




Defensive and Competitive Bidding
<b>Overcalls (Style; Responses; Reopening)</b>
Light overcalls with good suit. Overcalls at the 2-level is normally solid. After an overcall, a new suit on two-level are not F1
<b>1 NT overcall (2ND/4TH; Responses; Reopening)</b>
(14)15-18 in all hands. Same response as after 1NT opening.
<b>Jump Overcalls (Style; Responses; Unusual NT)</b>
Preempt. Over a preemptive opening a jump overcall is strong. 2NT: Two lowest
<b>Direct and Jump Cue Bids (Style; Responses)</b>
(1m) – 2m = both M Cuebid of a M shows opposite M + ♣ Jump Cubid ask for stopper
<b>VS. NT (vs. Strong/Weak; Reopen: PH)</b>
Vs strong NT: x: ♠+ other suit (at least 4-4), 2m: m + ♥ (at least 4-4), 2M: natural Vs weak NT: x: strengthshowing, 2♣ both M, 2♦ one M (12+), 2M: nat, 8-12hp
<b>VS. Preempts (Doubles; Cue bids; Jumps; NT bids)</b>
Vs any 2 level preempt: 4m = 5-5 m+M
<b>VS. Artificial Strong Openings</b>
Vs 1♣: natural bids, 1NT= both minors or majors Vs 2♣: natural bids, Dbl = ♣
<b>Over Opponents' take out double</b>
Rdb: 9+ hcp 1-level: forcing, 2-level non-forcing

Leads and Signals			
Opening Leads Style			
	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	LOW = ENC	3 <sup>rd</sup> -5 <sup>th</sup> =odd; 2-4 <sup>th</sup> -6 <sup>th</sup> =even	
Subseq	LOW = ENC		
Leads			
Lead	Vs. Suit	Vs. NT	
Ace	A <u>K</u> / <u>A</u> Kx/ <u>A</u> Kxx(x)	A <u>K</u> / <u>A</u> Kx/ <u>A</u> Kxx( <u>x</u> )	
King	<u>K</u> Q/ <u>K</u> QJ(x)/ <u>K</u> QT(x)	<u>K</u> Q/ <u>K</u> QJ(x)/ <u>K</u> QT(x)	
Queen	<u>A</u> QJ(x)/ <u>Q</u> J(x)/ <u>Q</u> JT(x)	A <u>Q</u> J(x)/ <u>Q</u> J(x)/ <u>Q</u> JT(x)	
Jack	H <u>J</u> T(x)/ <u>J</u> T(x)	H <u>J</u> T(x)/ <u>J</u> T(x)	
10	H <u>T</u> 9x/ <u>A</u> Q <u>T</u> (x)/ <u>T</u> 9x	H <u>T</u> 9 <u>x</u> / <u>A</u> Q <u>T</u> ( <u>x</u> )/ <u>T</u> 9x	
9	H9 <u>x</u> /9x <u>x</u> / <u>T</u> 9	H9 <u>x</u> / <u>9</u> xx/ <u>T</u> 9	
X	Hx <u>x</u> x/H <u>T</u> 9x/xxxx( <u>x</u> )	Hxx <u>x</u> /HT9 <u>x</u> /x <u>x</u> xx(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	Smith	LOW=ENC
2 <sup>nd</sup>	H/L=EVEN	H/L=EVEN	H/L=EVEN
3 <sup>rd</sup>	Lavinthal	Lavinthal	Lavinthal
<b>Signals (including Trump's):</b> Smith:LOW=LIKES from both sides. Lavinthal can occur in Trump			
Doubles			
Takeout Doubles (Style; Responses; Reopening)			
Normal takeout doubles			
Special, Art and Comp Dbl/Rdbl's			
Responsive doubles. Supportdoubles thru 2♥(/♠). Lead directing, but dbl on overcaller in own suit indicates another lead.			

