

Defensive and Competitive Bidding
Overcalls (Style; Responses; Reopening)
1 level = light
2-level = sound
1 NT overcall (2ND/4TH; Responses; Reopening)
15-18, nt system on
Jump Overcalls (Style; Responses; Unusual NT)
May be weak, normally constructive, 1m=2m= ♠+♥ , 1M-2M= other M + m
Direct and Jump Cue Bids (Style; Responses)
1x-3x = ask for stopper
VS. NT (vs. Strong/Weak; Reopen: PH)
Dbl: ♣+♦ or ♥+♠
2 ♣ ♣+M
2♦ ♦ + M
2♥ 5+♥
2♠ 5+♠
2nt ♣+♦
VS weak (max14hp): dbl = TO, 2♣ = ♥+♦, 2♦=one M
VS. Preempts (Doubles; Cue bids; Jumps; NT bids)
Leaping michaels vs weak2
VS. Artificial Strong Openings
Over Opponents' take out double
2 - level = non forcing
Rdbl = 9 hcp +
1-level = F1

Leads and Signals			
Opening Leads Style			
Suit	Lead	In Partner's Suit	
3 rd -5 th		3 rd -5 th	
NT	2 nd -4 th	3 rd -5 th	
Subseq	May lead 2 nd from bad 4-card suits		
Leads			
Lead	Vs. Suit	Vs. NT	
Ace	AK/AKx/AKxx(x)	AK/AKx/AKxx(x)	
King	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	9x/98x/98xx	9x/98x/98xx	
X	Hx xx /HT9x/ xxxx	Hx X Hxxx X xx X	
Signals in order of priority			
	Partners lead	Declarer	Discarding
Suit:	Low= enc	Count	Low=enc
2 nd	Count (hi-even)	Lav	Lav
3 rd	Lav		
NT:	Low = enc	Smith	Low=enc
2 nd	Count	Count	Count
3 rd	Lav	Lav	lav
<i>Signals (including Trump's): smith : low = positive</i>			
Doubles			
Takeout Doubles (Style; Responses; Reopening)			
Negative, responsive, support			
Special, Art and Comp Dbl/Rdbl's			
1♣ - (1♦) - dbl = ♥ , 1♣ - (1♥) - dbl = ♦			
Support dbl			

	System Card			
System:				
Players				
	Nils Kvangraven Odin Svendsen			
System Summary				
General Approach and Style				
5-card majors, 1♦=4+, 1♣ = 2+ 1nt = 15(4)-17 2♦ = 3-7 hcp, 5+ in ♥ or ♦				
Special bids that may require defence				
1 m - (1♥) - dbl = 4+♣, 1♦ = 0-3♦ Transfer after 1 ♣ (1♦=♥, 1♥=♦, 1♣=nt or m) 1♣ - 2♦ = 6-9hcp, 5+♣ 2♥/♦= 3-7hcp, 6+suit				
Special forcing pass sequences				
Important notes that don't fit				
Good/Bad 2nt in most competitive positions				
Psychics				
May occur				

Opening	Art	Min. #	Neg. D. through	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		2	4♣	9-22	1♦=♥ 1♥=♠ 1♠ = 6-10nt or ♦ any hcp 2♣=GF, 2nt = 13-15, 2♦ = 6-9, 5+♣, 2♥/♦=weak, 3♣ = pree, 3x=void, 3nt=16-18	1x-1y, 1z : 2♣ = transfer (play 2♦ or any limit) 2♦=GF, any, others = to play 1m-1x, 2nt =18-20: transf responses	
1♦		4	4♣	9-22	2♦=GF, 2M=weak, 2nt =10-12, 3♣ = 6-9, 4+♦ 3♦ = 0-5hcp, 4+♦, 3♥/♣=void	1m-1M, 2M: 2nt=relay, new suit = longsuit GT	
1♥		5	4♣	9-22	2nt=GF ♥, 3♣=limit ♥, 3♦=splinter ♠, 2♣=splinter ♣/♦		2♣ = 8-11, 3-♥ 2♦ = 8-11, 4-♥
1♠		5	4♥	9-22	2nt=GF ♠, 3♣=splinter ♠/♦, 3♦=limit ♠, 3♥=splinter ♥ 4x = Void		As 1♥
1 NT			3♣	15(4)-17, bal	Stayman, transf, 2♣ = ♣, 2nt = ♦, 3♣=puppet staym 3x = shortness	1nt-2♣, 2♦-2♥ = weak, ♥/♣, 2♣= 4♣, limit 1nt-2♣, 2♦/♣ – 3♣ = relay 1nt-2♣, 2♥-2nt=relay 1nt – 2♦, 2♣ = max, 4+♥, 1nt-2♥, 3♣ = max, 4+♣	
2♣	x			Strong, tricks or points	2♦ = 0-7, 2nt = 6chp+, bal , 3♥ = 4♥, 5+♦ 3♣=4♣, 5+♦	2♣-2♦, 2M-3♣=second neg	
2♦	x			2-8hcp, 5+ ♥ or ♠	Nv: 2nt=relay	2♦-2nt: 3♣=max, 3♦=min ♥, 3♥= min ♠	
2♥		5		7-11 hcp 6(5) ♥	2nt = relay, 3♥ = to play	2♥-2nt: 3x=shortness 2♥ - (dbl) - : xx= penalty invite	
2♠		5		7-11 hcp 6(5) ♠	2nt = relay, 3♣ = to play	As 2♥	
2 NT				22-23, bal	Muppet stayman, transf 3♦/♥, 3♣ = minor stayman, 3nt=4♣, 5♥, NF 4x = slam (♣=♥, ♦=♣, ♥=♣, ♠=♦)	Slam Conventions	
3x				Pre acc to vul		RKC 4nt 0314 (4♣ if ♦/♣) DOPI/ROPI/REPO Cue bids Splinter Exclusion RKC 0314 Josephine	
3NT				Running ♣/♦ No side A/K	4♣ = P/C, 4♦ = relay		
4♣,♦				Pre acc to vul			
4♥,♠				Pre acc to vul			
4NT							