




Defensive and Competitive Bidding
Overcalls (Style; Responses; Reopening) Aggresiv 1-level.Sound 2-level
1 NT overcall (2ND/4TH; Responses; Reopening) 15-17hp/10-14hp. NT-system is on.
Jump Overcalls (Style; Responses; Unusual NT) 2NT=2 lowest suits. Other bid is weak.
Direct and Jump Cue Bids (Style; Responses) Cue=highest and another siut.Weak or strong. Jump cuebid = ask for stoper.
VS. NT (vs. Strong/Weak; Reopen: PH) Doble = strengf 2 ♠ = both majors. 2 ♦ = ♥ or ♠ + ♣/weak with a majorsuit 2 ♥ = ♠ or ♣ + ♦/ hearts and 13hp+ 2 ♠ = ♣ or ♦ + ♥/spade and 13hp+ (System is on to 4 ♦ against a strong 1NT)
VS. Preempts (Doubles; Cue bids; Jumps; NT bids) Take out doble. 2 NT = 15-18 hp. Against opening 2 ♣/2 ♥:4 ♣ and 4 ♦ = the minorsuit and the other majorsuit. Against multi 2ru: 4 in a m=m + a majorsuit.
VS. Artificial Strong Openings Dbl = ♦ or ♥ + ♠ Siut = the next suit of the 2 next coming suits.
Over Opponents' take out double Redoble = 10hp+

Leads and Signals			
Opening Leads Style			
	Lead	In Partner's Suit	
Suit	Attitude. (3 rd -5 th =odd.2-4 th -6 th =even)	3 rd -5 th =odd; 2-4 th -6 th =even	
NT	Attitude.(3 rd -5 th =odd; 2-4 th -6 th =even)	3 rd -5 th =odd; 2-4 th -6 th =even	
Subseq	Attitude		
Leads			
	Vs. Suit	Vs. NT	
Lead			
Ace	AK/AKQ/AKQxx(x)		
King♣	KQ/KQJ(x)		
Queen	KQx/QJT(x)/QJ		
Jack	HJT9(x)/JT9(x)/QJx	SAME	
10	HT9x/JTx)/T9x		
9	H98x/9x/		
X	Hxxx/xxxx(x)		
Signals in order of priority			
	Partners lead	Declarer	Discarding
Suit:	High=Enc.	Smith	Lavinthal
2 nd	count		count
3 rd	Lavinthal		High=Enc.
NT:	High=Enc.	Smith	Lavinthal
2 nd	count		count
3 rd	Lavinthal		High=Enc.
<i>Signals (including Trump's):</i> Smith(Hagh card). Lavinthal			
Doubles			
Takeout Doubles (Style; Responses; Reopening)			
Normal			
Special, Art and Comp Dbl/Rdbl's			
Negativ.Responsiv.Support double and redouble.			

System Card		
		
System:		
Players	Helge Maesel	Roald Maesel
	NBF member 597	NBF member 1560
System Summary		
General Approach and Style		
Nat. 1 NT=15(14)-17 hp, might be 5 major/6 minor. Might have a singleton.		
Special bids that may require defence		
2♦= 6-9 hp with 6-cards majorsuit or 25 hp+. 2♥=4-10hp with both majorsuits		
Special forcing pass sequences		
1x-1y/2y/3y-pass=might be penalty		
Important notes that don't fit		
God/bad 2NT. Lebensohl		
Psychics		

Opening	Art	Min. #	Neg. D. through	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		2	3♠	11-21 hp	1♦ = deny 5 cards in major 1♥/1♠ = 5 cards+. 1NT=11-12hp. 2X = weak. 2♣ = strong. 3♣ = pre-empt. 3M=splinter	XYZ 1♣ - 1M 2♣ - 2♦ = check-back, gameforcing.	2 diamonds shows diamonds in a XYZ-situasjon.
1♦		4	3♠	11-21 hp	Inverted minor raises. 2♥/2♠ = weak. 1NT=6-9hp.	XYZ	2 diamonds shows diamonds in a XYZ-situasjon.
1♥		5	3♠	11-21 hp	2NT = Gameforcing with 4 card support. 3♥ = preemt. 2♣=ask for strength. Minisplinter. XYZ. 3spade/ 4m=renons	After 2♣, answer 2♦ = 11-12 hp normaly.	2kløver=invitt i hjerter. 2 diamonds shows diamonds in a XYZ-situasjon.
1♠		5	3♥	11-21 hp	Same as 1♥.	After 2♣, answer 2♦ = 11-12 hp normaly. After 1♠-1NT, 2♣=diamonds, 2♦=hearts, 2♥=god 2♠ 2NT= either gameforcing or 16-17 hp with clubs	2kl=invitt med spade- 2 diamonds shows diamonds in a XYZ-situasjon.
1NT				15(14)-17 hp Might be 5M/6m. May have a singleton.	Transfer, 2♣=asks for distribution 2NT=long minor 2♠=both minorsuits, ask for minorsuit. 3m=HHxxxx. 3M= singleton.	1NT-2♣, 2♦-2♥=both majors and weak Smolen After answer 2♥ on 2♣, 2♠ is forcing. After answer 2♦ or 2♠, 3♣ is forcing. 4m=transfer. 4M=To play.	
2♣	x	0	3♠	20 hp+	2♦=under 10 points with a NT-distribution.	3♣=sec. Neg.	
2♦	x	0		6-9hp with 6 cards major or 25hp+.	2NT=asks for distribution	After 2NT, 3♣=max and then 3♦ is forcing 3♦=min. with ♥ 3♥= min. with ♠	
2♥	x	4		4-10 hp. Both majors.	2NT=asks for distribution	After 2NT, 3♣=min, and 3♦ is forcing 3♦= max 4-4 in majors 3♥= max 4-5. 3♠=5-4	
2♠	x	5		6-9hp with 5♠ Min Ko Kn xxx	2NT=asks for longest minorsuit		
2NT			3♠	22-24 hp	Puppet stayman Transfer 3♠=Both minorsuits	Slam Conventions	
3x		6		Preempt		RCB Cue	
3NT	x			Long solid minorsuit.	4♣=to play in partners suit	Splinter og minisplinter	
4♣, ♦		7		Hearts/spades		Exclusion Blackwood	
4♥, ♠		6		To play			
4NT	x			Asks for specific ace.	5♣=0 ace, suit= that ace, 5NT=2aces		