




| Defensive and Competitive Bidding | |
|--|--|
| Overcalls (Style; Responses; Reopening) | |
| Very light, response is almost forcing. If club transfer x shows suit, opps suit take-out. | |
| 1 NT overcall (2ND/4TH; Responses; Reopening) | |
| 15-18 sys on. Nilslands defence ag x. 2NT 4 th pos = 19-21 | |
| Jump Overcalls (Style; Responses; Unusual NT) | |
| Very light, specially non-vul vs vul | |
| Direct and Jump Cue Bids (Style; Responses) | |
| Very light, specially non-vul vs vul | |
| VS. NT (vs. Strong/Weak; Reopen: PH) | |
| Vs Strong NT (min.12) : x = pen, 2cl both majors, 2d 1 major, 2h/s 4 + longer minor, 2NT both minors Vs weak NT (max 13) : x = pen, 2cl both majors, 2d weak in 1 major, 2h/s = 5+ ordinary opening strength, 2NT = both minor opening strength, 3cl/d=5 +5 unspecified Major strong hand | |
| VS. Preempts (Doubles; Cue bids; Jumps; NT bids) | |
| X=take-out. NT = Natural. Leaping Michaels (2d multi is treated as hearts). Cuebid = stopper-asking. | |
| VS. Artificial Strong Openings | |
| Vs strong 1cl : d=both majors, NT=both minors Vs strong 2cl : NT=2-suiter, | |
| Over Opponents' take out double | |
| xx = 9+. Drury and Weak raise on. 1 over 1 natural forcing. | |

| Leads and Signals | | | |
|---|---|---|------------|
| Opening Leads Style | | | |
| | Lead | In Partner's Suit | |
| Suit | 3 rd -5 th =odd; 2-4 th -6 th =even | 3 rd -5 th =odd; 2-4 th -6 th =even | |
| NT | 3 rd -5 th =odd; 2-4 th -6 th =even | 3 rd -5 th =odd; 2-4 th -6 th =even | |
| Subseq | Top | | |
| Leads | | | |
| Lead | Vs. Suit | Vs. NT | |
| Ace | <u>A</u> K/ <u>A</u> Kx/ <u>A</u> Kxx(x) | <u>A</u> K/ <u>A</u> Kx/ <u>A</u> Kxx(x) | |
| King | <u>K</u> Q/ <u>K</u> QJ(x)/ <u>K</u> QT(x) | <u>K</u> Q/ <u>K</u> QJ(x)/ <u>K</u> QT(x) | |
| Queen | <u>A</u> QJ(x)/ <u>Q</u> J(x)/ <u>Q</u> JT(x) | <u>A</u> QJ(x)/ <u>Q</u> J(x)/ <u>Q</u> JT(x) | |
| Jack | <u>H</u> JT(x)/ <u>J</u> T(x) | <u>H</u> JT(x)/ <u>J</u> T(x) | |
| 10 | <u>H</u> T9x/ <u>A</u> QT(x)/ <u>T</u> 9x | <u>H</u> T9x/ <u>A</u> QT(x)/ <u>T</u> 9x | |
| 9 | <u>H</u> 9x/ <u>9</u> xx/ <u>T</u> 9 | <u>H</u> 9x/ <u>9</u> xx/ <u>T</u> 9 | |
| X | <u>H</u> xx/ <u>H</u> T9x/ <u>x</u> xxx(x) | <u>H</u> xx/ <u>H</u> T9x/ <u>x</u> xxx(x) | |
| Signals in order of priority | | | |
| | Partners lead | Declarer | Discarding |
| Suit: | Enc | Smith | Enc |
| 2 nd | Distr | Suit pref | Distr |
| 3 rd | Suit pref | Distr | Suit pref |
| NT: | Enc | Smith | Enc |
| 2 nd | Distr | Suit pref | Distr |
| 3 rd | Suit pref | Distr | Suit pref |
| Signals (including Trump's): | | | |
| Doubles | | | |
| Takeout Doubles (Style; Responses; Reopening) | | | |
| Light style, specially balancing position. Jump response = inv Lebensohl only in forced positions. | | | |
| Special, Art and Comp Dbl/Rdbl's | | | |
| Sup.x/xx, Lightner. X after opps 1NT-3NT = worst Major X of 3NT ask for dummies first bid suit. | | | |

