

Defensive and Competitive Bidding	
<b>Overcalls (Style; Responses; Reopening)</b>	
1 level: light 2 level: sound Cuebids: Good raise with support for overcaller's suit	
<b>1 NT overcall (2ND/4TH; Responses; Reopening)</b>	
15-18 hcp any seat. NT-system on.	
<b>Jump Overcalls (Style; Responses; Unusual NT)</b>	
<b>Aggressive style</b> Weak jump overcalls, 5-card possible (IM)-2NT = ♠ + ♦	
<b>Direct and Jump Cue Bids (Style; Responses)</b>	
Over m = both M. Over M = other M + ♣ Jump cue asks for stopper	
<b>VS. NT (vs. Strong/Weak; Reopen: PH)</b>	
1.seat after 1NT: 2♣ = ♦ or M, 2♦ = ♥ OR ♠+ m, 2♥ = ♥ + one minor, 2♠ = ♠, 2NT = both minors	
3.seat: don't, x = one suit, 2♣+ one, 2♦ = ♦ + ♥/♠, 2♥ = M 2♠ = ♠(x ->2♠ is stronger)	
<b>VS. Preempts (Doubles; Cue bids; Jumps; NT bids)</b>	
T/O DBL Cuebid: ASK for stopper 2NT: 15-18	
<b>VS. Artificial Strong Openings</b>	
<b>Over Opponents' take out double</b>	
Rdbl: 9+ HCP 1-over-1 = F1 2-over-1 = NF	

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	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	Attitude when opening a new suit		
Leads			
Lead	Vs. Suit	Vs. NT	
Ace	AKx/AKxx(x)	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//T9(x)	HT9x//T9(x)	
9	9x	9x	
X	AKx/AKxx(x)	AKx/AKxx(x)	
Signals in order of priority			
	Partners lead	Declarer	Discarding
Suit:	Encrg/discrg/count/ Lavinthal	Count/Lavinthal	Encrg/discrg
2 <sup>nd</sup>	Count/Lavinthal	Count/Lavinthal	Count/Lavinthal
3 <sup>rd</sup>	Lavinthal	Lavinthal	Lavinthal
NT:	Encrg/discrg	Count/Lavinthal	Encrg/discrg
2 <sup>nd</sup>	Count/Lavinthal	Count/Lavinthal	Count/Lavinthal
3 <sup>rd</sup>	Lavinthal	Lavinthal	Lavinthal
Signals (including Trump's): Low=odd number or encrg, High= Even number or discrg Lavinthal			
Doubles			
Takeout Doubles (Style; Responses; Reopening)			
Light 1-level and reopening, Sound 2-level			
Special, Art and Comp Dbl/Rdbl's			
Negative DBL up to 4♥, card showing ->			

	<b>System Card</b>	
<b>System:</b>		
<b>Ski BK</b>		
<b>NM-klubber Sortland</b>		
	Jo Arne Ovesen	Bjørnar Halderaker
System Summary		
General Approach and Style		
<b>Natural: Light openings. 5c M, Lowest minor.</b>		
2over1: GF (1M- 2♣ nat gf or 10-12 3c support M)		
Transfer after 1♣ opening		
1NT Openings: 15-17 (may be 6c M/7c m/single/5-4)		
Special bids that may require defence		
2♦: Weak 2, 6c(5) suit		
2♥: Weak 2, 6c(5) suit		
2♠: Weak 2, 6(5)c suit		
2-suited overcalls (Michaels/unusual NT)		
Special forcing pass sequences		
1x-(?y)-p = pass may be penalty, DBL = T/O		
Important notes that don't fit		
Psychics		
Rare, but may occur		

