortage, inv+.
1 NT (14) 15-17				May have 5c M, 6c m, (5-4-2-2) and singleton	2♣=staym, 2♦/♥= transf, 2♠= transf m, 2NT: inv. ,3♣/♦= ,inv. 6card, 3♥/3♠= nat. slaminvite 4♣/♦= major trf.,4♥/♠: to play	After 1NT-2♣-2♦: 2♥= both majors(non-forcing), 2♠=5+ and invite, 2NT: invite, 3♣: Asking bid, GF, 3♦ = one minor slaminvite, 3♥ = singleton , 3♠ = singleton	
2♣	✓			Strong, HCP (22+) OR tricks (8,5+) In 3. seat it can also be a weak 2♦	2♦=Weak OR waiting, 2♥=GF 5+, 2♠=GF 6+, 2NT=6+ w/5-5 minors, 3m=GF 6+	2♣-2♦: 2M=Forcing. 9tr+. 2M-3♣= 2 nd negative, can stop in 3M. 3♣=10tr+, 3♠-3♦ = 2 nd negative or ask for 4card M. 3♦=10tr+, 3♥-3♥ = 2 nd negative or show 5card ♥. 3♥ = 6♦ and shortage ♥ 3♠ = 6♦ and shortage ♠ 4♠ = 6+ suit and a undefined sidesuit 5+, two shortages,3 losers 4♦/♥/♠ = 6+ suit and 5+ in the suit above, two shortages,3 losers	
2♦	✓			Multi: (5)6-10 HCP 6c M or 36-37 NT	2♥=Pass or correct, 2♠= inv. vs ♥, 2NT= Ask, 3♣=To play, 3♦=preempt in partners suit, 3♥/3♠=inv.(own suit), 4♣=Ask for TRF (might be weak), 4♦ = ask p to bid his suit. (might be weak)	2♦-2NT: 3♣ = MIN ♥, 3♦=MIN ♠, 3♥ = MAX ♠, 3♠ = MAX ♥	
2♥		6		(10)11-13	2NT= Ask for singleton,3♠=Ask for suit quality and strength		
2♠		6		(10)11-13	2NT=Ask for singleton, 3♠=Ask for suit quality and strength		
2 NT			4♠	20-21 HCP	3♣ = Puppet stayman, 3♦/3♥ = TRF, 3♠ = minor stayman 2NT-4♣/4♦ = Slam invite in ♥/♠ 2NT-4♥/4♠ = Slam invite in ♣/♦	Slam Conventions	
3x		6		PRE, ACC to VUL		RKCB (0314) Exclusion RKCB, DOPI/ROPI 5NT is frequently pick a slam. Splinter bids and Cue-bids (1. or 2. control), last train cue-bids.	
3NT		6		Solid minor (AKD)	4♣=p/c, 4♦ =Ask for control, 4nt: ask for length(from 7). 3NT = Gambling in 3/4 seat		
4♣,4♦		7		PRE			
4♥,4♠		6		PRE	4♠=To play 5m=Cuebid		
4 NT				Asks for specific aces	5♣=0 Ace, 5♦/5♥/5♠ = that ace, 5NT=♣Ace, 6♣ 2 aces		