




Defensive and Competitive Bidding	
Overcalls (Style; Responses; Reopening)	
Light overcalls with good suit. Overcalls at the 2-level is normally solid. After an overcall, a new suits are not forcing.	
1 NT overcall (2ND/4TH; Responses; Reopening)	
(14)15-18 in all hands. Same response as after 1NT opening.	
Jump Overcalls (Style; Responses; Unusual NT)	
Preempt. Over a preemptive opening a jump overcall is strong. 2NT: Two lowest	
Direct and Jump Cue Bids (Style; Responses)	
Cuebid of a minor shows both M Cuebid of a M shows opposite M + ♣ Jump Cubid ask for stopper	
VS. NT (vs. Strong/Weak; Reopen: PH)	
Dbl: ♠+ other suit (at least 4-4) 2m: m + ♥ (at least 4-4) 2M: natural 2NT: Strong unbalanced hand 3NT: minors	
VS. Preempts (Doubles; Cue bids; Jumps; NT bids)	
Vs multi: x= to/x as if multi is spades Vs any 2 level preempt: 4m = 5-5 m+M	
VS. Artificial Strong Openings	
Over Opponents' take out double	
Rdb: 10+ hcp 1-level: forcing, 2-level non-forcing	

Leads and Signals			
Opening Leads Style			
	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	LOW = ENC	3 rd -5 th =odd; 2-4 th -6 th =even	
Subseq	LOW = ENC		
Leads			
	Vs. Suit	Vs. NT	
Ace	<u>AK</u> / <u>AKx</u> / <u>AKxx(x)</u>	<u>AK</u> / <u>AKx</u> / <u>AKxx(x)</u>	
King	<u>KQ</u> / <u>KQJ(x)</u> / <u>KQT(x)</u>	<u>KQ</u> / <u>KQJ(x)</u> / <u>KQT(x)</u>	
Queen	<u>AQJ(x)</u> / <u>QJ(x)</u> / <u>QJT(x)</u>	<u>AQJ(x)</u> / <u>QJ(x)</u> / <u>QJT(x)</u>	
Jack	<u>HJT(x)</u> / <u>JT(x)</u>	<u>HJT(x)</u> / <u>JT(x)</u>	
10	<u>HT9x</u> / <u>AQT(x)</u> / <u>T9x</u>	<u>HT9x</u> / <u>AQT(x)</u> / <u>T9x</u>	
9	<u>H9x</u> / <u>9xx</u> / <u>T9</u>	<u>H9x</u> / <u>9xx</u> / <u>T9</u>	
X	<u>Hxxx</u> / <u>HT9x</u> / <u>xxxx(x)</u>	<u>Hxxx</u> / <u>HT9x</u> / <u>xxxx(x)</u>	
Signals in order of priority			
	Partners lead	Declarer	Discarding
Suit:	LOW=ENC	HL=EVEN	LOW=ENC
2 nd	H/L=EVEN	Lavinthal	H/L=EVEN
3 rd	Lavinthal		
NT:	LOW=ENC	Smith	LOW=ENC
2 nd	H/L=EVEN	H/L=EVEN	H/L=EVEN
3 rd	Lavinthal	Lavinthal	Lavinthal
<i>Signals (including Trump's):</i> Smith:LOW=LIKE from both sides. Lavinthal can occur in Trump			
Doubles			
Takeout Doubles (Style; Responses; Reopening)			
Normal takeout doubles			
Special, Art and Comp Dbl/Rdbl's			
Responsive doubles. Supportdoubles thru 2♥. Lead directing But dbl on overcaller in own suit indicates another lead.			



