

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 4c 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 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 (5+-5+)

Direct and Jump Cue Bids (Style; Responses)

Over 1♠: NAT (2♦ would be 5+-5+ M)

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

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 ♥+♣. Yeslek applies for overcalls at all levels.

vs. strong 2♣: DBL=M+m (5+-5+), 2NT=both M/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)	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), 9x(x)

Signals in order of priority

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

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 Open

Event:
**EC 2014
Opatija, Croatia**



Players

**Boye
Brogeland**

**Espen
Lindqvist**

System Summary

General Approach and Style

Natural, 5c M. Transfer responses to 1♣

Light openings, extremely light 3rd hand openings

Light preempts green vs. red

1NT Openings: (14)15-17 HCP (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
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♠	11-22 HCP, 2+♣ May have 2 cards ♣ and 4 cards ♦	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=NAish, 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 m or 4-2 M	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♠	(14)15-17 HCP (Good 14 to 17) 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♠=5c♣ S/T, 4NT=5c♦ 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, 3M=6+HCP, shortage, 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♦	✓			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♠=S/T♣, 4♣=Ask for TRF, 4♦=S/T♦	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♣/4♦=Splinter, 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 Control, 4M=To play		
3NT	✓			Solid minor, gambling	4♣=P/C, 4♦=Asks for control	High Level Bidding	
4♣	✓			8-9 tricks with good ♥ (max one loser), 1 st , 2 nd , 4 th	4♦=Slam try with ♥	1430 Blackwood (with ♦/♥/♠) and RKCB (with ♣)	
4♦	✓			8-9 tricks with good ♠ (max one loser), 1 st , 2 nd , 4 th	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	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	

Notes for Boye Brogeland – Espen Lindqvist, Norway Open

Note 1: Inverted minor

1♣ - 2♣ (10+)

- 2♦ = Natural / 13-14 Bal with 4+♣ / 18-19 Bal
- 2M = Natural, GF
- 2NT = 11-14, 2-3♣
- 3♣ = 11-12, 4+♣
- 3♦ / ♥ / ♠ = 11-14, Shortness, **NOT** GF
- 3NT = 18-19, double stopper in all suits

1♣ - 2♣

2♦ - 2♥ = relay

- 2♠ = 13-14 Bal with 4+♣
- 2NT = 18-19, 4+♣
- 3♣ = 2245
- 3♦ = 2=2=4=5, GF
- 3M = 15+, Shortness
- 3NT = 18-19, 2-3♣

1♦ - 2♦ (10+)

- 2♥ = Natural / 13-14 Bal with 4+♦ / 5-4 minor / 18-19 Bal
- 2♠ = Natural, GF
- 2NT = 11-14
- 3♣ = 11+, Shortness, **NOT** GF
- 3♦ = 11-12, not suitable to bid 2NT
- 3M = 11-14, Shortness, **NOT** GF
- 3NT = 18-19, double stopper in all suits

1♦ - 2♦

2♥ - 2♠

- 2NT = 18-19 **NOT** 3343
- 3♣ = 13-14 bal, 4+♦
- 3♦ = 2=4=5=2, GF
- 3M = 15+, Shortness
- 3NT = 2=2=5=4, GF

If it is possible to bid 3 in a minor as F1, bidding a M from the responder shows a singleton.
If it is **NOT** possible to bid 3 in a minor as F1, bidding a M from the responder shows a stopper.

Note 2: Transfers after 2NT rebid

1m - 1y
2NT

- Transfers on 3-level and to both majors at 4-level. **No** Splinter.
 - Transfer to 3♦ is always accepted
 - Transfer to responder's suit accept with 3 card
 - 1♣ - 1♥ - 2NT - 3♦: 3♥ is 4 cards, 3♠ is 3 cards
 - 1♣ - 1♠ - 2NT - 3♠: Both minors, searching for the best game OR may be stronger
 - Jump to 4y-1 to play 4 in that M, while TRF to 3y followed by 4 in that M is slammish (1♣ - 1♥ - 2NT - 4♦ and 1♦ - 1♠ - 2NT - 4♦ is to play with both Majors)
 - Jump to 4♣ is Natural slammish

1♥ - 1♠
2NT

- Transfers on 3-level. Minor on 4-level is Splinter with ♠ as trump.
 - Transfer to 3♦ is always accepted
 - Transfer to responders suit accept with 2card
 - Jump to 4♥ og 4♠ to play, while 3♦/3♥, followed by 4♥/4♠, is slammish

Note 3: Good raises

1M - 1NT
2♣

- 2♦ = Good raise to 2M (with doubleton support) OR 3♣

1M - 1NT
2♦

- 3♣ = Good raise to 3♦ (but natural after 1♥ - 1NT - 2♦)

