

Defensive and Competitive Bidding	
Overcalls (Style; Responses; Reopening)	
Light overcalls with good suit at the 1-level Normally solid at the 2-level	
1 NT overcall (2ND/4TH; Responses; Reopening)	
2 ND : 15 - 18 hcp (system on) 4 TH : 14 - 17 hcp (system on)	
Jump Overcalls (Style; Responses; Unusual NT)	
Weak (based on VUL) 2NT = Two lowest unbid suits	
Direct and Jump Cue Bids (Style; Responses)	
Michaels: Minor on minor shows both majors, major on major shows other major and clubs Jump cue bid shows solid suit and asks for stopper	
VS. NT (vs. Strong/Weak; Reopen: PH)	
Multi-Landy: 2♣ = both majors; 2♦ = one major 2♥ = 4+ ♥ and one 5+ minor 2♠ = 4+ ♠ and one 5+ minor	
VS. Preempts (Doubles; Cue bids; Jumps; NT bids)	
Dbl = t/o 2NT = 15 - 18 hcp (system on)	
VS. Artificial Strong Openings	
VS. 1♣: Dbl = t/o; 1♦/2♦ = majors; xNT = minors VS. 2♣: Dbl = ♣	
Over Opponents' take out double	
New suit force at 1 level Jump shift = weak RD = 10+ hcp and implies no fit 2NT = limit or better with fit	

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			
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	9x	9x	
X	Hxxx/HT9x/xxxx(x)	Hxxx/HT9x/xxxx(x)	
Signals in order of priority			
	Partners lead	Declarer	Discarding
Suit:	LOW = ENC	H/L = EVEN	LOW = ENC
2 nd	H/L = EVEN	Lavinthal	H/L = EVEN
3 rd	Lavinthal		
NT:	LOW = ENC		LOW = ENC
2 nd	H/L = EVEN		H/L = EVEN
3 rd	Lavinthal		
<i>Signals (including Trump's):</i>			
Doubles			
Takeout Doubles (Style; Responses; Reopening)			
Takeout doubles can be light with good distribution			
Special, Art and Comp Dbl/Rdbl's			
Support doubles through 2♥ Responsive doubles Competitive doubles			

System Card	
	
System: Green	
Players	 Morten Tilset Heimdal 3; NBF: 21275
	 Øystein Olsen Heimdal 3; NBF: 9062
System Summary	
General Approach and Style	
1♣ can be on 3 if (4-3)-3-3 1♦ = 4+; 1♥ = 4+ (must have 4 ♠ if only 4 ♥) 1♠ = 5+ 1NT = 15-17 hcp (5M, 6m, 5-4-2-2 are allowed) 3 rd /5 th leads and LOW is ENC	
Special bids that may require defence	
2♦ Multi (Weak two in ♥ or ♠ with 2 solid suit) 2♥/♠ Weak (5+ ♥/♠) Multi-Landy after OPPT 1NT opening	
Special forcing pass sequences	
Standard forcing pass sequences	
Important notes that don't fit	
Psychics	
Rare, but may occur	

Opening	Art	Min. #	Neg. D. through	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		3	4♥	3+♣; (9)11+ hcp	Inverted minor; 2M = Strong one suiter 3♣ = 5+♣ 3 - 6 hcp	1♣-1♦-1NT = May have 4 M if (4-3)-3-3 1♣-2♣-2NT = 12 - 14 hcp, 3NT = 18 - 19 hcp	No inverted minor
1♦		4	4♥	4+♦; (9)11+ hcp	Inverted minor; 2M = Strong one suiter 3♦ = 4+♦ 3 - 6 hcp	1♦-2♦-2NT = 12 - 14 hcp, 3NT = 18 - 19 hcp	No inverted minor
1♥		4	4♦	5+♥ or 4♥ & 4♠ (9)11+ hcp	2 NT = SUPP, F/G (Stenberg) 2♠, 3♣ / ♦ = Minisplinter; 3♥ = INV; 4NT = BW	1♥-2NT-3♦ = MIN; 3♣ / ♦ / ♠ = NAT (3+), Extra 3NT = 18 - 19 hcp, 4m = Void, 4M = Void ♠	Reverse Drury
1♠		5	4♦	5+♠ (9)11+ hcp	2 NT = SUPP, F/G (Stenberg) 3♣ / ♦ / ♥ = Minisplinter; 3♠ = INV; 4NT = BW	1♠-2NT-3♠ = MIN; 3♣ / ♦ / ♥ = NAT (3+), Extra 3NT = 18 - 19 hcp, 4m = Void, 4M = Void ♥	Reverse Drury
1 NT			4♥	(14)15-17 hcp 5M, 6m, 5422	2♣ = STAY; 2♦ / ♥ = TRF to ♥ / ♠; 2♠ = one or both m 2 NT = INV; 3♣ / ♦ / ♥ / ♠ = INV with 6 and 2H		
2♣	x	-		Strong UNBAL 22+ hcp BAL	2♦ = 0 - 6 hcp or 7+ BAL; 2♥ / ♠, 3♣ / ♦ = NAT 5+ 2NT = 7 hcp+ MIN 5 - 5 in ♣ & ♦	2♣-2♦-2NT = 22 - 23 hcp BAL 2♣-2♦-2M-3♣ = Second negative	
2♦	x			Multi: Weak two ♥ / ♠ solid suit.	2♥ / ♠, 3♥ / ♠, 4♥ = P/C; 2NT = Relay; 3♣ / ♦ = NAT, NF	2♦-2NT-3♣ = Max WK 2♥ 2♦-2NT-3♦ = Max WK 2♠ 2♦-2NT-3♥ = Min WK 2♥ 2♦-2NT-3♠ = Min WK 2♠	
2♥		5		5+ ♥	2♠, 3♣ / ♦ = NAT, NF; 2NT = Relay; 3♥ = PRE; 3♠ = G/T	2♥-2NT-3♣ / ♦ = 3+♣ / ♦, 5♥ 2♥-2NT-3♥ = 6♥ 2♥-2NT-3♠ = Max	
2♠		5		5+♠	3♣ / ♦ = NAT, NF; 2NT = Relay; 3♥ = G/T; 3♠ = PRE	2♠-2NT-3♣ / ♦ = 3+♣ / ♦, 5♠ 2♠-2NT-3♥ = Max 2♠-2NT-3♠ = 6♠	
2 NT		-		(19)20 - 21 hcp 5M, 6m, 5422	3♣ = Puppet Stayman; 3♦ / ♥ = TRF to ♥ / ♠ 3♠ = S/T with ♣ & ♦	Slam Conventions	
3x				Preemptive	3x = F1	Blackwood; RKCB; Exclusion Keycard Blackwood Cue-bid 1 & 2; Splinter, Minisplinter;	
3 NT				Solid minor	4♣ = P/C; 4♦ = ASK S/S; 4♥ / ♠ = To play		
4♣,♦		7		Preemptive	4NT = RKCB		
4♥,♠		6		To play	4NT = RKCB		
4NT				Asks specific ace	5♣ = no aces; 5♦ / ♥ / ♠ = ace; 5NT = 2 aces; 6♣ = ace		