

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 and also SPL when a passed responder jumps 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+card 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 Stayman 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 ♠, competitive overcall

2♥ = ♥, constructive overcall

2♠ = ♠, constructive overcall

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 (5-5+), 2NT = 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), QJ98(x)
10	109(x), H109(x)	109(x), H109(x)
9	9x, (H109x own suit)	9x, J98(x), Q98(x), A98(x)
Hi-x	Even number	xx, xxx, xxxx(x), 9x(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:
**Nordic
Championship 2019**

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

Special bids that may require defence

2♣: 0-7 HCP 6c M (may be 5 NV) OR 24+NT OR 4-4-4-1, GF

2♥: Good weak 2, 8-11 HCP, 6♥

2♠: Good weak 2, 8-11 HCP, 6♠

1♠-2♣ = 6♥, 0-9 HCP OR 4-4-4-1, INV+ with short ♠

1♠-2♥ = 6♠, 0-9 HCP OR 4-4-4-1, INV+ with short ♥

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+♦, 9+ 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	Responses	Subsequent Auction	Passed Hand Bidding
1♣		2	4♠	10-22 HCP, 2+♣ May have 2 cards ♣ and 4 cards ♦ (4-3)-4-2 (can choose). 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 4-4-4-1, INV+ with short ♠, 2♥=6♠, 0-9 HCP OR 4-4-4-1, INV+ with short ♥, 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, 3♦=PRE, 3M/4♦=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 4], 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+♦ Opens 1♦ with (4-2)-4-3. Can choose 1♣ or 1♦ with 4-4 in the minors and (4-3)-4-2.	2♦=INVERTED m [Note 1], 2♥=6♥ 0-9 HCP, 2♠=6♠ 0-9 HCP, 2NT=INV, 3♣=4+♦, □6-9 HCP, 3♦=PRE not INV vs 18-19NT, 3M=void, 3NT=13-15 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, 2♥=NAT, 2♠=6♠ 0-9 HCP, 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 Gazzilli after 1♥-1♠ and 1♥-1NT [Note 3]	1♥-2♣ = 3-card raise 1♥-2♦ = 4-card raise 1♥-2NT, 3x-3y/4x= NAT, INV 1♥-2♠= Both m 1♥-3m = NAT, INV
1♠		5	4♠	10-22 HCP, 5+♠	1NT=6-12 HCP NF, 2m=GF, 2♥=GF, 2♠=NAT, 2NT=4+♠ GF, 3♣=3+♠ INV, 3♦= Mixed raise (6-8 HCP), 3♥=NAT INV, 3♠=PRE, 3NT=Unspecified SHORT 10-12 HCP, 1♠-4m/4♥=Void	Gazzilli after 1♠-1NT [Note 3]	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 5M, 6m, 5-4-2-2 and singleton [Note 5]	2♣=STAY, 2♦/2♥=TRF, 2♠=INV OR ♣, 2NT=♦ any OR both m weak, 3♣=Puppet-Stayman, 3♦= Both m GF, 3M=Singleton GF (may have 4♠, denies 4♥), 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♥-2♠=5+♠ INV 1NT-3♣-3♦ (normal response without 5M)	In competition: 1NT-(2x) => Transfer Lebensohl from 2NT [Note 8]
2♣	✓			Strong, HCP (22+) OR tricks (8,5+)	2♦=Weak OR waiting, 2M=6+ HCP 5+ ok suit GF, 2NT=6+HCP 5-5+ minors GF, 3m=6+ HCP 5+ ok suit GF (no side suit), 3M=6+HCP short M (4-1)-4-4, 3NT=Solid suit	2♣-2♦, 2M=F1, 3m=GF, 3♥=4♥-5+♦, 3♠=4♠-5+♦, 2M-3♣= 2 nd negative, can stop in 3M.	
2♦	✓			0-7 HCP 6cM OR 24+NT (may be 5 NV) OR 4-4-4-1 GF [Note 6]	2♥/2♠=P/C, 2NT=Ask, 3♣/3♦=To play, 3♥=P/C (to 3♠), 3♠=5+-2+ M, 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, but not solid suit [Note 7]	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 GF, 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, but not solid suit [Note 7]	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♥=Short, 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+ 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		
3NT	✓			Solid minor, gambling	4♣=P/C, 4♦=Control ask, 4M=To play; 4NT=Lengt ask	High Level Bidding	
4♣	✓			Good 4♥+ suit, 3-5 ctr, not in 3rd	4♦= Asks for cue-bid, 4NT=RKCB, 5♣=Asks for length	Roman Key Card Blackwood (RKCB)	
4♦	✓			Good 4♠+ suit, 3-5 ctr, not in 3rd	4♥= Asks for cue-bid, 4NT=RKCB, 5♣=Asks for length	Exclusion RKCB, DOPI/ROPI/DEPO	
4♥		6		PRE, ACC to VUL	4♠=To play, 4NT=RKCB, 5m=Cue-bid	5NT is frequently pick a slam	
4♠		6		PRE, ACC to VUL	4NT=RKCB, 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), 1 st round control 6-level, last train cue-bids	