

## Defensive and Competitive Bidding

### Overcalls (Style; Responses; Reopening)

1-level: Light  
2-level: Sound

**Responses:** Without jump constructive, with jump forcing. Jump in opener's suit at 3-level is mixed raise. Double jumps are Splinters. Cue-bid is a Good raise with fit for overcaller's suit. After 1M overcall, 2NT in competition is 4+c support (3+ if no space) and INV+

### 1 NT overcall (2ND/4TH; Responses; Reopening)

15-18 hcp 2<sup>nd</sup> seat and 12-16 hcp 4<sup>th</sup> seat. Same responses as after opening 1NT for 2<sup>nd</sup> seat, range enquiry Stayman for 4<sup>th</sup> seat.

### Jump Overcalls (Style; Responses; Unusual NT)

**1-Suit:** Light jump overcalls, but NOT bad red vs. green  
**2-Suit:** 2NT = Two lowest suits (5+-5+) weak/strong  
**Reopen:** 11-13 HCP, 6+ card suit  
(1♥)-p-(2♥)-2NT=Both m  
(1♠)-p-(2♠)-2NT=m+ M/m (5+-5+)

### Direct and Jump Cue Bids (Style; Responses)

**Over 1♠:** 2♠: NAT (2♦ = 5+-5+ M)  
**Over 1♦:** 2♦: Both Majors (5+-5+)  
**Over M:** Other Major + m (5+-5+)  
**Jump cue-bid:** Asks for stopper 1♦/1M, ♠+♦ (5+-5+) over 1♠.

### VS. NT (vs. Strong/Weak; Reopen: PH)

2♠ = Both Majors  
2♦ = ♥ OR ♠  
2♥ = ♥ and a minor (usually longer)  
2♠ = ♠ and a minor (usually longer)  
2NT = Both minors OR GF with any 2-suiter  
**4<sup>th</sup> seat and after initial pass vs Strong:** Meckwell version  
**VS Weak NT (max 15):** Double = Same range+, 2♠ = Both M, 2♦ = One major, max 11 HCP, 2M = NAT, 12-14 HCP

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

Take-out DBL

**Cue-bid:** Asks for stopper

**Jump in m:** That minor + other Major (5+-5+)

**Over 3M:** That minor + other Major (5+-5+)

### VS. Artificial Strong Openings

**vs. strong 1♠:** DBL = ♦ OR Both M, 1♦ = ♥ OR ♠ + ♣, 1♥ = ♠ OR Both m, 1♠ = ♣ OR ♥ + ♦, 1NT = ♠ + ♦ OR ♥ + ♣.  
2♠ = At least 5-5 Majors, constructive, 2NT = Both m  
**vs. strong 2♠:** DBL=M+m (5-5+), 2NT=m (5-5+), 3♠ = M (5-5+)

### Over Opponents' take out double

Rdbl: 9+ HCP, **Of 1m:** Fit-jump in M, jump in the other minor is 9+ with fit for opener. **Of 1M:** Transfers from 1NT, Mini-Splinter. **Of 2M:** Transfers from 2NT.

## Leads and Signals

### Opening Leads Style

	Lead	In Partner's Suit
Suit	3 <sup>rd</sup> /5 <sup>th</sup>	3 <sup>rd</sup> /5 <sup>th</sup>
NT	ATT (possible 3 <sup>rd</sup> /5 <sup>th</sup> )	3 <sup>rd</sup> /5 <sup>th</sup>
Subseq	Attitude	

### Leads

Lead	Vs. Suit	Vs. NT
Ace	AKx(x)	AK(x)
King	AK, KQ(x)	KQ(x), AKQ(x), AKJ10(x)
Queen	QJ(x)	QJ(x), HQJx(x), KQ109(x)
Jack	J10(x), KJ10(x)	J10(x), HJ10(x)
10	109(x), H109(x)	109(x), H109(x)
9	9x, may be 98x(x)	9x, J98(x), Q98(x), A98(x)
Hi-x	Even number	xx, xxx, xxxx(x), 98x(x)

### Signals in order of priority

	Partners lead	Declarer	Discarding
Suit:	Encrg/Discrg	S/P	Encrg/Discrg
2 <sup>nd</sup>	Count	Count	Count
3 <sup>rd</sup>	S/P		S/P
NT:	Encrg/Discrg	Smith	Encrg/Discrg
2 <sup>nd</sup>	Count	Count	Count
3 <sup>rd</sup>	S/P	S/P	S/P

### Signals (including Trump's):

Hi-Low = Discrg/Even number, Low-Hi = Encrg/Odd number  
Smith (NT): Hi-Low likes the lead from both. S/P in trumps (could be STD count when ruffing)  
Trump echo when possible ruff.

### 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  
1♠ - (1♦) - DBL shows 4+♥, 1m - (1♥) - DBL shows 4+♠,  
1m - (1♠) - DBL strongly suggests at least 4♥.  
Lightner doubles vs games and slams.



