

Defensive and Competitive Bidding	
Overcalls (Style; Responses; Reopening)	
1-level: Light 2-level: Sound	
Responses: 1- and 2-level F1 if next hand pass, 2-level constructive if next hand bids, Cue-bid is a good raise in overcaller's suit. (except after 1x-1♦/♥-cuebid=6c M TRF(inv))	
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: Light jump overcalls, but NOT bad red vs. green 2-Suit: 2NT = 2 lowest suits (5+5+) weak/strong	
Reopen: 12-15 HCP, 6+ card suit (1M)-p(2M)-2NT=15-18	
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 2 2♦ = ♥ OR spades and a minor(usually longer) 2♥ = ♥ and a minor (usually longer) 2♠ = ♠ 2NT = Both minors Dbl = 15 hcp+ after initial pass: DONT	
VS. Preempts (Doubles; Cue bids; Jumps; NT bids)	
Take out DBL Cue-bid: Ask for stopper Jump in m: That minor + other Major (5+5+) Over 3M: 4m is natural	
VS. Artificial Strong Openings	
Over Opponents' take out double	
Rdbl: 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)/AKJTx	
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/Disrcg	Count	Encrg/Disrcg
2 nd	Count		Count
3 rd			
NT:	Encrg/Disrcg	Smith/(Count)	Encrg/Disrcg
2 nd	Count	Count	Count
3 rd			
Signals (including Trump's):			
Hi-Low = Disrcg/Even number, Low-Hi = Encrg/Odd number. Smith (NT): Hi-low likes the lead. Trumps: Lavinthal/upside down count (if necessary)			
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	Kjetil Krogh
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		
Special bids that may require defence		
2♦ : 0-7 hcp 6c M (may be 5 green or 3 rd seat) 2♥ : Good weak 2, 8-11, 6hcp 2♠: Good weak 2, 8-11, 6hcp		
Special forcing pass sequences		
Important notes that don't fit		
1♥-2♣ and 1♦-2♦ either nat. GF or invitational raise ((9)10-12) to opening suit, (even with x in between)		
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+♦. INVERTED m, 2♦/M=0-6hcp 6 card, 1NT= 6-11, 2NT=5+♣,0-3 hcp, 3♣ = 5+♣, 4-7 hcp, 3x=shortage 5+ ♣	Accepts TRF if 3♣	TRF at the 1-level 1♣-2♣= 6-10 5+♣
1♦		3	4♦	11+ HCP, 3+♦	1NT= 6-11, INVERTED m, 2M= 0-6hcp 6 card, 2NT=inv, 3♣ = 4+♦, 0-3 hcp, 3♦= 4+♦ 4-7 hcp, 3x=void	Similar as for 1♣	1♦- 2♦= 6-10 4+♦
1♥		5	4♦	(9)10-21 HCP, 5+♥	1NT=6-12 HCP NF, 2♣=GF OR inv. with 3c support, 2♦=GF, 2♥= 5-10 HCP, 2NT=4+♥ GF, 2♣/3♣/3♦= shortage, 3♥=PRE, 3♣/4m=void	1♥-2NT: 3x=NAT ((2)3+card), not MIN 1♥-2NT: 3x-3♥= asks for singleton 1♥-2NT: 3x-3NT= mild invite to slam Good raises 1M-1NT-2NT:FG	1♥-2♣ = 3-card raise, inv. 1♥-2♦ = 4-card raise,inv 1♥-2NT = both minors 1♥-2♣/3m = shortage, inv.
1♠		5	4♦	(9)10-21 HCP, 5+♠	1NT=6-12 HCP NF, 2♣=GF OR inv. with 3c support, 2♦/♥=Nat. GF, 2♣=5-10, 2NT=4+♠ GF, 3♣/♦/♥= shortage, 1♠-4m/♥=void	Similar as for 1♥	1♠-2♣ = 3-card raise, inv. 1♠-2♦ = 4-card raise, inv. 1♠-2NT = both minors 1♠-3m = shortage, inv.
1 NT (14) 15-17				May have 5c M, 6c m, (5-4-2-2) and singleton	2♣=staym, 2♦/♥= transf, 2♠= min. transf, 3x= slam invite		
2♣	∨			Strong, HCP (22+) OR tricks (8,5+)	2♦=Weak OR waiting, 2M=GF 6+, 2NT=6+ w/5-5 minors, 3m=GF 6+	2♣-2♦: 2M=F1, 3m=GF, 2M-3♣= 2 nd negative, can stop in 3M.	
2♦	∨			0-7 HCP 6c M	2♥=Pass or 2♠, 2NT= Ask, 2♣/3♣=To play, 3♦=INV with interest in both M, 3♥=Pass or 3♠, 4♣=Ask for TRF, 4♦=PRE in openers suit	2♦-2NT: 3♣= MIN ♥, 3♦=MIN ♠, 3♥= MAX ♠, 3 ♠ = MAX ♥	
2♥	6			Good weak 2, 6c ♥, 8-11 HCP	2♣=Nat,not forcing, 2NT=GF,Ask for shortage,3♣= Ask for strength/tr. honours , 3♥=Preempt, 3♦/♣=Nat	2♥-2NT: 3♣/♦/ ♠ =shortage 2♥-3♣: 3♦= MIN, 3♥= MIN 2 t.h., 3 ♠ = MAX, 3NT:MAX 2 t.h.	
2♠	6			Good weak 2, 6c ♠, 8-11 HCP	2NT=GG, ask for shortage, 3♣= Ask for strength/tr. honours 3♦/♥=Nat,3♣=Preempt (can be raised), 4♣/4♦=Splinter, 4NT=BW	2♣ -2NT, 3♣/♦/ ♥ =shortage 2♣-3♣: 3♦= MIN, 3♥= MIN 2 t.h., 3 ♠ = MAX, 3NT:MAX 2 t.h.	
2 NT		4♦		20-21 HCP	3♣ = Puppet stayman, 3♦/3♥ = TRF, 3♠ = minor stayman 2NT-4♣/4♦ = Slam invite	Slam Conventions	
3x		6		PRE, ACC to VUL		RKCB (0314) Exclusion RKCB, DOPI/ROPI 5NT is frequently pick a slam. Splinter bids Cue-bids (1. or 2. control), last train cue-bids.	
3NT	∨			Solid minor, gambling	4♣=p/c, 4♦ =Ask for control, 4nt: ask for length(from 7)		
4♣,4♦	∨			PRE			
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		