




Defensive and Competitive Bidding
Overcalls (Style; Responses; Reopening)
Light on 1-level.
1 NT overcall (2ND/4TH; Responses; Reopening)
15-18 hcp. System on.
Jump Overcalls (Style; Responses; Unusual NT)
Natural, light. 2NT = 2 lowest suits, can be weak
Direct and Jump Cue Bids (Style; Responses)
(1m)-2m = Majors (1M) – 2M= Other Major + Clubs
VS. NT (vs. Strong/Weak; Reopen: PH)
Multilandy: 2 ♣ = both Majors, 2 ♦ = ♥ OR ♠ 2NT = both minors X = 16 hcp+
VS. Preempts (Doubles; Cue bids; Jumps; NT bids)
Take-out X Non/Leaping Michaels
VS. Artificial Strong Openings
Natural
Over Opponents' take out double
Natural, xx = 10 (9)+ x-y-NT / x-y-z No Toronto after X

Leads and Signals			
Opening Leads Style			
	Lead	In Partner's Suit	
Suit	3. 5 th	3. 5 th	
NT	Attitude	3. 5 th	
Subseq			
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	3. 5 th	H98x	
Signals in order of priority			
	Partners lead	Declarer	Discarding
Suit:	Small c enc.	Count	Small c enc.
2 nd	Count		
3 rd			
NT:	Small c enc.	Smith, small like	Small c enc.
2 nd	Count	Count	Count
3 rd			
Signals (including Trump's): Lavinthal			
Doubles			
Takeout Doubles (Style; Responses; Reopening)			
Support and TakeOut.			

System		
	Card	
		
System:		
Players	Lise Blågestad Åse Langeland Gunn Helness Ingunn Uran	Norway
System Summary		
General Approach and Style		
Natural, nt=15-17 better minor 5c M Weak 2's		
Special bids that may require defence		
Special forcing pass sequences		
Standard		
Important notes that don't fit		
Light openings 3. hand. x-y-nt /x-y-z		
Psychics		
Rare		

Opening	Art	Min. #	Neg. D. <small>through</small>	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣	x	3	7 h	10-22 hcp	Inverted m, natural 2 h/s = 6 c, 4-6 hcp 2 d = 5+c, invitational		If opps bid, overbid is forcing
1♦		3	7 h	10-22 hcp	Inverted m, natural 2 h/s = 6 c, 4-6 hcp 3 c = 5+d, invitational		-"-
1♥		5	7 h	10-22 hcp	2 s/3 c/3 d = singleton, 2 nt gameforce with ♥, 3 ♥ invitation, splinter	2 M - 2 nt, 3 ♣/♦ = not minimum, values, 3 M=minimum, 3 nt = 18/19. 4 th level = void	2 nt invitational, 3 h preemt 2♣= Toronto
1♠		5	7 h	10-22 hcp	3 c/ 3 d/ 3 h = singleton, 2 nt gameforce with ♠, 3 ♠ = invitation, splinter	2 M - 2 nt, 3 ♣/♦ = not minimum, values, 3 M=minimum, 3 nt = 18/19	2 nt invitational, 3 ♠ preemt 2♣= Toronto
1 NT			7 h	(14)15-17 5 c M/ 6 c m	Stayman, transfer, 2 ♠ = minor(s) 3-level is slaminvitation	1 nt- 2c - 2 x - 3 c= ask about distribution	X = negative
2♣	x			Gameforce or 20/21 NT	2 d= relé	3 c = 2. Neg / puppet	x /xx = 0-3 hcp
2♦		6		Weak 2	2 nt= forcing		
2♥		6		6-10 hcp	2 nt ask for single		
2♠		6		6-10 hcp	-"-		
2 NT				(21)22/23	Puppetstayman, transfer, 3♠ = minorstayman	Slam Conventions	
3x		6		Preemptive		0314 RKCBW	
3NT	x			7 tricks in minor.	4 ♣ = preference 4 ♦ = ask for single	DOPI/ROPI, 5NT = pick a slam	
4♣,♦				Preemptive	4 M is natural	Exclusion RKCBW	
4♥,♠				Preemptive	4♠ = cue	Splinter, cuebids	
4NT	x			Aces?	5♣= 0, 5nt= Ace of ♣, 6♣= 2 Aces, 5 d/h/s = showing Ace in suit		