## System Card



Category: Green

NCBO/team:  
Norway

Event:

Mix



Players

Boye  
Brogeland

Tonje  
Brogeland

### System Summary

### General Approach and Style

**Natural** (5+♠, 5+♥, 4+♦, 2+♣). Transfer responses to 1♣  
Light 3<sup>rd</sup> hand openings, light lead directing bids/double  
Light preempts green vs. red  
**1NT Openings:** 15-17 HCP (good14/bad18/5M/6m/single/5422)  
**2-over-1 Responses:** GF except rebid in the minors

### Special bids that may require defence

2♦: 2-7 HCP 6c M (may be 5 green vs red) OR 24+NT  
2♥: Good weak 2, 8-11 HCP, 6♥  
2♠: Good weak 2, 8-11 HCP, 6♣  
1♠-2♦ = 6♥, 2-9 HCP OR 6+♥ semi-solid or better, GF  
1♠-2♥ (1♦-2♥) = 6♠, 2-9 HCP OR 6+♠ semi-solid or better, GF  
1♠-2♠ = 5-5 m, 2-9 HCP OR 5-5 m, GF  
(1♠) - 3♠ = ♠+♦ (5+-5+)

### Special forcing pass sequences

### Important notes that don't fit

After opponents overcall  
1♠ - (1♦) - 1♥ = 4+♠, 1♠ - (1♦) - 1♠ = Denies 4♥ and 4♠  
1m - (1♥) - 1♠ = Denies 4♠ unless strong with ♦ + ♠  
Switch bids at the 2-level when two or three suits are available.  
1♠ - (1♦) - 2♠ = 4-4 M, 6-11 HCP  
1♠ - (1M) - 2♠ = 5+♦, 8+ HCP  
1♠ - (1♦) - 2♦ = 6+♥, INV+, but inverted m if passed originally.  
1m - (1♥) - 2♥ = 6+♠, INV+, but inverted m if passed originally.  
1m - (1♥) - 2♠ = Inverted m, but fit-jump if passed originally.  
**xy-NT/xyz:** 2♠=s/o in ♦ OR INV, 2♦=GF, PH: 2♣ xyz, 2♦ NAT  
Niilslands slinkningar when 1NT opening/dir. overcall is doubled.