Opening	Art	Min. #	Neg. D. through	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		3	4♥	10-22 HCP	1♦ = 4+♥, 1♥ = 4+♠, 1♠ = 6-9(10)hp/13+NT or 5+♦ 0+hp, 2♣ = inv minor, 2♦ = 6+♥ weak or strong, 2♥ = 6+♦ weak or strong	xyz	
1♦		3	4♥	10-22 HCP	1M = F1, 1NT = 6-10 HCP, 2♦ = inv minor, 3♦ = pre 4+♦	xyz	
1♥		5	4♦		1♦ = 4+♦, 1♥-1♦-1NT -> xy, 1NT = forc NT, 2♦ = 4+♦ gf or 3♦ 10-11(12), 2♦ = 4+♦ gf, 2♦ = 6-9 3♥, 2♣ = mini splinter, 2NT = inv stenberg 4+♥ 10+hp, 3♦ = mini splinter, 3♥ = 6-9 4♥, 3♣ = void, 3NT = normally 3-2-x-x 13-15, 4♦ = void, 4♥ = pre, 4♣ = exclusion, 4NT = rkc 0314, 5♣ = exclusion	1♥ - 2♦ : 2♦ = relay, 2♥ = 6+♥ 9-11 hp, 2♣ = 6+5♣ strong, 2NT = 18-19 5-3-3-2, 3♦ = 5♥5♦/strong, 3♥ = 7+9 9 trick very good ♠ → que, 3♦4♦ = 7+9 void very good ♠, 1♥ - 2♦ - 2♦ : 2♦ = 10-12 3♦, 2♣ = 4(3)5♣ gf, 2NT = 4+♦ gf, 3♦ = 6+♦ gf, 3♦ = 4+5+♦ gf, 3♥ = 3+4+♦ gf, 3♣ = splinter 3+5+♦, 3NT = 13-15 5+♦ often short ♥, 4♣ = slam inv 7+♦, 4♦ = splinter, 3+5+♦, 4+5+♦ = exclusion (♦ trumpf), 4NT = rkc ♦	
1♠		5	4♦		1NT = forc NT, 2♦ = 4+♦ gf or 3♦ 10-12, 2♦ = 4+♦ gf, 2♥ = 5+♥ gf, 2♣ = 3+6-9, 2NT = inv stenberg 4+♦ 10+hp, 3♦ = mini splinter, 3♦ = 6-9 4♣, 3NT = normally 2-3-x-x 13-15, 4♦ = void, 4♣ = pre, 4NT = rkc 0314, 5♦ = exclusion	1♦ - 2♦ : 2♦ = relay, 2♥ = 5+5+♦ revers hand, 2♣ = 6+9-11 hp, 2NT = 18-19 5-3-3-2, 3♦ = 5+♦ 5+♦ strong, 3♦ = 7+9 9 trick ♠ very good ♠ → que, 3♦4♦ = 7+9 void very good ♠, 1+♦-2+♦-2+♦ : 2♦ = 4(3)5♣ gf, 2♣ = 10-12 3♦, 2NT = 4+♦ gf, 3♦ = 6+♦ gf, 3♦ = 4+5+♦ gf, 3♥ = 3+4+♦ gf, 3♣ = splinter 3+5+♦, 3♦ = 3+4+♦ gf, 3NT = 13-15 5+♦, 4♣ = slam inv 7+♦ ♦ trumpf, 4♦ = splinter 3+5+♦, 4+5+♦ = exclusion (♦ trumpf), 4NT = rkc (♦ trumpf)	
1 NT			4♥	(13)15-17 HCP (May have 6M, 7m, single, 5-4)	2♦ = Stayman, 2♦ = transf ♥, 2♥ = transf ♦, 2♣ = minor stayman	Relays after Stayman responses: 3♦ is relay	
2♣	x		No	Strong, points or tricks	2♦ = waiting, 2NT= Both minors, 2♦-3♦ = Nat	2♦ - 2♦-2♥-2♦ = 2 <sup>nd</sup> negative	
2♦	(5) 6	No	Weak 2	2NT= F1 relay			
2♥	(5) 6	No	Weak, 4-10 HCP,	2NT= F1 relay			
2♠	(5) 6	No	Weak, 4-10 HCP,	2NT= F1 relay			
2 NT			No	20-21 NT puppet Stayman, , 3♦/♥ = transfers, 3♦ = minor Stayman, 4♣ 4♦ = nat slamtry 4NT = quantitative		Slam Conventions	
3x		6+	No	Preemptive		RKCB (0314) (Mini) splinters & void showing Cuebids: 1 <sup>st</sup> and 2 <sup>nd</sup> round controls up the line	
3NT			No	Gambling		Exclusion blackwood	
4♣,♦		6+	no	Preemptive	4NT = RKCB		
4♥,♠		6+		Preemptive	4NT = RKCB		
4NT	x			Asks for specific aces	5♦ = none, 5♦♥♦ that specific ace, 5NT = ♦ace 6♣ = ♣ + 1 higer, 6♦ + 1 higer, 6♥ = ♥♦ace		