

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 vs heart
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		
Suit	Lead	In Partner's 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		
Lead	Vs. Suit	Vs. NT
Ace	<u>A</u> K / <u>A</u> K x/ <u>A</u> K xx(x)	<u>A</u> K / <u>A</u> K x/ <u>A</u> K xx(<u>x</u>)
King	<u>K</u> Q / <u>K</u> Q J(x)/ <u>K</u> Q T(x)	<u>K</u> Q / <u>K</u> Q J(x)/ <u>K</u> Q T(x)
Queen	<u>A</u> Q J(x)/ <u>Q</u> J (x)/ <u>Q</u> J T(x)	<u>A</u> Q J(x)/ <u>Q</u> J (x)/ <u>Q</u> J T(x)
Jack	<u>H</u> J T(x)/ <u>J</u> T (x)	<u>H</u> J T(x)/ <u>J</u> T (x)
10	<u>H</u> T 9x/ <u>A</u> Q T(x)/ <u>T</u> 9x	<u>H</u> T 9 <u>x</u> / <u>A</u> Q T(<u>x</u>)/ <u>T</u> 9x
9	<u>H</u> 9 <u>x</u> / <u>9</u> x <u>x</u> / <u>T</u> 9	<u>H</u> 9 <u>x</u> / <u>9</u> x <u>x</u> / <u>T</u> 9
X	<u>H</u> x <u>x</u> / <u>H</u> T 9 <u>x</u> / <u>xxxx</u> (<u>x</u>)	<u>H</u> x <u>x</u> / <u>H</u> T 9 <u>x</u> / <u>xxxx</u> (<u>x</u>)
Signals in order of priority		
	Partners lead	Declarer
Suit:	LOW=ENC	HL=EVEN
2 nd	H/L=EVEN	Lavinthal
3 rd	Lavinthal	
NT:	LOW=ENC	Smith
2 nd	H/L=EVEN	H/L=EVEN
3 rd	Lavinthal	Lavinthal
<i>Signals (including Trump's): Smith:LOW=LIKES from both sides. Lavinthal can occur in Trump</i>		
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:	
Players	Pernille Lindaas Lise Blågestad
System Summary	
General Approach and Style	
Natural system (14)15 -17 NT (5M,6m, singelton og 5422 are allowed) 2♦ /2♥/2♠: Weak, 5/6 card 2NT: 20-21 NT	
3rd/5th leads and LOW is EN	
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♠	2+♣ (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	2♣: 6-9 hcp 2♦ in X-Y-NT/ X-Y-Z = inv w ♦
1♦		3	3♠	4+♦ (8) 11+ hcp	2♦: 5+♦ no 4M, GF, 2♣: GF 3♣: 4+♦ invitational (7)8-11 2M: 6+ M weak, 3x: renons	X-Y-NT, X-Y-Z 1♦-1M, 2♦ -3♣: Artificial GF	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 3♥: invitational	X-Y-NT 1♥ - 1NT - 2NT: GF 1♥ - 2♥ - 3x: Inv, 3+, 1♥-2♥-2NT: ask 4 singelton	2♣: Toronto 3+ 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 3♠: invitational	1♠ - 1NT - 2NT: GF 1♠ - 2♠ - 3x: Inv, 3+, 1♠ - 2♠ - 2NT:ask 4 singelton	2♣: Toronto 3+ supp
1 NT			3♠	(14)15-17	2♣: Stayman, 2♦ / ♥: Transfer, 2♠: minor weak or strong. 3x: singleton, 4m = transfer to M	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	2♦:Relay 2M/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				20-21	3♣: Muppet 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		