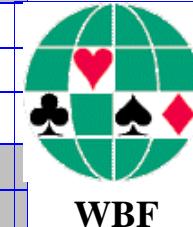


Defensive and Competitive Bidding	
Overcalls (Style; Responses; Reopening)	
1-level: Light 2-level: Sound	
Responses: 1- and 2-level F1 if next hand pass, 2-level constructive if next hand bids, Cue-bid is a Good raise in overcaller's suit. 2NT is frequently "Good/Bad" from opener.	
1 NT overcall (2ND/4TH; Responses; Reopening)	
15-18 hcp 2 nd seat and 4 th seat over 1M. 11-14 hcp 4 th seat over 1m. 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 red vs green, other VUL minors	
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♦ = ♥ OR ♠ 2♥ = ♥ and a minor (usually longer) 2♠ = ♠ and a minor (usually longer) 2NT = Both minors OR GF with any 2-suiter 4 th seat and 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: 9+ HCP, Of 1m: Ft-jump in M, jump in the other minor is 9+ with proper fit for opener. Of 1M: Transfers from 1NT, Mini-Splinter.	

Leads and Signals			
Opening Leads Style			
Suit	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	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)/QJT(x)	
Jack	HJT(x)/JT(x)	HJT(x)/JT(x)	
10	HT9x/AQT(x)/T9x	HT9x/AQT(x)/T9x	
9	9xx/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	Encrg/Disrcg
2 nd	Count	Count	Count
3 rd			
Signals (including Trump's): Hi-Low = Discrg/Even number, Low-Hi = Encrg/Odd number. Smith (NT): Hi-low likes the lead. Trumps: Lavinthal/upside down count			
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



Players

Fredrik Simonsen Petter Tøndel

System Summary

General Approach and Style

Natural, 5c M. Transfer responses to 1♣
Light openings, extremely light 3rd hand openings
Light preempts green vs. red
1NT Openings: (14)15-17 HCP (5M/6m/single/5422)
2-over-1 Responses: GF except rebid in the minors

Special bids that may require defence

2♦: 2-7 HCP 6c M (may be 5 green) OR 24+NT
2♥: Good weak 2, 8-11 HCP, 6 card ♥
2♠: Good weak 2, 8-11 HCP, 6 card ♠

Special forcing pass sequences

Important notes that don't fit

1♥-2♦ and 1♠-2♦ either 2/1 or weak raise (0-7) to opening suit

Psychics

Can occur

Opening	Art	M in - #	N e g r o u g h	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		3	4♣	11+ HCP, 3+♣	1♦=4+ ♥, 1♥=4+ ♠, 1♠= 6-10NT or ♦. INVERTED m, 2♦/M=Good 6c GF, 1NT= 11-12, 2NT=PRE, 3♣ = INV vs 18-19NT, 3x=void w/5+♣	Accepts TRF if 3c and not 18-19NT	TRF at the 1-level 1♣-2♣= 6-9, 5+♣ 1♣-2♦ = 9+, 5+♦
1♦		3	4♣	11+ HCP, 3+♦	INVERTED m, 2M= Good 6c GF, 2NT=inv, 3♣ = 4+♦, 6-9 HCP, 3♦= PRE NOT INV vs 18-19NT, 3x=void	Similar as for 1♣	1♦- 2♦ = 6-9+ w/4+♦ 1♦- 3♣= 9+ w/4+♦
1♥		5	4♣	10-22 HCP, 5+♥	1NT=6-12 HCP NF, 2♣=GF except rebid, 2♦=Weak raise to 2♥ (0-7) OR NAT, 2♥=8-11 HCP, 2♠= Shortage in a m, INV, 2NT=4+♥ GF, 3♣=4c SUPP without shortage, INV, 3♦= Shortage in ♠, INV, 3♥=PRE, 3♣/4m=void	1♥-2NT, 3x=NAT, not MIN 1♥-2NT, 3x-3♥= asks for singleton 1♥-2NT, 3x-3NT= asks for cue Good raises 1M-1NT-2NT:FG	1♥-2♣ = 3-card raise 1♥-2♦ = 4-card raise
1♠		5	4♣	10-22 HCP, 5+♠	2m=GF except rebid 2♦=Weak raise to 2♠ OR NAT, 2♣=8-11, 2NT=4+♠ GF, 3♣= Shortage in a m, 3♦=4c SUPP without shortage, INV, 3♥=Shortage in ♥, INV, 3♣=PRE, 1♣-4m/♥=void	Similar as for 1♥	1♣-2♣ = 3-card raise 1♣-2♦ = 4-card raise 1♣-2NT = NAT, INV 1♣-3m = NAT, 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= shortness		
2♣	∨			Strong, HCP (22+) OR tricks (8,5+)	2♦=Weak OR waiting w/2-suiter, 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♦	∨			2-7 HCP 6c M OR 24+NT (may be 5c)	2♥/2♣=Pass or 2♣/3♥, 2NT= Ask, 3♣/3♦=To play, 3♥=Pass or 3♣, 4♣=Ask for TRF	2♦-2NT, 3♣=any MAX, 3♦=MIN ♥, 3♥= MIN ♠, 2♦-2NT, 3♣-3♦, 3♥=♣, 3♣=6♥	
2♥		6		Good weak 2, 6c♥, 8-11 HCP	2♣=F1, 2NT=Ask for shortage/strength, 3m=GF, 3♥=Preempt (can be raised), 3♣/4♣/4♦=Splinter, 4NT=BW	2♥-2NT, 3♣=6-4 hand w/any side suit, 3♦= Shortage in a m, 3♣ = Shortage, 3♥=MIN, 3NT=MAX no shortage, 2♥-2NT-4♣,4♦=Void	
2♠		6		Good weak 2, 6c ♠, 8-11 HCP	2NT=Ask for shortage/strength, 3x=NAT GF, 3♣=Preempt (can be raised), 4♣/4♦=Splinter, 4NT=BW	2♣-2NT, 3♣=6-4 hand w/any side suit, 3♦= Shortage m, 3♥ = Shortage, 3♣=MIN, 3NT= MAX no shortage, 2♣-2NT-4♣,4♦=Void	
2 NT			4♣	20-21 HCP	3♣ = Puppet stayman, 3♦/3♥ = TRF, 3♣ = 44+m 2NT-4♣/4♦/4♥/4♣=Slam try with ♥/♠/♣/♦		
3x		6		PRE, ACC to VUL	3♣-3♦ asks for 3♥, 3m-3M=GF, after DBL competitive, 3M-4m = Control, 4M=t/p	High Level Bidding 1430 Blackwood (over ♦/♥/♠) and RKCB (over ♣) Exclusion RKCB, DOPI/ROPI/DEPO 5NT is frequently pick a slam. Splinter bids Cue-bids (Italian style), last train cue-bids.	
3NT	∨			Solid minor, gambling	4♣=p/c, 4♦ =Ask for control		
4♣,4♦	∨			PRE			
4♥,♣		6		PRE, ACC to VUL	4♣=To play 5m=Cuebid		
4 NT	∨			Asks for specific aces	5♣=0 Ace, 5♦/5♥/5♣= that ace, 5NT=♣Ace, 6♣ 2 aces		