




Defensive and Competitive Bidding
Overcalls (Style; Responses; Reopening)#
may be weak 1-level (lead direction)
1 NT overcall (2 <sup>ND</sup> /4 <sup>TH</sup> ; Responses; Reopening)#
15-18 NT system ON.
Jump Overcalls (Style; Responses; Unusual NT)#
2NT: 2 lowest unbid suits, weak or strong
Direct and Jump Cue Bids (Style; Responses)#
Michaels after 1M (other M+♣), weak or strong, both after 1♦ (1♠-2♠ = ♠, 1♠-2♥ both Majors)
VS. NT (vs. Strong/Weak; Reopen: PH)#
Vs strong (from 13 + NT) X=strenght 2♠= both M 2♦=♥/4♠+longer minor, 2♥= 4♥/+longer minor 3 level NAT preempt
VS. Preempts (Doubles; Cue bids; Jumps; NT bids)
Take-out DBL Over 3mi - 4mi = both M 2M/3mi/M.. 4m=m+ one M (3M) - 4NT = both minor
VS. Artificial Strong Openings#
Over 1♠: Dbl = majors, NT= minors
Over Opponents' take out double#
XX= 9+ hp , .

Leads and Signals			
Opening Leads Style			
	Lead	In Partner's Suit	
Suit	3 <sup>rd</sup> -5 <sup>th</sup>	3 <sup>rd</sup> -5 <sup>th</sup>	
NT	3 <sup>rd</sup> -5 <sup>th</sup>	3 <sup>rd</sup> -5 <sup>th</sup>	
Subseq	Attitude when playing a new suit		
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/T9x	HT9x//T9x	
9	9x, (H98(x))	9x, 9xx, 98xx(x), H98x(x)	
X	3rd /5th	Hxx / Hxx <u>x</u> /xxx/ <u>xxx</u>	
Signals in order of priority			
	Partners lead	Declarer	Discarding
Suit:	Enc/Discrg	Count	Enc/Discrg
2 <sup>nd</sup>	Count	S/P	Count
3 <sup>rd</sup>	S/P		S/P
NT:	Enc/Discrg	Count	Enc/Discrg
2 <sup>nd</sup>	Count	S/P	Count
3 <sup>rd</sup>	S/P		S/P
In General: low/high = encouraging			
Doubles			
Takeout Doubles (Style; Responses; Reopening)			
Support double / negative double / Sound style, light reopenings			
Special, Art and Comp Dbl/Rdbl's			
RDBL in transfer seq shows 3 card support at 1&2 level.			

 <b>WB</b>	<b>System Card</b>		
<b>System:</b>			
<b>Players</b>	Svein Karlberg 26241		
	Kjell Gaute Fyrn		
	LUDVIKABYGDENS		
System Summary			
General Approach and Style			
Natural, 2/1 style. (5542)			
15-17 NT			
Transfers responses after 1♣-opening			
Special bids that may require defence			
1♣ - 2♦ = inv MM (at least 5-5)			
Special forcing pass sequences			
1X - bid -pass may be forcing. 2♣ -bid-pass=4+hp			
Important notes that don't fit			
1♣ (1♦) 1♥ = 4+♠			
1♣ (1♦) 1♠ = exactly 4♠ and 4+♥			
1♣/1♦ (1♥) -1♠ = denies 4+♠			
XYZ			
Gazilli			
Psychics			
occurs			

Opening	Art	Min. #	Neg. D. through	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		2	3♣	11-22 hp (usually 1♣ with same length in ♠&♦)	1♦=4+♥, 1♥=4+♠, 1♠=6-10"NT" or any hand 4+♦, 1NT=11/12, 2♣=8-11 5+♠, 2♦=MM Inv, 2♥=GF 4+supp, 2♠ = inv 6+♣, 2NT=12-13 bal, 3♣ pre-empt 5+♠, 3♥♥♠=preempt, 4M to play	Accept transfer with most hands with 3crd (or 4crd) support, jump to 2 level with 4crd support and 11-13 opening.	1♣-2♥♠= inv 5card+ support
1♦		4	3♣	11-22 hp	2♦ 4+ supp 6-10hp		As 1♣
1♥		5	3♣	11-21 hp	1NT= 6-11hp, 2♠=natural F1 or inv w 3♥, 2♦= nat F1 2NT inv w 4+♥, 2♠=5-8 single?, 3♣=inv with ♣ 3♦= inv with ♦, 3♠4♠= void, 3♥ preempt	1♥-2♥: 2♠3♠♦= shortness inv+, 2NT= any hand inv+. 1♥-2NT: 3♣=min, 3♦=14+no sing, 3♥=sin ♣, 3♠=sing ♦, 3=singel, 3NT=18-19, 4♠♦ = void	2N inv with support + any singel
1♠		5	3♣	11-21 hp	1NT= 6-11hp, 2♠=natural F1 or inv w 3♠, 2♦= nat F1, 2♥=nat GF, 2♠=nat 5-8, 2NT inv w 4+♠, 3♣=inv with ♣ 3♦= inv with ♦, 3♥4♠= void, 3♠ preempt	Same as after 1♥	2N inv with support + any singel
1 NT			2♠	15-17 May have 5M, 6m, single H 5422	2♠=Stayman, 2♥♥♠NT= transfer 3-level single	1NT-2♠ // 2♦-2♥= pick a major, to play, 2♠ inv. 1NT-2♠ // 2NT=support, // new suit shortness ST 1NT-2♠ // 2♦ -3♥♠/ Smolen	
2♣	x	0		Any strong hand. If balanced 22-24	2♦ =wait (any hand), 2♥♠/3♠♦ nat GF 2NT=at least 5-5 in ♠♦ GF 3♥♠= max 1 card. 3nt = 5+5+ in ♥♠, no slaminterest	2♣ - 2♦ // 2Ma = F1 2♣ - 2♦ // 2Ma - 3♣ = second negative 2♣-2♦, 3M = 4 card, 5+ ♦	
2♦				Weak (3-9)	6 cards ♥♠ in red. Could be 5 in green	2NT= Forcing and ?, 3♥/4♥ pass or correct 4♣=PD bid transfer t your suit,	
2♥		6		10-13 with ♥	2♠3♦ = F1, 2NT= asking for singleton or void, 3♣=?: 3♦ = Min Hcp/bad suit ... 3♥= pre-empt		
2♠		6		10-13 with ♠	Similar as above		
2 NT				20-21 balanced May have 6m/5M (5422)	3♣= puppetstayman, 3♥♥= transfer, 3♠=minors, 4mi= transfer M slamtry (♠=♥), 4M= slamtry mi (♥=♠)	Slam Conventions	
3x				Preempt	New suit F1		
3NT				Solid Major	4♣ ask for suit below		
4♣, ♦				Preempt			
4♥, ♠				play			