



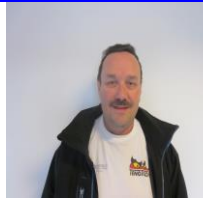


Defensive and Competitive Bidding
Overcalls (Style; Responses; Reopening)
Natural overcalls (normally 5card but may have 4 sometimes). Will reopen If short in their suit.
1 NT overcall (2ND/4TH; Responses; Reopening)
15-18 NT in second and 10-14 in 4 th seat. 2c asks major, and 2D and H transfers. (Syst is on).
Jump Overcalls (Style; Responses; Unusual NT)
Weak jump (1-2-3 rule) all new suit are forcing either natural og cue bid.
Direct and Jump Cue Bids (Style; Responses)
Michael cue bid on major with other major and a minor, 1C - 2C and 1D - 2D = Both major, 2NT = Two lowest
VS. NT (vs. Strong/Weak; Reopen: PH)
Dobl = as strong as they at least 2C= both minor 2D= both major 2H and S is natural 2NT = Two suits and good card. Else preemtives ♣ Same defence against stron ad weak NT.
VS. Preempts (Doubles; Cue bids; Jumps; NT bids)
Take out dables, 2NT is 15-18, Leaping Michael.
VS. Artificial Strong Openings
Natural bidding. Against strong 1C, 1NT and 2NT is two suit in any. (At least 9 card with 1NT and at least 10 card with 2NT).
Over Opponents' take out double
Natural suit with at least 6points, 1NT= 6-9, Redobl= 10+, 2NT inv with support im 1Major - dobl - ? but Inv if 1minor - dobl - ?

Leads and Signals			
Opening Leads Style			
	Lead	In Partner's Suit	
Suit	3 rd -5 th =odd	3 rd -5 th =odd	
NT	3 rd -5 th =odd	3 rd -5 th =odd	
Subseq	Count from what is left of suit		
Leads			
Lead	Vs. Suit	Vs. NT	
Ace	AK/AK _x /AK _{xx} (x)	AK/AK _x /AK _{xx} (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	HT9 _x /AQT(x)/T9 _x	HT9 _x /AQT(x)/T9 _x	
9	H9 _x /9 _{xx} /T9	H9 _x /9 _{xx} /T9	
X	H _{xx} <u>x</u> /HT9 _x <u>x</u> /x _{xxx} (x)	H _{xx} <u>x</u> /HT9 _x <u>x</u> /x _{xxx} (x)	
Signals in order of priority			
	Partners lead	Declarer	Discarding
Suit:	Low enc	count	Low =enc
2 nd	Count		Count
3 rd			
NT:	Low enc	Lavinthal	Lavinthal
2 nd	Count	Count	Count
3 rd			
Signals (including Trump's):			
Ekko in trump, else count, lavinthal.			
Low card = enc, high card = disc			
Doubles			
Takeout Doubles (Style; Responses; Reopening)			
Based on majors and often short in their suit, competitive dables for take out.			
Special, Art and Comp Dbl/Rdbl's			
Neg, hi-low, support dobl, responsive, competitive dobs for take out.			

System Card		
		
System:		
Players		
	Paul Thomassen	Svein Andersen
System Summary		
General Approach and Style		
Natural		
Normally open lowest 4card suit.		
1 H/Sp opening normally 5 card.		
1 NT (14)15-17 May have 5 card major or 6 card minor		
2 over 1 is game forcing.		
Special bids that may require defence		
2C: 19+ strong and forcing		
2D: Multi, weak two in H or S, 20-21 or 25-27 NT or 19+ 4441 with any single.		
2H: 5-5 in H and minor, 4 - 10 HP		
2S: 5-5 in S and other suit, 4 - 10 HP		
2NT: 5-5 in minor and 9-12 HP		
Special forcing pass sequences		
1x-1/2y-pass: ask for dobl if partner is short in their suit.		
Important notes that don't fit		
1x-1y-1NT-2 ♣ = Checkback, at least inv		
Psychics		
Very rare, but possible.		