Note 4: 1M – 1NT – 2NT: GF

1♥ – 1NT
2NT

- 3♣ = 5+♣
- 3♦ = 5+♦
- 3♥ = 5-5 in the minors and doubleton ♥, min OR max (3♠ from opener is slammish)
- 3♠ = 3244
- 3NT = 5-5 in the minors and max singleton ♥, min
- 4♣ = 5-5 in the minors and max singleton ♥, max

1♠ – 1NT
2NT

- 3♣ = 5+ in a minor (3♦ ask)
- 3♦ = 4+♥
- 3♥ = 5-5 in the minors and doubleton ♠, min OR max (3♠ from opener is slammish)
- 3♠ = 2344
- 3NT = 5-5 in the minors and max singleton ♠, min
- 4♣ = 5-5 in the minors and max singleton ♠, max

1♠ – 1NT
2NT – 3♦
3♥ = 3+♥

- 3♠ = Doubleton ♠
- 3NT = 1444
- 4♣ = Cue with 5+♥
- 4♦ = Cue with 5+♥
- 4♥ = Min with 5+♥

1♠ – 1NT
2NT – 3♣
3♥ = 4+♥

- 3♠ = 5+♣
- 3NT = 5+♦
- 4♣ = Cue and 4♥, max
- 4♦ = Cue and 4♥, max
- 4♥ = 4♥, min

Note 5: Reverse

Reverse on 2-level after 1 over 1

After 1 over 1, and opener reverses, *the cheapest bid of 4th suit and 2NT will be negative*. Rebid of own suit on 2-level is F1, on 3-level GF. After Rebid of own suit on 2-level, responder may pass 2NT and 3 in opener's first suit.

1♣ - 1♦ (transfer)

2♦

- 2♥ = 5+♥, F1
- 2♠ = Negative. Normally to stop in 3♣ OR 2NT
- 2NT = Natural GF, may have ♣support
- 3♣ = FG
- 3♦ = 4+♦, GF
- 3♥ = Natural GF, at least two honours (A, K, Q) 6th
- 3♠ = Splinter with ♦ as trump

Reverse after 1x - 1NT

After 1m - 1NT - 2♥: 2♠ is negative (min), other bids are GF.

After 1m - 1NT - 2♠: 2NT is negative (min), other bids are GF.

After 1♥ - 1NT - 2♠: 2NT is negative (min), other bids are GF.

Note 6: Opening 1 NT

Opening 1NT shows (good 14)15-17. May be semi-balanced, especially if opener may have a difficult rebid after opening 1 in a suit.

1.1 Responses to 1NT

2♣: Stayman

2♦: Transfer to ♥

2♥: Transfer to ♠

2♠: Minor suit Stayman

2NT: Unspecified weak doubleton (may have 4card M)

3♣: Shortness (may have 4card M)

3♦: Shortness (may have 4card M)

3♥: Shortness (may have 4card ♠)

3♠: Shortness (denies 4card ♥)

3NT Natural

4♣: Slam tryk with 4-3-3-3 or 4-4-3-2 (length in the minors) Transfer to 4♥

4♦: Transfer to 4♥

4♥: Transfer to 4♠

4♠: Slam try with 5♣

4NT: Slam try with 5♦

5NT: Quantitative to 7NT

1.2 Stayman

Opener bids a M if he has (starts with 2♥ with both), otherwise 2♦.

1NT - 2♣ - 2♦ - ?

- 2♥: Weak with both majors
(Opener passes with 3-3 in the majors.)
- 2♠: INV with 5+♠
(Opener bids 2NT for more information.)
- 2NT: Natural INV (do **NOT** promise a major)
- 3♣: Further asking bid (3♦ shows a 5-card minor, 3♥ 2=3=4=4, 3♠ 3=2=4=4 and 3NT 3-3-3-4)
- 3♦: GF with 4-card ♠ and 5-card ♥
- 3♥: GF with 4-card ♥ and 5-card ♠
- 3♠: GF with shortage in spades
- 3NT: Natural
- 4♣: 5+-5+ in the majors, to play
- 4♦: Transfer to 4♥
- 4♥: Transfer to 4♠

1NT - 2♣ - 2♥ - ?

- 2♠: INV with 5+♠
(Opener bids 2NT for more information.)
- 2NT: Natural INV (do **NOT** promise 4-card ♠)
- 3♣: Further asking bid (3♦ shows a 4-card minor, 3♥ 5-card, 3♠ 4-card and 3NT 3=4=3=3)
- 3♦: INV with 3+♥.
(Opener bids 3♥ with min, and **NO** bid over 3NT with only 4♥.)
- 3♥: GF+ with 4♥ without shortness
- 3♠: Splinter
- 3NT: Natural
- 4♣: Splinter
- 4♦: Splinter

1NT - 2♣ - 2♠ - ?