	System Card	
		
<b>System:</b>		
<b>Players</b>	Finn Brandsnes	Stine Holmøy
System Summary		
General Approach and Style		
Natural system 2-over-1: GF, except 2♣ (=at least GI) (14)15 -17 NT (5M,6m, singleton og 5422 are allowed) 2X: Weak 2 2NT: 20-21 NT		
3rd/5th leads and LOW is EN		
Special bids that may require defence		
1♣ = nat. unbal OR (11)12-14nt 1♦ = nat, unbal OR 18-19nt		
Special forcing pass sequences		
Standard forcing pass sequences		
Important notes that don't fit		
Lebensohl, Manko, supp.X and XX		
Psychics		
Rare		

Opening	Art	Min. #	Neg. D. through	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		2	3♠	Nat, unbal (8) 11+ hcp or (11)12-14nt	walsh 2♣: nat, GF 2♦: inv w/♣-support 2M: weak	X-Y-NT, X-Y-Z 1♣-1M, 2♣ -2♦: art GF	2♣: nat, 6-9 hcp
1♦		2	3♠	Nat, unbal (8) 11+ hcp or 18-19nt	2♦: nat, GF 3♣: inv w/♦-support 2M: weak	X-Y-NT, X-Y-Z 1♦-1M, 1NT: 18-19nt 1♦-1M, 2♦-3♣: art GF 1♦-1M, 2NT: 18-19nt w/4c-supp	2♦: nat, 6-9 hcp
1♥		5	3♠	5+♥ (8) 11+ hcp	1NT: up to 12hcp 2♣: inv w/3c-supp, GF w/3c-supp or nat GF. 2♣: singleton minor, 2NT asks 2NT: 4+♥, GF 3♣: Limit w/4c-supp, 3♦: singleton ♠, 3♥: pre-empt	X-Y-NT 1♥-1NT, 2NT: GF 1♥-2♣, 2♦: Asks 1♥-2♥, 3x: Inv, short 1♥-2♥, 2NT: inv, bal	2♣: Toronto 3c supp, 2♦: Toronto 4+ c supp 2NT: Both m
1♠		5	3♠	5+♠ (8) 11+ hcp	1NT: up to 12hcp 2♣: inv w/3c-supp, GF w/3c-supp or nat GF. 2NT: 4+♠, GF 3♣: singleton m, 3♦ asks, 3♦: Limit w/4c-supp 3♠: pre-empt	1♠-1NT, 2NT: GF 1♠-1NT, 2♣♦♥: transf 1♠-1NT, 2♣: a good opening hand 1♠-2♠, 3x: Inv, short 1♠-2♠, 2NT: inv, bal	2♣: Toronto 3c supp 2♦: Toronto 4+ c supp 2NT: Both m
1 NT			3♠	(14)15-17	2♣: Stayman, 2♦/♥: Trsf, 2♠: minorsearch 3♣: search for 5cM, 3♦: nat, inv, 3M: single + 3c in opp M 4m: Trsf to M	After Stayman: raise of M= GF, 2♠= 5♠+4♥, 3♣ new search, 3♦ nat F1, 3M: 4cM + 5c opp. M. 1NT-2♣, 2M-3opp. M: supp, but bad trump-suit After transfer: 2NT = max w/3c-supp, 3M= max w/4c-supp. New suit F1, 4NT inv to slam, raise=GF	
2♣	x			Strong	2♦: Relay, 2M/3m: Nat GF 2NT: both minors (5+)	Puppet/transfer after 22-24 NT Baron/transfer after 25-27 NT	
2♦		6		Weak 2	2M: Not forcing, constructive, 2NT: asks, 3X: F1, 3♦: preempt		
2♥		6		Weak 2	2♣: F1, 2NT: ask for singel New suit: F1 one round	2NT-3NT: No singleton but max	
2♠		6		Weak 2	2NT: ask for singel New suit: F1 one round	2NT-3NT: No singleton but max	
2 NT				20-21	3♣: Puppet stayman, 3♦/♥: Transfer, 3♠: minor 4m: inv to M-slam, 4M: inv to m-slam	Slam Conventions	
3x		6		Preemtive	3y: forcing. Answer: 3NT wo sup. 3x- 3M = nat, 3M - 4m = Q	BW: 5 aces - 0314	
3NT		7		Solid minor (1-2..hand)	4/5m = P/C	Cuebid	
4♣,♦		7		Preemtive	4M = to play	Last train	
4♥,♠		7		Preemtive	New suit = Q	5NT: pick a slam	
4NT				Asks for specific aces	5♣: no aces, 5♦/♥/♠: ace, 5NT: 2 aces, 6♣: ace		