### Psychics:

Can occur

Opening	Art	Min. #	Neg. D. thru	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		2	4♠	11-22 HCP, 2+♣ May have 2 cards ♣ and 4 cards ♦ (4-3-4-2). Normally opens 1♦ with 4-2-4-3. Can choose with 4-4 in the minors.	1♦=4+♥, 1♥=4+♠, 1♠=No M unless GF♦+M, 2♣=INVERTED m [Note 1], 2♦=6♥, 2-9 HCP OR 6+♥ semi-solid or better GF, 2♥=6♠, 2-9 HCP OR 6+♠ semi-solid or better, 2♠=5-5 m, 2-9 HCP OR 5-5 m GF, 1NT= 11-12 HCP, 2NT=13-15 OR 19-20 w/3-3-(3-4), 3♣=5-9 HCP, 3x=void w/5+♣, 3NT=16-18, 3-3-(3-4)	Accepts TRF with 3 card support (may jump to 2NT with 18-19NT) [Note 2]. Jumps with 4-card and good BAL 12-14 or shape. Reverse [Note 5], INV: 1♣-2♣, 2♦=GF various hands, 2M=NATish, GF, 2NT = 11-14 with 2/3♣ Jumps=SPL. 11-14 HCP	TRF at the 1-level 1♣-2♣= 6-9, 5+♣ 1♣-2♦= 9+, 5+♣ 2M = Fit-jump
1♦		4	4♠	11-22 HCP, 4+♦ If exactly 4♦, normally 4-4 in the minors or 4-2 in the majors	2♦=INVERTED m [Note 1], 2♥=6♠, 2-9 HCP OR 6+♠ semi-solid or better, 2♠=BAL INV, 2NT=13-15 OR 19-20 w/3-3-(3-4), 3♣=4+♦, □6-9 HCP, 3♦=PRE not INV vs 18-19NT, 3x=void, 3NT=16-18 w/3-3-(3-4)	Similar as for 1♣	1♦-2♦= 6-9+ w/4+♦ 1♦-3♣= 9+ w/4+♦ 2M = Fit-jump
1♥		5	4♠	10-22 HCP, 5+♥	1NT=6-12 HCP NF, 2m=GF except rebid, 2♥=NAT, 2♠=Unspecified SHORT, INV, 2NT=4+♥ GF, 3♣=3+♥, INV, 3♦= Mixed raise (6-8 HCP), 3♥=PRE, 3♠=Unspecified SHORT, 10-12 HCP, 3NT= Void in spades, 4L = Void	1♥-2NT, 3x=NAT, not MIN 1♥-2NT, 3x-3♥= asks for singleton 1♥-2NT, 3x-3NT= asks for cue Good raises[Note 3]1M-1NT-2NT:GF [Note 4]	1♥-2♣ = 3-card raise 1♥-2♦ = 4-card raise 1♥-2NT = NAT, INV 1♥-2♠ = Both m 1♥-3m = NAT, INV
1♠		5	4♠	10-22 HCP, 5+♠	1NT=6-12 HCP NF, 2m=GF except rebid, 2♠=NAT, 2NT=4+♠ GF, 3♣= Unspecified SHORT, INV, 3♦=3+♠, INV, 3♥=Mixed raise (6-8 HCP), 3♠=PRE, 3NT= Unspecified SHORT, 10-12 HCP, 1♠-4m/4♥=Void	Similar as for 1♥	1♠-2♣ = 3-card raise 1♠-2♦ = 4-card raise 1♠-2NT = NAT, INV 1♠-3m = NAT, INV
1NT			4♠	15-17 HCP (good 14, bad 18) May have 5c M, 6c m, (5-4-2-2) and singleton [Note 6]	2♣=STAY, 2♦/2♥=TRF, 2♠=mSTAY, 2NT=Unspecified weak doubleton GF, 3x= Singleton GF, 4♣= S/T 4-3-3-3 or 4-4-3-2, 4♦/4♥=TRF, 4♠=5♣ S/T, 4NT=5♦ S/T	1NT-2♣, 2♦-2♥=pick a M; pass with equal length. 1NT-2♠, 2♦-2♠=INV 1NT-2♣, 2x-3♣=Asking bid	
2♣	✓			Strong, HCP (22+) OR tricks (8,5+)	2♦=Weak OR waiting, 2M=6+ HCP w/5+ cards GF, 2NT=6+HCP w/5-5 minors, 3m=6+HCP w/5+ cards GF (no side suit), 3M=6+HCP, shortage, 3NT=Solid suit	2♣-2♦, 2M=F1, 3m=GF, 3♥=4♥-5+♦, 3♠=4♠-5+♦, 2M-3♣= 2nd negative, can stop in 3M.	
2♦	✓			2-7 HCP 6c M OR 24+NT (may be 5c green vs red) [Note 7]	2♥/2♠=P/C (to 2♠/3♥) 2NT=Ask, 3♣/3♦=To play, 3♥=P/C (to 3♠), 3♠=Asks M length, 4♣=Ask for TRF, 4♦=S/T m(s)	2♦-2NT, 3♣=MIN♥, 3♦=MIN♠, 3♥=MAX♠, 3♠=MAX♥	
2♥		6		Good weak 2, 6♥, 8-11 HCP [Note 8]	2♠=F1, 2NT=Ask for shortage/strength, 3m=GF, 3♥=PRE (can be raised), 3♠=INV, 4♣=Poor Man's BW, 4♦=Splinter, 4NT=BW (4 aces)	2♥-2NT, 3♣=6-4 hand w/any side suit, 3♦= Shortage in a m, 3♥=MIN, 3♠=Shortage 3NT=MAX no shortage, 2♥-2NT-4♣, 4♦=Void	11-13 HCP, 6+♥
2♠		6		Good weak 2, 6♠, 8-11 HCP [Note 8]	2NT=Ask for shortage/strength, 3x=NAT GF, 3♠=Preempt (can be raised), 4♣=Poor Man's BW, 4♦=SPL, 4NT=BW	2♠-2NT, 3♣=6-4 hand w/any side suit, 3♦= Shortage in a m, 3♥=Shortage, 3♠=MIN, 3NT=MAX no shortage, 2♠-2NT-4♣, 4♦, 4♥=Void	11-13 HCP, 6+♠
2NT			4♠	20-21 HCP	3♣=PuppetSTAY, 3♦/3♥=TRF, 3♠=4+-4+ minors 2NT-4♣/4♦/4♥/4♠=Slam try with ♥/♠/♣/♦	2NT-3♣, 3♦=At least one 4M, 3♥=Denies 4/5M, 3♠=5♠, 3NT=5♥	
3x		6		PRE, ACC to VUL	3♣-3♦ asks for 3♥, 3m-3M=NAT GF, but COMP after DBL, 3M-4♣ = Poor Man's BW, 3M-4♦=Slam try M, 4M=To play		
3NT	✓			Solid minor, gambling	4♣=P/C, 4♦=Asks for control		
<b>High Level Bidding</b>							
4♣	✓			8-9 tricks with good ♥ (max one loser), 1st, 2nd, 4th	4♦=Slam try with ♥	1430 Blackwood (with ♦/♥/♠) and RKCB (with ♣)	
4♦	✓			8-9 tricks with good ♠ (max one loser), 1st, 2nd, 4th	4♥=Slam try with ♠	Exclusion RKCB, DOPI/ROPI/DEPO	
4♥		6		PRE, ACC to VUL	4♠=To play 5m=Cuebid	5NT is frequently pick a slam	
4♠		6		PRE, ACC to VUL	5m=Cuebid, 5♥=To play	Splinter bids	
4NT	✓			Asks for specific aces	5♣=0 Ace, 5NT=2 Aces, 5♦/5♥/5♠/6♣=That Ace	Cue-bids (Italian style), lots of last train cue-bids and other tries	