




Defensive and Competitive Bidding	
Overcalls (Style; Responses; Reopening)	
1- level	Light overcalls
2- level	Light overcalls
1 NT overcall (2ND/4TH; Responses; Reopening)	
15 - 18	
Jump Overcalls (Style; Responses; Unusual NT)	
1 suit :	Light overcalls
2 suits:	
Direct and Jump Cue Bids (Style; Responses)	
(1♣♦♥♠) - 3♣ = High +Low	
(1♣♦♥♠) - 2NT = 2 Low	
(1♣/♦) - 2♦ = 1M 2♥ = ♥♠ ≤10 2♠ = ♥♠ ≥15	
(1M) - 2M = Other M + ♣	
(1♦♥♠) - 3♦♥♠ = Asks for stopper	
(1♣) - 2♣ = NAT (if 2-3♣+)	
VS. NT (vs. Strong/Weak; Reopen: PH)	
VS/strong	
DBL = STRONG	
2♣ = Both major , 2♦ = ♥ or ♠ , 2♥ = 5+♥ and 4+m ,	
2♠ = 5+♠ and 4+m , 2NT= Both minor or GF any 2-suiter	
VS/weak (max 14 hcp)	
DBL=Same range+ 2♣=Both major 2♦=One major (max 11)	
2♥/♠ = 5+ (12-14)	
PH	
Double = 1 minor or both major , 2♣ = ♣ + 1	
2♦ = ♦ + M , 2♥/♠ = 5+ , 2NT = ♣+♦	
VS. Preempts (Doubles; Cue bids; Jumps; NT bids)	
Take out double	
Cue-bid = asks for stopper	
Jump in m = That minor + other major (GF)	
Over 3M= That minor + other major (GF)	
VS. Artificial Strong Openings	
VS. strong 1♣ (Yeslek)	
Doble = ♦ or ♥+♠ , 1♦ = ♥ or ♠+♠ , 1♥ = ♠ or ♣+♦ ,	
1♠ = ♣ or ♦+♥ , 1NT = ♣+♥ or ♦	
VS. strong 2♣: DBL=MM NT=mm	
Over Opponents' take out double	
Of 1M : Transfers from 1NT	
1M - (DBL) - 3M-1=MIXED	
Of 2M: Transfers from 2NT	
Of 1m: System on , xx = Strong	

Leads and Signals			
Opening Leads Style			
	Lead	In Partner's Suit	
Suit	3 rd -5 th	3 rd -5 th	
NT	2/4	3 rd -5 th	
Subseq			
Leads			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(x)	AK(x)	
King	AK, KQx	AKJ10x, KQx	
Queen	QJ(x)	KQ109, QJx	
Jack	KJ10x, J10x	HJ10(x) J10(x)	
10	H109(x) 109x	H109(x) 109x	
9	9x,	98xx,9x, J98, Q98(x)	
Hi-x	Even number	xx,xxx,xxxx, xxxxx	
Signals in order of priority			
	Partners lead	Declarer	Discarding
Suit:	Encrg/Discrg		Encrg/Discrg
2 nd	Count	Count	Count
3 rd			
NT:	Encrg/Discrg	Smith	Encrg/Discrg
2 nd	Count	Count	Count
3 rd			
Signals (including Trump's):			
Hi-low = Discrg/Even number Low-Hi =Encrg/Odd number			
Smith (NT) low-hi = Likes the lead from both			
Doubles			
Takeout Doubles (Style; Responses; Reopening)			
Light style also reopenings			
Special, Art and Comp Dbl/Rdbl's			
Neg, Responsive, Support Dbl to 2♥, Competitive Dbl			

System Card		
		
System: GREEN		
Players		
	JO ARNE OVESEN	TERJE LIE
System Summary		
General Approach and Style		
Natural 5c M 2/1= GF		
Special bids that may require defence		
1♣/♦ - 2♦ = 6+♥ (weak or GF)		
1♣/♦ - 2♥ = 6+♠ (weak or GF)		
1♣ - 2♠ = (5+♠ and 5+♦ weak or GF)		
1♥♠ - 2♣ = 3♣+ GF OR 3♥♠ invitational +		
Special forcing pass sequences		
Important notes that don't fit		
After opponets overcall:		
1♣/♦ - (1♥) - 1♠ = Denies 4♠ unless strong with ♦+♠		
1♣/♦ - (1♥) - 2♥ = 6+♠ weak or strong		
1♣/♦ - (1♥) - 3♥ = 6+♠ inv		
Psychics		
Can occur		

