

Defensive and Competitive Bidding
<b>Overcalls (Style; Responses; Reopening)</b>
Light overcalls with good suit at the 1-level Normally solid at the 2-level
<b>1 NT overcall (2ND/4TH; Responses; Reopening)</b>
2 <sup>ND</sup> : 15 - 18 hcp (system on) 4 <sup>TH</sup> : 14 - 17 hcp (system on)
<b>Jump Overcalls (Style; Responses; Unusual NT)</b>
Weak (based on VUL) 2NT = Two lowest unbid suits
<b>Direct and Jump Cue Bids (Style; Responses)</b>
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
<b>VS. NT (vs. Strong/Weak; Reopen: PH)</b>
Multi-Landy: 2♣ = both majors; 2♦ = one major 2♥ = 4+ ♥ and one 5+ minor 2♠ = 4+ ♠ and one 5+ minor
<b>VS. Preempts (Doubles; Cue bids; Jumps; NT bids)</b>
Dbl = t/o 2NT = 15 - 18 hcp (system on) Leaping Michaels
<b>VS. Artificial Strong Openings</b>
VS. 1♣: Dbl = t/o; 1♦/2♦ = majors; xNT = minors VS. 2♣: Dbl = ♣: 2♦ = majors; xNT = minors
<b>Over Opponents' take out double</b>
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			
<b>Opening Leads Style</b>			
	Lead	In Partner's Suit	
Suit	3 <sup>rd</sup> -5 <sup>th</sup> =odd; 2-4 <sup>th</sup> -6 <sup>th</sup> =even	3 <sup>rd</sup> -5 <sup>th</sup> =odd; 2-4 <sup>th</sup> -6 <sup>th</sup> =even	
NT	3 <sup>rd</sup> -5 <sup>th</sup> =odd; 2-4 <sup>th</sup> -6 <sup>th</sup> =even	3 <sup>rd</sup> -5 <sup>th</sup> =odd; 2-4 <sup>th</sup> -6 <sup>th</sup> =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	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:	LOW = ENC	H/L = EVEN	LOW = ENC
2 <sup>nd</sup>	H/L = EVEN	Lavinthal	H/L = EVEN
3 <sup>rd</sup>	Lavinthal		
NT:	LOW = ENC		LOW = ENC
2 <sup>nd</sup>	H/L = EVEN		H/L = EVEN
3 <sup>rd</sup>	Lavinthal		
<b>Signals (including Trump's):</b>			
Doubles			
<b>Takeout Doubles (Style; Responses; Reopening)</b>			
Takeout doubles can be light with good distribution			
<b>Special, Art and Comp Dbl/Rdbl's</b>			
Support doubles through 2♥ Responsive doubles Competitive doubles			

	<b>System Card</b>	
<b>System: Green</b>		
<b>Players</b>		
Øystein Fiplingdal Heimdal 3; NBF: 11769      Ole Jonny Tøsse Heimdal 3; NBF: 8415		
<b>System Summary</b>		
<b>General Approach and Style</b>		
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 <sup>rd</sup> /5 <sup>th</sup> leads and LOW is ENC		
<b>Special bids that may require defence</b>		
2♦ Multi (Weak two in ♥/♠ or 23 - 24 hcp BAL) 2♥/♠ Tartan (5+ ♥/♠ & 4+ ♣ or ♦), 4 - 10 hcp Multi-Landy after OPPT 1NT opening		
<b>Special forcing pass sequences</b>		
Standard forcing pass sequences		
<b>Important notes that don't fit</b>		
New minor forcing Special defenses to enemy conventions		
<b>Psychics</b>		
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; Walsh; 2M = Strong one suiter 2♦ = 5+♣, 7 - 9 hcp; 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+♦, 7 - 9 hcp; 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 ♠	Two-Way 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 ♥	Two-Way 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♣ PUP STAY; 3♦ = ASK 5M 3♥ / ♠ MIN 5 - 5 in M, ♥ = INV, ♠ = F/G		
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 ♥ / ♠; 23 - 24 hcp BAL 5M, 6m, 5422	2♥ / ♠, 3♥ / ♠, 4♥ = P/C; 2NT = Relay; 3♣ / ♦ = NAT, NF; 4♣ = PUP 4♦	2♦-2NT-3♣ = Max WK 2♥ / ♠, 3♦ = (R), 3♥ = ♠, 3♠ = ♥ 2♦-2NT-3♦ = Min WK 2♥ 2♦-2NT-3♥ = Min WK 2♠ 2♦-2NT-3NT = 23-24 hcp BAL	
2♥		5		Tartan; 4-10 hcp 5♥ & 4+♣ / ♦	2♠, 3♣ / ♦ = NAT, NF; 2NT = Relay; 3♥ = PRE; 3♠ = G/T; 4♣ / ♦ = P/C	2♥-2NT-3♣ / ♦ - 3♥ = INV 2♥-2NT-3♣ / ♦ - 3♠ = F/G	
2♠		5		Tartan; 4-10 hcp 5♠ & 4+♣ / ♦	3♣ / ♦ = NAT, NF; 2NT = Relay; 3♥ = G/T; 3♠ = PRE; 4♣ / ♦ = P/C	2♠-2NT-3♣ / ♦ - 3♥ = F/G 2♠-2NT-3♣ / ♦ - 3♠ = INV	
2 NT		-		(19)20 - 21 hcp 5M, 6m, 5422	3♣ = Muppet Stayman; 3♦ / ♥ = TRF to ♥ / ♠ 3♠ = S/T with ♣ & ♦; 4♣ = Gerber	Slam Conventions	
3x				Preemptive	3x = F1 3♣ - 4♦; 3♦ - 4♣ = RKCB	Blackwood; RKCB; Exclusion Keycard Blackwood; Gerber; Cue-bid 1 & 2; Splinter, Minisplinter;	
3 NT				Solid minor	4♣ = P/C; 4♦ = ASK S/S; 4♥ / ♠ = To play 4NT = ASK suitlength		
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		