

Defensive and Competitive Bidding
Overcalls (Style; Responses; Reopening)
1-level 5-17 hcp
1NT overcall (2ND/4TH; Responses; Reopening)
1NT = 15-18 Balancing 1NT = 11-16
Jump Overcalls (Style; Responses; Unusual NT)
Direct and Jump Cue Bids (Style; Responses)
VS. NT (vs. String/Weak; Reopen: PH)
VS Strong: Dbl = 15+ or similar playing strength, 2♣ = ♥+♠, 2♦ = 5+ ♥ or ♠, 2♥ = 4(5)♥ + 5+minor, 2♠ = 4(5)♠ + 5+minor, 2NT = both minor or strong 2-suiter
VS Weak: Dbl = (13)14+, 2♣ = ♥+♠, 2♦ = 5+ ♥ or ♠ 13+, 2♥ = (5)6+ ♥ 8-12, 2♠ = (5)6+ ♠ 8-12
MECKWELL 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♣: Dbl = ♥+♠, 1NT = ♣+♦, 2-level similar to defence vs strong NT.
VS strong 2♣: Dbl = ♥+♠, 2NT = ♣+♦
Over Opponents' take out double
XX = 10+ hcp

Leads and Signals			
Opening Leads Style			
	Lead	In Partner's Suit	
Suit	3 rd -5 th , 4 th from 6	3 rd -5 th , 4 th from 6	
NT	4 th highest if inv	3 rd -5 th , 4 th from 6	
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)/ AKQx(x)	
Queen	AQJ(x)/ QJ(x)/ QJT(x)	AQJ(x)/ QJ(x)/ KQJx(x)/ AQT9(x)	
Jack	HJT(x)/ JT(x)	HJT(x)/ JT(x)	
10	HT9(x)/ T9(x)	HT9(x)/ AQT9(x)/ T9(x)	
9	KJ98/ 9/ 9x	9x(x)	
8		H98x(x)/ 8x(x)	
x	xxx/ xx	Hxx(x)/ HT9x(x)	
Signals in order of priority			
	Partner's 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	
Signals (including Trumps): Smith: Low from leader = enc, high from partner = enc but switch if leading partner's suit. Trumps: UD count (also when leading) or Lavinthal			
Doubles			
Takeout Doubles (Style; Response; Reopening)			
Light; Lebensohl 1♦/1NT/2NT (transfer leb if unpassed)			
Special, Art and Comp Dbl/Rdbl's			
Support dbl/rdbl, also over 1NT			



System:



Håkon Otieno Kippe



Kristoffer Hegge Berg

System Summary

General Approach and Style

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

Special bids that may require defence

(1m) - 2♣ = nat, 2♦ = weak w/one major, 2♥ = both majors weak, 2♠ = both majors strong
2NT opening = both minors, 3-way strength

Special forcing pass sequences

Some places

Important notes that don't fit

Xyz, 3rd suit forcing. Abbrevs: GF = Game Force, F1 = Forcing 1 round, SO = Sign Off, SI = Slam Invitational, GI = Game Invitational

Psychics

May occur

Opening	Art	Min #	Neg. D. Through	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		3	4♥	3+♣, 10+ hcp	1♦ = 4+♥, 1♥ = 4+♠, 1♠ = 6-10 bal or any with ♦, 1NT = 11-12 2♣ = inverted minor, 2♦ = 6+♥ 6-9 or 14+, 2♥ = 6+♠ 6-9 or 14+, 2♠ = weak preempt in ♣/inv w ♣ or ♦/strong w ♦, 2NT = 13-15 or 19-20 3♣ = good preempt in ♣		2M = fit jump
1♦		3	4♥	3+♦ (4432) 10+ hcp	1♥/1♠/1NT = nat, 2♣ = inv+ nat, 2♦ = inverted minor, 2♥ = 5♠4♥ inv, 2♠ = 6+♠ 14+ hcp, 3♣ = weak preempt in ♦, 2NT = Nat GI, 3♦ = good preempt in ♦		2M = fit jump
1♥		5	4♦	5+♥ 10+ hcp	2♣ = 10-12 w/3♥ or nat GF if not rebid, 2♦ = nat GF if not rebid, 2♠ = 4+♥ GI+ with short minor, 2NT = GI+ w/4+♥, 3♣ = 4+♥ 7-9, 3♦ = 0-1 ♠ 4+♥ inv+, 3♥ = preempt	-1sp/1NT;? Gazilli -2♣; 2♥ = 6+♥ F1	2-way Drury
1♠		5	4♦	5+♠ 10+ hp	2♣ = 10-12 w/3♠ or nat GF if not rebid, 2♦/♥ = GF if not rebid, 2NT = GI+ w/4+♠, 3♣ = 4+♠ GI+ with short minor, 3♦ = 4+♠ 7-9, 3♥ = GI+ w/0-1 ♥, 3♠ = preempt, 3NT = void in ♥ GF+	-1NT;? Transfer rebids -2♣;? 2♥ = 4+♥ F1, 2♠ = 6+♠ F1	2-way Drury
1NT			4♥	(14)15-17NT (5M/6m/sing)	Stayman/transfer, 2♠ = 6+♣ or nat inv, 2NT = 6+♦, 3♣ = 5+♣5+♦ weak, 3♦ = 5+♣5+♦ GF, 3♥/♠ = nat slam try		
2♣	x	0	3♠	20-21NT or strong unbalanced	2♦ = waiting bid, 2♥ = 4+♥ SO vs 20-21, 2♠ = 4+♠ SO vs 20-21, 2NT = 5+♣ SO or SI, 3♣ = 5+♦ SO or SI, 3♦ = 6+♥ (2 of AKQ), 3♥ = 6+♠ (2 of AKQ), 3♠ = AKQxxx or better in some suit	2♣-2♦; 2NT-3♦/♥; Accept denies support	
2♦	x	0		Multi (6M 6-10hp/22+NT/21-25 1444 or 4144)	Any bid of ♥ or ♠ is pass or correct, 4♣ requests transfer, 4♦ asks opener to bid his suit 2NT = Asking	2♦-2NT-3♣ = min ♥/♠, 3♦ = medium w/♥, 3♥ = medium w/♠, 3♠ = max w/♥, 3NT = max w/♠	
2♥		5		5♥ 6-10HCP, may have side suit ♣♦, 8-10 if bal or 5-4	2NT = asking for strength and distribution, 3♣ = pass or correct 3♦ = GI+ with 5+♠, normally 6+♠		
2♠		5		5♠ same as 2♥	2NT = asking for strength and distribution, 3♣ = pass or correct 3♦ = inv+ with 5+♥, normally 6+♥	Slam Conventions	
2NT	x			5+5+m 8-10 6+5+m 15-17 5+5+m 20+	3♥ artificial force	(Mini)-Splinter KickBack Turbo (the bid past 4 in trump suit shows even number of aces) Italian Cue-bids	
3x		5		Preempt, aggressive style			
3NT	x			Solid minor, max Q on the side			
4♣♦		6		Nat preempt			
4♥♠		6		To play			
4NT	x			Asking for specific ace			RKCB (0314) if jump (rarely used)