

Defensive and Competitive Bidding

Overcalls (Style; Responses; Reopening)

1-level: Light 2-level: Sound

Responses: Without jump constructive, with jump forcing (SPL after 2-level overcall also SPL when a passed responder jump in a new suit after a 1-/2- level overcall). 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 2nd seat and 12-16 hcp 4th seat. Same responses as after opening 1NT for 2nd seat, range enquiry Staym. for 4th seat.

Jump Overcalls (Style; Responses; Unusual NT)

1-Suit: Light jump overcalls, but NOT terrible 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= Two suits (5+5+)

Direct and Jump Cue Bids (Style; Responses)

Over 1♠: NAT if 2+ (2♦ = 5+5+ M), 5-5 M if 3+ (2♦ = Weak)

Over 1♦: 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

4th 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

(2x)-DBL => Transfer Lebensohl from 2NT [Note 9]

Pass-(2x)-DBL => Lebensohl [Note 9]

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 rd /5 th	3 rd /5 th
NT	ATT (possible 3 rd /5 th)	3 rd /5 th
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) (J possible lead)	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), 9 ^{xx} (x)

Signals in order of priority

	Partners lead	Declarer	Discarding
Suit:	Encrg/Discrg	S/P	Encrg/Discrg
2 nd	S/P	Count	Count
3 rd	Count		S/P
NT:	Encrg/Discrg	Smith	Encrg/Discrg
2 nd	S/P	S/P	Count
3 rd	Count	Count	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 through 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 Open

Event:
EC 2018
Ostend, Belgium



Players

Boye
Brogeland

Espen
Lindqvist

System Summary

General Approach and Style

Natural (5+♠, 5+♥, 4+♦, 2+♣). Transfer responses to 1♣

Light 3rd hand openings, light lead directing bids/doubles

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♣: 0-7 HCP 6c M (may be 5, especially green vs red) / 24+NT

2♥: Good weak 2, 8-11 HCP, 6♥

2♠: Good weak 2, 8-11 HCP, 6♠

1♣-2♦ = 6♥, 0-9 HCP OR 6+♥ semi-solid or better, GF

1♣-2♥ (1♦-2♥) = 6♠, 0-9 HCP OR 6+♠ semi-solid or better, GF

1♣-2♠ = 5-5 m, 0-9 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

Nilslands slinkningar when 1NT opening/dir. overcall is doubled.

Psychics

Can occur

Opening	Art	Min. #	Neg. D. thru	Description	Brogeland-Lindqvist Norway Open	Subsequent Auction	Passed Hand Bidding
					Responses		
1♣		2	4♣	10-22 HCP, 2+♣ May have 2 cards ♣ and 4 cards ♦ (4-3)-4-2. Normally opens 1♦ with (4-2)-4-3. Can choose 1♣ or 1♦ with 4-4 in the minors.	1♦=4+♥, 1♥=4+♠, 1♠=No M unless GF♦+M, 2♣=INVERTED m [Note 1], 2♦=6♥, 0-9 HCP OR 6+♥ semi-solid or better GF, 2♥=6♠, 0-9 HCP OR 6+♠ semi-solid or better GF, 2♠=5-5 m, 0-9 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♣	10-22 HCP, 4+♦ If exactly 4♦, normally opens 1♦ with (4-2)-4-3. May choose 1♣ or 1♦ with 4-4 in minors/(4-3)-4-2.	2♦=INVERTED m [Note 1], 2♥=6♠, 0-9 HCP OR 6+♠ semi-solid or better GF, 2♠=BAL INV, 2NT=13-15 OR 19-20 w/3-3-(3-4), 3♣=4+♦, 3♦=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, 4+♦ 1♦-3♣=9+, 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, 3N=Void in spades, 4L=Void	1♥-2NT, 3x=NAT, not MIN 1♥-2NT, 3x-3♥=Asks for singleton 1♥-2NT, 3x-3y/4x=Singleton 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♥=GF, 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♠=5+♠ INV 1NT-2♣, 2x-3♣=Asking bid	In competition: 1NT-(2x) => Transfer Lebensohl from 2NT [Note 9]
2♣	✓			Strong, HCP (22+) OR tricks (8,5+)	2♦=Weak OR waiting, 2M=6+ HCP 5+ cards GF, 2NT=6+HCP 5-5+ minors, 3m=6+ HCP 5+ cards GF (no side suit), 3M=6+HCP, shortage (4-1)-4-4, 3NT=Solid suit	2♣-2♦, 2M=F1, 3m=GF, 3♥=4♥-5+♦, 3♠=4♠-5+♦, 2M-3♣=2nd negative, can stop in 3M.	
2♦	✓			0-7 HCP 6cM OR 24+NT (may be 5c esp. greenvsred) [Note 7]	2♥/2♠=P/C (to 2♠/3♥) 2NT=Ask, 3♣/3♦=To play, 3♥=P/C (to 3♠), 3♠=Ask 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/6-4, 3m=GF, 3♥=PRE, 3♠=INV, 4♣=SPL, 4♦=SPL, 4NT=BW (4 aces)	2♥-2NT, 3♣=6-4 hand 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/6-4, 3x=GF, 3♠=PRE, 4♣=SPL, 4♦=SPL, 4♥=To play, 4NT=BW (4 aces)	2♠-2NT, 3♣=6-4 hand 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 (good 19, bad 22)	3♣=PuppetSTAY, 3♦/3♥=TRF, 3♠=4+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, 3♦/3M-4♣ and 3♣-4♦=Poor Man's BW, 3M-4♦=Slam try M		
3NT	✓			Solid minor, gambling	4♣=P/C, 4♦=Asks for control, 4M=To play; 4NT=Ask length	High Level Bidding	
4♣	✓			8-9 tricks with good ♥ (max one loser), 1st, 2nd, 4th	4♦=Slam try with ♥, 4NT=1430 BW, 5♣=Ask length	1430 Blackwood (with ♦/♥/♠) and RKCB (with ♣)	
4♦	✓			8-9 tricks with good ♠ (max one loser), 1st, 2nd, 4th	4♥=Slam try with ♠, 4NT=1430 BW, 5♣=Ask length	Exclusion RKCB, DOPI/ROPI/DEPO	
4♥		6		PRE, ACC to VUL	4♠=To play, 4NT=1430 BW, 5m=Cuebid	5NT is frequently pick a slam	
4♠		6		PRE, ACC to VUL	4NT=1430 BW, 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), last train cue-bids, 1st round c. above game	