- 2NT: Natural INV (do **NOT** promise 4-card ♥)
- 3♣: Further asking bid (3♦ shows 4-card minor, 3♥ bad 5-card ♠, 3♠ good 5-card ♠ and 3NT 4=3=3=3)
- 3♦: GF with a minor.
(Opener bids 3♥ in search for the minor suit.)
- 3♥: At least INV with 3-card+ ♠.
(Opener bids 3♠ with min, and **NO** bid over 3NT with only 4♠.)
- 3♠: GF with 4♠ without shortness
- 3NT: Natural
- 4♣: Splinter
- 4♦: Splinter
- 4♥: Splinter (in the suit right next to trump shows a better hand than when "last train" is available)

Minor Suit Stayman

Opener responds 2NT with better \diamond , and 3 \clubsuit with better \clubsuit OR equal minors.

Major on 3-level from responder shows shortness, jump to 4 in a M is void. 3NT shows 22(54) with weakness in both Majors.

2NT - unspecified weak doubleton

1NT - 2NT = Unspecified weak doubleton (may have 4card M)

3 \clubsuit asks where the weakness is. 3 \diamond weakness in \heartsuit , 3 \heartsuit in \spadesuit , 3 \spadesuit in \clubsuit and 3NT in \diamond .

After revealing an open suit, we bid natural to the best game. By bidding the shown weak suit opener wants to know more about responder's hand.

By bidding 3 \diamond directly over 2NT, opener asks for major(s).

By bidding 3 \diamond /3 \heartsuit /3 \spadesuit directly over 2NT, opener shows a good 5card suit and max.

1.3 Bidding after transfers

New suit from responder is natural GF (except 2 \spadesuit which is INV or better and asks partner to bid 2NT to describe further).

3 in the transfer suit is GF without shortness (OR not strong enough to jump to the suit directly under the trump suit).

After transfer and new suit from responder the opener bids naturally. With 3-card major support and 4-card minor support opener bids 3 in the major.

1NT - 2 \diamond

2 \heartsuit - 3 \clubsuit

?

- 3 \diamond = Diamond values (OR suit)
- 3 \heartsuit = 3-card \heartsuit (may have 4-card \clubsuit), NOT min
- 3 \spadesuit = Spade values (OR suit)
- 4 \clubsuit = 4-card \clubsuit (denies 3-card \heartsuit) and a hand suitable for playing in trumps

1NT - 2 \diamond

2 \heartsuit - 3 \diamond

?

- 3 \heartsuit = 3-card \heartsuit (may have 4-card \diamond), NOT min
- 3 \spadesuit = Uncertainty about best game
- 4 \clubsuit = 4-card \diamond (denies 3-card \heartsuit) and a hand suitable for playing in trumps, cue in \clubsuit
- 4 \diamond = 4-card \diamond (denies 3-card \heartsuit) and a hand suitable for playing in trumps, no cue in \clubsuit

1NT - 2 \heartsuit

2 \spadesuit - 3 \heartsuit (5-5 in Majors, no void)

?

- 3 \spadesuit = 3 \spadesuit , NOT min
- 4 \clubsuit /4 \diamond = 3+ \heartsuit , NOT min, cue

1.4 How to break transfers (same principle as after 2NT)

Jump to 3 in the major suit shows 4-card support (NOT 4-3-3-3) and minimum.

Opener super-accepts (4-card support and max) with 2♣ over 2♦, and 3♣ over 2♥.

2NT shows 3-card support and max. With an own good 5-card suit this may be bid at the 3-level instead of 2NT.

After super-accept, 2NT and 3 in a new suit the suit under the major at the 3-level is a new transfer (if not possible, the suit under the major at the 4-level is a new transfer).

A new suit from responder shows shortness, jump is void. 3 in the major shows shortness in the suit below, except when this bid is to play (over the responses 3♦ after 2♦ and 3♥ after 2♥).

After super-accept from opener 3NT is a balanced slam try, asking for cue. Over 2NT and 3 in a new suit a direct 3NT is a suggestion to play.

1.5 Opponents showing the majors

If the opponents overcall 2♣ or 2♦ showing both majors, we use:

- 2♥ = Transfer to ♣, to play or stronger
- 2♠ = Transfer to ♦, to play or stronger
- 2NT = Both minors (5+-4+), to play or stronger
- 3♣ = 5-card M
(3♦ asks which major. Responder bids the other major, as after Puppet-Stayman.)
- 3♦ = At least one weakness in the majors
(Opener bids 3NT with stoppers in both majors, other wise shows stopper.)
- 3♥ = Shortness
- 3♠ = Shortness

1.6 Lebensohl (transfers)

We use the same principles in all Lebensohl positions. It is Lebensohl after:

- a) 1NT, followed by an overcall (but **NOT** after 2♣ or 2♦ as both majors)
- b) (1M) – dbl – (2M) (but **NOT** if partner to doubler is a passed hand)
- c) Take out DBL at the 2-level (but **NOT** if partner to doubler is a passed hand)

When a passed hand make a Take out DBL we use 2NT as scrambling.

