Defensive and Competitive Bidding
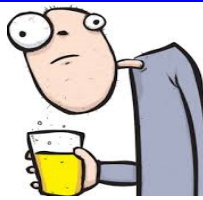
Overcalls (Style; Responses; Reopening)
Natural

1 NT overcall (2ND/4TH; Responses; Reopening)
15-18, system on

Jump Overcalls (Style; Responses; Unusual NT)
Zone fitting

Overcalls
Michaels

VS. NT (vs. Strong/Weak; Reopen: PH)
2 kl = Both majors

2 nt = Strong two-suiter

VS. Preempts (Doubles; Cue bids; Jumps; NT bids)
Dbl

Leaping Michaels

VS. Artificial Strong Openings
Natural

Over Opponents' take out double
XX = 10+

Leads and Signals

Opening Leads Style

	Lead	In Partner's Suit
Suit	3rd-5th=odd; 2-4th-6th =even	3rd-5th=odd; 2-4th-6th =even
NT	3rd-5th=odd; 2-4th-6th =even	3rd-5th=odd; 2-4th-6th =even
Subseq		

Leads

Lead	Vs. Suit	Vs. NT
Ace	A<u>K</u>/<u>A</u>Kx/<u>A</u>Kxx(x)	A<u>K</u>/<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	AQJ(x)/<u>Q</u>J(x)/<u>Q</u>JT(x)	AQJ(x)/<u>Q</u>J(x)/<u>Q</u>JT(x)
Jack	H<u>J</u>T(x)/<u>J</u>T(x)	H<u>J</u>T(x)/<u>J</u>T(x)
10	H<u>T</u>9x/AQT(x)/<u>T</u>9x	H<u>T</u>9x/AQT(x)/<u>T</u>9x
9	H9<u>x</u>/9x<u>x</u>/<u>T</u>9	H9<u>x</u>/9x<u>x</u>/<u>T</u>9
X	Hx<u>x</u>/H<u>T</u>9x/xx<u>x</u>x(x)	Hx<u>x</u>/H<u>T</u>9x/xx<u>x</u>x(x)

Signals in order of priority

	Partners lead	Declarer	Discarding
Suit:	Strength, weakness, distribution	Distribution, lavinthal	Strength, weakness
2			
3			
NT:	Strength, weakness, distribution	Distribution, lavinthal	Strength, weakness
2			
3			

Signals (including Trump's):

Lavinthal, invitational inside the game

Doubles

Takeout Doubles (Style; Responses; Reopening)
Conservative in terms of distribution

Spesielle kunstige og competitive Dbl/Rdbl
Support X and XX

System:

Players		
	Johansen	Aaseng

System Summary

General Approach and Style

Natural, best minor

2/1 with deviations

Free style in the 3rd hand

Special bids that may require defence

Special forcing pass sequences

Special forcing pass sequences

Psychics
Rare

Opening	Art	Min. #	Neg. D. through	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		2	Zone	10-22	Natural, inverted minor, 2h/s = weak	XY	
1♦		3	Zone	10-22	Natural, inverted minor, 2h/s = weak	XY	
1♥		5	Zone	10-22	1 nt = 6-10 2 cl = natural gameforce or 10-12 with 3 cards support 2NT = GF with support, splinter	XY	Toronto
1♠		5	Zone	10-22	1 nt = 6-10 2 kl = natural gameforce or 10-12 with 3 cards support 2NT = GF with support, splinter		Toronto
1 NT				Normally 15-17 Might be singelton	Stayman, transfers, 2 sp = minor, strong 2 NT = minor, weak or invitional 3 cl,dia,heart,spade = invitional (HHxxxx)		
2♣	x			Strong	2 dia = rele, 2 nt = both minor		
2♦		6		Weak	2 nt = forcing New suit 3-level = forcing		
2♥		6		Weak	2 nt = forcing New suit 3-level = forcing		
2♠		6		Weak	2 nt = forcing New suit 3-lever = forcing		
2 NT				20-21	Puppet, transfers	**Slam Conventions**	
3x				Preemptive	New suit = Forcing	Standard RKC, Exlusion, DOPI	
3NT				Gambling			
4♣,♦				Preemptive			
4♥,♠				Preemptive			
4NT				spesific ace			