System Card





System:		
	Maja Rom Anjer/Ida Wennevold	Lise Blågestad
System Summary		
General Approach and Style		
Natural system (14)15 -17 NT (5M,6m, singleton og 5422 are allowed) 2♦ /2♥/2♠: Weak, 5/6 card 2NT: 22-24 NT		
3rd/5th leads and LOW is ENC, inv leads ag NT		
Special bids that may require defence		
Special forcing pass sequences		
Standard forcing pass sequences		
Important notes that don't fit		
Psychics		
Very rare		

Opening	Art	Min. #	Neg. D. through	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		3	3♠	3+♣ (8) 11+ hcp	2♣: 5+♣ no 4M, GF 2♦: 5+♣ invitational (7)8-11 2M: 6+ M weak, 3x: renons	X-Y-NT, X-Y-Z 1♣-1M, 2♣-2♦: Artificial GF 1♣-(1♥) - X = 4+ sp	2♣: 6-9 hcp 2♦ in X-Y-NT/ X-Y-Z = inv w ♦
1♦		3	3♠	3+♦ (8) 11+ hcp	2♦: 5+♦ no 4M, GF, 2♣: GF 3♣: 5+♦ invitational (7)8-11 2M: 6+ M weak, 3x: renons	X-Y-NT, X-Y-Z 1♦-1M, 2♦-3♣: Artificial GF 1♦-(1♥) - X = 4+ sp	2♦: 6-9 hcp 2♦ in X-Y-NT/ X-Y-Z = inv w ♦
1♥		5	3♠	5+♥ (8) 11+ hcp	2NT: 4+♥ GF if not passed or interference 2♠/3m: singleton, inv to game i ♥ 3♥: invitational, 4x: void	X-Y-NT 1♥ - 1NT - 2NT: GF 1♥ - 2♥- 3x: Inv, singel 1♥-2♥-2NT: inv, no singel	2♣/2♦ : Toronto 3/4 c supp 2♦ in X-Y-NT/ X-Y-Z = inv w ♦
1♠		5	3♠	5+♠ (8) 11+ hcp	2NT: 4+♠ GF if not passed or interference 3x: singleton, inv to game i ♠ 3♠: invitational, 4x void (also 4♥)	1♠ - 1NT - 2NT: GF 1♠ - 2♠ - 3x: Inv, singel , 1♠ - 2♠ - 2NT:inv, no singel	2♣/2♦ : Toronto 3/4 c supp
1 NT			3♠	(14)15-17	2♣: Stayman, 2♦/♥: Transfer, 2♠: minor weak or strong. 3x: slam invite in suit	after Stayman: raise of M= inv, 2♠ = ♠ + m, 3♣ new search, new suit F1 after transfer: new suit F1, 4NT inv to slam, raise=inv	
2♣	x			Strong or 20-21 NT	2♦:Relay, 2M: to play ag 20-21 NT 3m: Nat GF 2NT: both minors (5+)	Puppet/transfer after 22-24 NT Baron/transfer after 25-27 NT	
2♦		(5) 6		Weak	2NT: ask for singelton New suit: NOT F1		
2♥		(5) 6		Weak	2NT: ask for singelton New suit: F1	3y: singleton, 3♥: no singleton, 3NT: no singleton - stronger	
2♠		(5) 6		Weak	2NT: ask for singelton New suit: F1	3y: singleton, 3♠: no singleton, 3NT: no singleton - stronger	
2 NT				22-24	3♣: Puppet stayman, 3♦/♥: Transfer, 3♠: minor 4m: inv to M-slam, 4M: inv to m-slam	Slam Conventions	
3x		(6)7		Preemtive	3y: forcing. Answer: 3NT wo sup. 3x- 3M = nat, 3M - 4m = Q	BW: 5 aces - 0314	
3NT		7		Solid minor (1-3.hand)	4/5m = P/C	Cuebid Italian style	
4♣,♦		(7) 8		Preemtive	4M = to play	Last train	
4♥,♠		(7)8		Preemtive	New suit = Q	5NT: pick a slam	
4NT				Asks specific ace	5♣: no aces, 5♦/♥/♠:ace, 5NT: 2 aces, 6♣: ace		