1NT – (2♥)

- 2NT = Transfer to ♣. May have ♣, OR a weak hand to play at the 3-level, OR GF with 4-card in unbid major, OR singleton in the overcall suit.
- 3♣ = 5+♦, INV+. Natural bids from opener.
- 3♦ = No ♥-stopper
- 3♥ = 5+♠, INV+. Natural bids from opener.
- 3♠ = Both minors. Slammish OR extreme distribution.
- 3NT = Promise ♥-stopper.
- 4♦ = Transfer →♥
- 4♥ = Transfer →♠

1NT - (2♥) - 2NT - (P)

3♣ - (P)

- P = ♣, to play
- 3♦ = ♦, to play
- 3♥ = Singleton ♥. Typically 3-1-5-4 OR 3-1-4-5.
- 3♠ = 4♠ and ♥-stopper, GF
- 3NT = Slam try (mild) with ♣

If a DBL has indicated 3+ card in a suit, a transfer will show only 4-card, but same strength as over. For example (2♥) - dbl - (P) - 3♥ - (P) - 3♠ - (P) - 3NT shows 4♠. Other wise the system is the same.

Note 7: Opening 2♦ Multi

- 2-7 HCP with a 6-card major (may have 5-card green vs red) OR a strong NT (24+)

Responses:

- 2♥ = Pass/Correct
- 2♠ = Pass/Correct (opener bids 3♦ med ♥ and max)
- 2NT = F1
 - 3♣ = Minimum with ♥ → 3♦ shows game interest
 - 3♦ = Minimum with ♠ → 3♦ shows game interest
 - 3♥ = Maximum with ♠
 - 3♠ = Maximum with ♥
 - 3NT = 24-25
 - 4♣ = 26-27
 - 4♦ = 28-29
- 3♣ = To play (further bidding only with support and max)
- 3♦ = To play (further bidding only with support and max)
- 3♥ = Pass OR correct
- 3♠ = Slam try with ♣
- 4♣ = Asks for transfer to opener's Major
- 4♦ = Slam try with ♦
- 4♥ = Natural, to play
- 4♠ = Natural, to play

If opener is strong:

2♦ - 2♥

2NT = 24-25 HCP

3♣ = 26-27 HCP

3♦ = 28-29 HCP

2♦ - 2♠

2NT = 24-25 HCP (3♥ = 26-27 HCP, 3NT = 28-29 HCP)

3♣ = Minimum with ♥

3♦ = Maximum with ♥

Note 8: Opening 2M

8-11 HCP with 6-card major

Svar:

- 2♠ = Natural, forcing one round (2NT, 3♥ and 3♠ is passable)
- 2NT = Asks for shortage and another suit
- 3♣ = Natural, GF
- 3♦ = Natural, GF
- 3♥ = Natural, GF (preempt over 2♥, which may be raised to game with at least 6-4)
- 3♠ = Preempt which may be raised to game with at least 6-4 (INV with spades over 2♥)
- 3NT = To play (2NT followed by 3NT suggests to play)
- 4♣ = Poor Man's BW
- 4♦ = Splinter
- 4M = To play, no forcing pass

2♥ - 2NT

- 3♣ = 6-4 → 3♦ ask → 3♥ = ♣, 3♠ = ♦, 3NT = ♠
- 3♦ = Shortage in a minor → 3♥ ask
- 3♥ = Minimum with no shortage
- 3♠ = Shortage
- 3NT = Maximum with no shortage
- 4♣ = Void
- 4♦ = Void
- 4♥ = Void in ♠

2♠ - 2NT

- 3♣ = 6-4 → 3♦ ask → 3♥ = ♣, 3♠ = ♦, 3NT = ♥
- 3♦ = Shortage in a minor → 3♥ ask
- 3♥ = Shortage in ♥
- 3♠ = Minimum with no shortage
- 3NT = Maximum with no shortage
- 4♣ = Void
- 4♦ = Void
- 4♥ = Void
- 4♠ = Void in ♥, minimum

If opponents DBL 2M, we use transfers from 2NT. Transfer to a minor may be lead directing. Transfer to 3 in the Major is a good raise (INV+). RDBL shows interest in penalty doubles OR may be competitive/tactical.

If opponents bid 2♠, system is on, except 3 in a minor which is constructive. DBL of the overcall is penalty.