




Defensive and Competitive Bidding	
Overcalls (Style; Responses; Reopening)	
1 - level: 5-17hp	
1 NT overcall (2ND/4TH; Responses; Reopening)	
1NT = 15-18	
Balancing 1NT = 11-14 over ♣ / ♦	
Balancing 1NT = 15-18 over ♥ / ♠	
Jump Overcalls (Style; Responses; Unusual NT)	
2NT = two lowest unbid suits	
Direct and Jump Cue Bids (Style; Responses)	
Michaels cue bid: after major: ♣ + other major	
After minor: both majors.	
VS. NT (vs. Strong/Weak; Reopen: PH)	
Dbl = equal strength	
2♣ = both major	
2♦ = 5+ ♥ or ♠	
2♥ = 4(5)♥ + 5+minor	
2♠ = 4(5)♠ + 5+minor	
2NT = both minor or strong 2-suiter	
DON'T in 4 th hand or after pass	
VS. Preempts (Doubles; Cue bids; Jumps; NT bids)	
Takeout	
2NT = 15-18	
Leaping Michaels	
VS. Artificial Strong Openings	
Vs strong 1/2♣: X=both majors, NT= both minors	
Over Opponents' take out double	
XX = 10+hp	

Leads and Signals			
Opening Leads Style			
	Lead	In Partner's Suit	
Suit	3 rd -5 th	3 rd -5 th	
NT	3 rd -5 th h	3 rd -5 th	
Subseq	Low = enc		
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/AQT(x)/T9x	HT9x/AQT9(x)/T9x(x)	
9	9/9x	9/9x	
X	Hx \underline{x}	Hx \underline{x} /Hxxxx/HT9xx	
Signals in order of priority			
	Partners lead	Declarer	Discarding
Suit:	Low = enc	Low = 3/5 th	Low = enc
2 nd	Low = 3/5 th	Lavinthal	Low = 3/5 th
3 rd	Lavinthal		
NT:	Low = enc	Smith	Low = enc
2 nd	Low = 3/5 th	Low = 3/5 th	Low = 3/5 th
3 rd	Lavinthal	Lavinthal	
<i>Signals (including Trump's):</i> Smith: low from leader = enc, high from partner = enc			
Doubles			
Takeout Doubles (Style; Responses; Reopening)			
Light			
Special, Art and Comp Dbl/Rdbl's			
Support dbl/rdbl			




System Card






System:



Åsmund Forfot



Sverre Johan Aal

System Summary

General Approach and Style

Nat 5card major
Transfer responses to 1♣ opening
(14)15-17NT (5M/6m/sing)

Special bids that may require defence

Transfer responses to 1♣ opening

Special forcing pass sequences

Some places

Important notes that don't fit

Psychics

Rare

Opening	Art	Min. #	Neg. D. through	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		3	4♥	3+♣, 11+ hp	1♦ = 4+♥, 1♥ = 4+♠, 1♠ = 6-10 bal or any with♦, 1NT = 11-12 2♣ = inverted minor, 2♦/2♥/2♠ = nat GF, 2NT = weak preempt(0-5) with♣, 3♣=6-10 preempt in♣	XYZ	2M = fitjump
1♦		3	4♥	3+♦ (4432) 11+ hp	1♥/1♠/1NT = nat, 2♣ = almost GF nat, 2♦ = inverted minor, 2♥/2♠ = nat GF, 2NT = Nat inv, 3♣ = weak pre with♦, 3♦ = 6-10 raise in♦	XYZ	2M = fitjump
1♥		5	4♦	5+♥ 10+hp	2/1 = GF if not rebid, 2♣ = inv with♥ or nat. 2♠/3♣/3♦ = minisplinter, 2NT = GF Jacoby. 3♥ = pre, 3♠/4x = void.	XYNT	Drury 2NT = both minors
1♠		5	4♦	5+♠ 10+hp	2/1 = GF if not rebid, 2♣ = inv with♠ or nat 2NT = GF Jacoby, 3♣/3♦/3♥ = minisplinter, 3♠ = preempt, 4♣/♦ = void, 4♥ = nat.		Drury = both minors
1 NT			4♦	(14)15-17NT (5M/6m/sing)	Stayman/transfer, 2♠ = 6+♣, 2NT = 6+♦, 3♣ = both minor weak, 3♦ = both minors strong, 3♥/♠ = nat slam try.		
2♣	X	0	4♦	22-23NT or strong unbalanced	2♦ = waiting bid, 2♥ = 5+♥, 2♠ = 5+♠ 2NT = both minors, 3NT = running 7-card suit		
2♦	X	5		Weak 2(5-10)	2♥/2♠ = constructive non forcing, 2NT = nat inv, 3x = nat forcing	2♦-2NT-3♣/♦ = min♥/♠, 3♥ = max with♠, 3♠ = max with♥	
2♥	X	5		Weak 2 (5-10HP) normally 6-card suit	2NT = asking for singleton, 3♣ = ask for HP/suit strength.	2♣-2♦-2NT = (21)22-24 bal	
2♠	X	5		Weak 2 (5-10HP) normally 6-card suit	2NT = asking for singleton, 3♣ = ask for HP/suit strength.		
2 NT				(19)20-21 bal	Puppet stayman and transfers. 4♣ = slamtry♥ / 4♦ = slamtry♠, 4♥ = slamtry♣, 4♠ = slamtry♦	Slam Conventions	
3x		6		Preempt		(Mini)-Splinter	
3NT	X			Running minor, max Q on the side		Italian Cue-bids	
4♣,♦		5		Nat preempt		Jacoby	
4♥,♠		5		To play		RKCB (0314)	
4NT				Asking for specific ace			