|  | System Card |  |
|---|--------------------|--|
|  | | |
| System: | | |
| Players | Olav Arve Høyem | Aksel Hornslien |
| | Heimdal | Heimdal |
| System Summary | | |
| General Approach and Style | | |
| Natural 2/1, 4-card openings all over. 1 NT = 15-17 2d = Multi 2M = 5+4(5) minor | | |
| Special bids that may require defence | | |
| | | |
| Special forcing pass sequences | | |
| After we double 1x for pen, after our xx, after bidding vul.game when it is 'clear' it is 'our' game. | | |
| Important notes that don't fit | | |
| | | |
| Psychics | | |
| May happen | | |

| Opening | Art | Min. # | Neg. D. through | Description | Responses | Subsequent Auction | Passed Hand Bidding |
|---------|-----|--------|-----------------|--|--|--|---------------------|
| 1♣ | | 4 | 4s | 10-21 p | 2cl=inv.minor, nat. 3cl = pre-empt 2h/s = Weak | Reply to inv.minor : 2d may be 18-19 bal. or nat GF If overcalled, cue-bid is invitational+ with support If 1h overcall, x denies 4sp. | Same |
| 1♦ | | 4 | 4s | 10-21 p | 2d=inv.minor, nat. 3cl = pre-empt 2h/s = Weak | Reply to inv.minor : 2h may be 18-19 bal. or nat GF If overcalled, cue-bid is invitational+ with support If 1h overcall, x denies 4sp. | Same |
| 1♥ | | 4 | 4s | 10-21 p | 2cl = Drury (9+) or natural GF 2d = weak raise in h (4-7) or natural force 2h = 7-9, 2NT nat.inv, Suit jump (mini)splinter | Reply to Drury : 2d = 10-12 5+ h, 2h=12-14 5+h 2NT = 12-14 4-card h, New suit nat.GF Cuebid of overcall = inv.raise+ | Same |
| 1♠ | | 4 | 4h | 10-21 p | 2cl = Drury (9+) or natural GF, 2d nat forcing 2h = weak raise in h (4-7) or natural force 2s = 7-9, 2NT nat.inv 11-12, Suit jump (mini)splinter | Reply to Drury : 2d = 10-12 5+ h, 2s=12-14 5+h 2NT = 12-14 4-card h, New suit nat.GF Cuebid of overcall = inv.raise+ | Same |
| 1 NT | | - | 4s | 15-17 May have 5M/6m | Stayman, transfer, 3-level short suit, 4cl/d=h/s | After Stayman reply : 2s (NT)GF-sys to follow. 3-level nat GF. After 3-level reply : Nat or Cue-bid | |
| 2♣ | | 0 | - | Forcing 22+ if balanced | 2d waiting, 2M/3m= 5+ min. 2 controls, 2NT=5-5 m Puppet Stayman over 2NT rebid, stayman/transfers over 3NT rebid. | | |
| 2♦ | | 0 | - | Weak 2 in 1 Major | 2/3/4 h/s = pass or take-out. 2NT Force. 3m to play X of overcall=pass(if same suit) or to | Reply to 2NT : 3cl/d=h/s minimum. 3h/s=s/h maximum | |
| 2♥ | | 5 | - | 5+4(5)minor 2nd hand 7-9 1/3 hand 3-9 | 3/4/5 cl for p/to, 2s/3d to play, 3h pre-empt, 3s nat. forcing. 2NT forcing. X of overcall = Pen | Reply to 2NT : 3cl/d=nat minimum, 3h/s=cl/d max | |
| 2♠ | | 5 | | 5+4(5)minor 2nd hand 7-9 1/3 hand 3-9 | 3/4/5 cl for p/to, 3d to play, 3h forcing. 2NT forcing. X of overcall = Pen | Reply to 2NT : 3cl/d=nat minimum, 3h/s=cl/d max | |
| 2 NT | | 0 | 4s | 20-21 bal. May have 5M/6m | Puppet Stayman, transfers to M. 3s=both minors GF 4cl/d=nat slam inv. 4h/s = to play | Slam Conventions | |
| 3x | | 6 | | Nat. preempt 2nd hand ok 1/3 hand may be very weak. | New suit forcing | | |
| 3NT | | - | | Running minor 3./4.Hand may h side entry | 4/5/6/7 cl=p/to. 4d ask shortness 4M to play | | |
| 4♣,♦ | | 6 | | Nat. preempt | 4M to play, 4NT RKCB | | |
| 4♥,♠ | | 6 | | Nat. pre-empt | 4NT RKCB | | |
| 4NT | | | | Ask for specific Aces | 5cl=0A, 5d=dA, 5h=hA, 5s=sA, 5NT=2A, 6cl=clA, 7NT=3A | | |