Opening	Art	Min. #	Neg. D. through	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		2		10-22 2+♣ May have 4♦ (3343)	1♦ = 4+♥, 1♥ = 4+♠, 1♠ = No 4 M unless GF ♦ +M 1NT= 11-12, 2♣ =Inverted, 2♦= 6+♥ weak or GF 2♥ = 6+♠ weak or GF, 2♠ = 5+♣/5+♦ weak or GF	Accepts TRF with 3 card support 1♣ - 2♥ - 2NT=ASK	2♥/♠ = Fit- jump 2♦ = Inverted in ♣ 2NT= 5+♣/5+♦ 1NT= 10-11
1♦		4		10-22 4+♦ Not (3343)	2♣ = Nat (GF), 2♦= 6+♥, 2♥= 6+♠, 2♠= Inverted in ♦ 3♣ = Inv 6+♠, 3♦ = Preemt	1♦ - 2♦ - 2NT =ASK	2♥/♠ = Fit- jump 2♣ = Inverted in ♦
1♥		5		10-22 5+♥	2♣= 3♥ (Inv) or 2+♣ (GF) 3NT= Void in ♠ 2♠/3♠ = Unspecified Splinter (5-9)/(10-12) 2NT= GF 4+♥, 3♣/3♦= Mixed 4+♥ (9-11) (5-8)	1♥ - 2NT- 3♣ = Minimum 1♥ - 2NT- 3♦ = 15+ no shortness 1♥ - 2NT - 3♥♠NT = 15+, shortness ♣♦♠	1♥-2♣/♦ = 3+raise (10-11) (7-9) 1♥-2♠/3♣/3♦ = SPLINTER 1♥-2NT = 2♥ max
1♠		5		10-22 5+♠	2♣ = 3♠ (Inv) or 2+♣ (GF) 2♦/♥ = Natural 5+ GF 2NT= GF 4+♠, 3♦♥= Mix 4+♠ (9-11) (5-8) 3♣/3NT = Unspecified Splinter (5-9) (10-12)	Similar as for 1♥	1♠-2♣/♦ = 3+raise (10-11) (7-9) 1♠-3♣/♦/♥ = SPLINTER 1♠-2NT = 2♠ max
1 NT		1		(14+) 15 -17 May have 5cM Or 6cm	2♦/♥/= XFER, 2♠=Rang ask (may have 5+♣/5+♦ GF) 2NT= To play 3♣/3♦ OR 6♥/♠ Bal slamtry 3♣ = Muppet stayman 3♦/3♥/3♠ = Singleton	1NT - 2♣ - 2♦/♥ - 2♠ = ASKING 1NT - 2♣ - 2♠ - 3♣ = ASKING 1NT - 2♣ - 2♠ - 3♥ = Slamtry ♣	1NT - 2♣ - 2♦ - 2♥ = 4+♥ + 4♠ 1NT - 2♣ - 2♦ - 2♠ = 4♠ + 5♣/♦ 1NT - 2♣ - 2♥ - 2♠ = 4♠ + 5♣/♦ 1NT - 2♣ - 2♠ - 3♣/♦ = To play
2♣				STRONG HCP OR (8,5+) tricks	2♦ = Weak or waiting 2♥ = 5+♠, 2♠ = 5♠ +5+♦, 2NT = 6+♣ 3♣ = 6+♦, 3♦ =6+♥		
2♦				WEAK IN ♥/♠ 0 -7 HP	2♥/♠ = P/C 3♥ = P/C 2NT = Asking	2♦ - 2NT → 3♣ = Max♥♠ 3♦♥ =MIN♥♠	
2♥		5		6♥ 8 -11	2NT= Asks for Singleton 3♣ = Asks for QUALITY AND STRENGTH	2♥ - 3♣ → 3♦ =Bad hand/suit, 3♥ = Bad hand, good suit, 3♠ = Good hand, bad suit, 3NT = Good/Good	
2♠		5		6♠ 8 - 11	2NT= Asks for Singleton 3♣ = Asks for QUALITY AND STRENGTH	As above	
2 NT				22-23	3♣ =Muppet Stayman 3♦/♥ = Transfer 3♠ = 4+/4+ in minors 4♣/♦/♥/♠ =Slam try with ♥/♠/♣/♦	Slam Conventions	
3x		6		PRE, ACC TO VUL		0314 RKCB (4♠ when agreed ♣/♦/♥) 4NT when agreed ♠ Exclusion RKCB, DOPI, ROPI/DEPO	
3NT				GOOD 4♥ OR 4♠	4♣ = Slamtry 4♦ = Bid your suit	5NT IS frequently pick a slam Splinter bids	
4♣ 4♦		6		ACC TO VUL	4♦ =Slamtry 5♣ = Slamtry	Cue bids (Italian style) lots of last train cue-bids	
4♥,4♠		6		ACC TO VUL			
4NT				Asks for specific aces	5♣ = 0 5NT= 2 Aces 5♦/5♥/5♠/6♣ = That Ace		