Opening	Art	Min. #	Neg. D. through	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		3	4♥	11-20 hp Shows 4c, except 4-3-3-3 or 3-4-3-3	1D/H/S is natural and forcing (May have longer dia after 1/H or S response if weak), 1NT= 6-10, 2C 11+ Hp with 4+card, 2D= 8 - 11 with 4+ club, 2H/S = weak 6+cards. 2NT=Invitational, 3C=preemptive	1C - 1Major - 1NT - 2D= longer dia then major and weak. 1C - 1Major - 1NT - 2C= Checkback at least invitational.	
1♦		3	4♥	11 - 20 hp 4+ suit	1H/S is natural and forcing. 1NT= 6-10, 2D= 11+ HP, 2H/S= weak 6+cards, 3C= 8-11 with 4+Dia, 2NT= inv, 3D= preemptive.	1D - 1Major - 1NT - 2C= Checkback at least invitational.	
1♥		5	4♦	11 - 20 hp 4+ suit	2NT= support and at least invitational. 2S/3C/3D= Short suit and 6-9points, 3H= preemptive, 3S/4C/4D = splinter with void.	1H-2NT, 3♣♦=nat (may be 3 card), gameforcing.	2♣ = Drury after passed hand.
1♠		5	4♥	11 - 20 5+ suit	2NT= support and at least invitational. 3C/3D/3H = Short suit and 6-9points, SH= preemptive, 4C/4D/4H = splinter with void.	1S-2NT, 3♣♦= nat (may be 3card), gameforcing.	2♣ = Drury after passed hand.
1 NT				(14)15-17 Balanced May have 5 card major or 6 card minor.	2C Stayman, 2D/H is transfers, 2S is one or both minors, 3C/D is inv. to 3NT with HHxxxx, 3H is slam inv with club and 3D slam inv with diamond.	1NT-2C-2D- ? 3H= 5S + 4H 3S= 5H + 4S 1NT - 4NT asks for maximum.	
2♣	x	0		Strong and forcing	2D = 0-5 unbal or 0-8 balanced. 2H/S 3CD natural 5+card and 6+ point, normally at least one of top three in the suit. 2NT = 9+ bal.	2C-2D, 2M-3C =0-3 with no support. 2C - 3H/S/4C/D=Semi solid suit with 6+cards. 2C - 4H/S/5C/D= Solid suit with 6+ cards.	
2♦	x	0		Multi, Weak Two in H or S, 19+hp 4441 any singel or 20 - 21/25 - 27NT	2H/S = pass or correct, 2NT = Relay, 3C/D natural not forcing, 3H= pass or correct, 4H/S = to play with own suit.	2D-2NT- ? 3C = good H suit, 3D is good S suit. 2D - 2NT - 3NT = 20 - 21	
2♥	x	5		Tartan 5H - 5+ minor and 5 - 10hp	2NT= Realay asks for other suit, New suit is natural and non forcing.	2H - 2NT - 3C/D - 3H is invitational 2H - 2NT - 3C/D - New suit is forcing.	4.th. hand opening shows 10 - 13 HP.
2♠	x	5		Tartan 5S - 5+ in other suit and 5 - 10 HP	2NT= Realay asks for other suit, New suit is natural and non forcing.	2S - 2NT - 3C/D/H - 3S is invitational 2S - 2NT - 3C/D/H - New suit is forcing.	4.th. hand opening shows 10 - 13 HP.
2 NT	X			5 - 5+ in minors, 9-12 hp	3C/D = to play, 3H forcing relay, 3S ask for Aces with 6 aces.	Slam Conventions	
3x		6		Preemt	3X is natural and forc.	4NT: Roman Key Card Blackwood: 5C= 1/4, 5D= 0/3 (Other way if answer to 4NT	
3NT	x			Solid 7 or 8 card minor suit no A or K outside the suit.	4C to correct for partner.	blackwood after partners strong 2NT or strong 2C opening), 5H= 2 without queen and 5S 2 with queen.	
4♣,♦		6		Natural preemt	Natural 4h and 4S responses.	Cue bids (first and second up the line), splinter and minisplinters.	
4♥,♠		6		Natural Preemt	Cue bid responses, 4NT is Rkc blackwood.	Josephine 5NT asks for tops in trump.	
4NT				Asks for specific ace.	5C=0ace, suit shows that ace, 5NT= 2 aces and 6 C club ace.	Void showing blackwood.	