




Defensive and Competitive Bidding
Overcalls (Style; Responses; Reopening)
1 - level: 5-17hcp, could be 4; 1 lvl F1, 2 lvl semi-forcing
2 - level: 9-19 hcp; 2 lvl semi-forcing, 3 lvl forcing
1 NT overcall (2ND/4TH; Responses; Reopening)
1NT = 15-18
Balancing 1NT = 15-18 over ♣/♦
Balancing 1NT = 15-18 over ♥/♠
Jump Overcalls (Style; Responses; Unusual NT)
NV: 2-11 hcp, (5)6+, V: 6-11 hcp, 6+. Passed p could be up to 13 hcp. Reopen: 11-14 hcp, 6+. 2NT ask for shortness.
2NT=two lowest suits (5+-5+), both minor if ♣=2+
Direct and Jump Cue Bids (Style; Responses)
Over m: Both M
Over M: Other Major + ♣ (5+-5+)
Jump cue-bid: Asks for stopper, except 1♣-3♣=nat
VS. NT (vs. Strong/Weak; Reopen: PH)
Treat it as weak if max ≤ 14 hcp
Dbl = at least equal strength (tricks possible)
2♣ = both major
2♦ = 5+ ♥ or ♠ (vs weak: 1 Major ≤ 12 hcp)
2♥ = 4(5)♥ + 5+minor (vs weak 12-15 hcp 5+♥)
2♠ = 4(5)♠ + 5+minor (vs weak 12-15 hcp 5+♠)
2NT = both minor or strong 2-suiter
In 4 th hand (vs strong) or after pass:
X=one m or both M, 2m=m+M, 2M = nat
VS. Preempts (Doubles; Cue bids; Jumps; NT bids)
X=t/o
2NT = 15-18
Leaping/Non-leaping Michaels
VS. Artificial Strong Openings
vs 1♣/2♣/2♦: Yeslek, all bids show the next suit or the 2 after, NT = S+D or H+C (except 3NT = to play)
Over Opponents' take out double
XX = 10+hp
After 1m: 2M = fit jump (5+M and 4+m), jump in other minor = 9+ hcp with fit (5+)
After 1M: transfers from 1NT, mini-splinter

Leads and Signals			
Opening Leads Style			
	Lead	In Partner's Suit	
Suit	3 rd -5 th	3 rd -5 th (ATT possible)	
NT	3 rd -5 th	3 rd -5 th (ATT possible)	
Subseq	Low = enc		
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)	
Queen	AQJ(x)/QJ(x)/QJT(x)	AQJ(x)/QJ(x)/KQ109(x)/KQJ(x)	
Jack	HJT(x)/JT(x)	HJT(x)/JT(x)	
10	HT9x/AQT(x)/T9x	HT9x/AQT9(x)/T9x(x)	
9	KJ98/9/9x	HH98/9x	
X	Hx \underline{x} x/ xx \underline{x} (x), \underline{x} x	Hxx \underline{x} (x)/HT9 \underline{x} , \underline{x} \underline{x} (x)	
Signals in order of priority			
	Partners lead	Declarer	Discarding
Suit:	Low = enc	Low = 3/5 th	Low = enc
2 nd	Low = 3/5 th	Lavinthal	Low = 3/5 th
3 rd	Lavinthal		Lavinthal
NT:	Low = enc	Smith	Low = enc
2 nd	Low = 3/5 th	Low = 3/5 th	Low = 3/5 th
3 rd	Lavinthal	Lavinthal	Lavinthal
Signals (including Trump's): Smith vs NT: low enc			
Doubles			
Takeout Doubles (Style; Responses; Reopening)			
Light			
Special, Art and Comp Dbl/Rdbl's			
Support dbl/rdbl			
1♣-(1♦)- x=4♥4♠			

System Card	
	
	
Category: Event:	
Players	
	Markus Lund Børre Lund
System Summary	
General Approach and Style	
Nat, 5533	
15-17 NT	
Special bids that may require defence	
2♦ = Weak Multi (0-7 (5)6 M)	
2♥/2♠ = 8-11, 6c	
Special forcing pass sequences	
When GF is established or when it's obvious opps are sacrificing	
Important notes that don't fit	
xy-nt/xyz: 2♣ = s/o in ♦ or INV, 2♦ = GF	
1♣ - (1♦): x = 4+ ♥, 1♥ = 4+♠, 1♠ = 4♣ and 4+♥,	
2♦/♥ = 6+♥/♠ inv+, 2♠ = inv+♣	
Similar after 1m - (1♥)	
Psychics	
Can occur	

Opening	Art	Min. #	Neg. D. through	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		3	4♥	3+♣ 11-22hp	2♣ 10+ F1, 2♦/♥/♠ = Strong		2M = fitjump
1♦		3	4♥	3+♦ 11-22 hp	2♣ GF, 2♥/♠ = Strong 2♦ = 10+ F1		2M = fitjump
1♥		5	4♦	5+♥ 11-21hp (may be 4c 3rd seat)	2/1 GF, 2NT = GF 4+ ♥		2♣ = 9-11 3+♥, 2♦ = 8-11 4+♥ 2NT = minors
1♠		5	4♦	5+♠ 11-21hp (may be 4c 3rd seat)	2/1 = GF if not rebid, 2NT = GF 4+♠,		Similar as above
1 NT			4♦	15-17 NT (5M/6m/5422, rarely sing)	Stayman/transfer, 2♠ = 6+♣, 2NT = 6+♦, 3♣ = puppet stayman, 3♦ = GF 5-5 in minors, 3♥/♠ = singleton with 3 in other M		
2♣	X	0	4♦	22-23NT or strong unbalanced	2♦ = 0-7 or waiting, 2♥ = 5+♥ Or kokish, 2♠ = 5+♠, 2NT=5+5+ minor		
2♦	X	0		Multi: (5)6M (0)2-7hcp	2M/3♥ = pass or correct, 2NT = Asking , 3m=NF, 4♣=ask for transfer		
2♥	X	6		6♥ 8-11	2♠=nat, F1, 2NT = asking	2M-2NT: 3C = any 4c suit, 3D = short m, 3S = short, 4x = void	
2♠	X	6		6♠ 8-11	2NT = asking		
2 NT				20-21 bal	Muppet stayman and transfers, 3♠ = both m, at least 54, 4♣/♦/♥/♠ = ♥/♠/♣/♦ slam interest	Slam Conventions	
3x		5		NV: 0-9 hcp, 6+, V: 5-10 hcp, 6+ 1st NV vs V might be very light		(Mini)-Splinter	
3NT	X			Running major, max Q on the side		Italian Cue-bids	
4♣,♦		6		PRE - 1st NV vs V might be very aggressive		Jacoby	
4♥,♠		6		To play		RKCB (0314)	
4NT				Asking for specific aces	5♣=0, 5♦/♥/♠= that ace, 5NT=ace of ♣, 6♣ = 2 aces	DOPI/ROPI (but xx on 4nt is to play)	