






Defensive and Competitive Bidding
<b>Overcalls (Style; Responses; Reopening)</b>
Style: Light Responses: F1 at 1- and 3-level New suit at 2 level nonF Jump shift=inv
<b>1 NT overcall (2ND/4TH; Responses; Reopening)</b>
15-18, system after opening 1NT on
<b>Jump Overcalls (Style; Responses; Unusual NT)</b>
2 M = 4 of that M and a longer minor and opening strength Unusual NT: 2NT=two lower unbid suits Leaping Michaels against weak 2 and multi
<b>Direct and Jump Cue Bids (Style; Responses)</b>
Style: 2-suited (1m)-2m=M+M, (1M)-2M=highest + ♣ If 1♣ might be 2-card, then in 2 <sup>nd</sup> 2♣=nat, 2♦=M+M Jumpcuebid ask for stopper
<b>VS. NT (vs. Strong/Weak; Reopen: PH)</b>
Double = Penalty 2♣=M+M 2♦=5+♥/♠ 2♥=♥ + minor 2♠=♠ + minor Reopening: 2♣♦♥♠ same, Double=reopening
<b>VS. Preempts (Doubles; Cue bids; Jumps; NT bids)</b>
t/o dbls, leaping micheals, (3M)- 4m non-leaping michaels with other major and bidden suit.
<b>VS. Artificial Strong Openings</b>
Dbl: Strong or both majors, NT: one major and one minor, rest is natural
<b>Over Opponents' take out double</b>
RD: 9+, normally without support

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	3 <sup>rd</sup> -5 <sup>th</sup>	3 <sup>rd</sup> -5 <sup>th</sup>	
Subseq			
Leads			
Lead	Vs. Suit	Vs. NT	
Ace	AKx/AKxx(x)	AK/AKx/AKxx(x)	
King	KQ/KQJ(x)/KQT(x)/AK	KQ/KQJ(x)/KQT(x)/(AKD)	
Queen	AQJ(x)/QJ(x)/QJT(x)	AQJ(x)/QJ(x)/QJT(x)	
Jack	HJT(x)/JT(x)	HJT(x)/JT(x)	
10	HT9x/AQT(x)/T9x	HT9x/AQT(x)/T9x	
9	9x,9	98/98x/J98(xx)	
X	Hxx(x)/Hxxx(x)	Hxx(x)/HT9x(x)/xxx(x)	
Signals in order of priority			
	Partners lead	Declarer	Discarding
Suit:	Enc=Low	HI-LO= Even nr	Enc=Low
2 <sup>nd</sup>	Lavinthal	Lavinthal	LO-HI=Odd nr
3 <sup>rd</sup>			
NT:	same	Smith Peter: High card good from both hands	
2 <sup>nd</sup>			
3 <sup>rd</sup>			
<b>Signals (Including Trump's):</b> Suit pref. or 3/5 <sup>th</sup> - optional			
Doubles			
Takeout Doubles (Style; Responses; Reopening)			
Light, based on shape			
Special, Art and Comp Dbl/Rdbl's			
Support doubles, no support rdb			

	System Card	
		
<b>System:</b>	<b>GREEN</b>	
NCBO/team: <b>Charlsen</b>		
Event: Serimesterskap 2017		
<b>Players</b>	<b>Thomas Charlsen</b>	<b>Tor Helness</b>
System Summary		
General Approach and Style		
Natural, 5 c M 5 Card Major, (14+)15-17 NT Negative doubles. 2 over 1 GF		
Special bids that may require defence		
3NT: Gambling with a minor 1M- (any)- 2♣: Toronto, 3+ support and 8+ HCP		
Special forcing pass sequences		
Forcing pass after GF established		
Important notes that don't fit		
3 <sup>rd</sup> hand openings might be out of description, both in length and strength.		
Psychics		
RARE		

Opening	Art	Min. #	Neg. D. through	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		2	7♠	(9)11-21, any 4-3-3-3	2♦♥♠: Strong natural 2♣: inv.raise, 2NT nat.inv, 3♦♥♠ splinter, GF void. After opp.overcall it might be singleton and inv for game	Splinters, Exclusion BW, natural	
1♦		4	7♠	(9)11-21, either 5 + ♦ or a 4 card M	2♦: inv. Raise 12-16 HCP, 2♥♠: Strong natural 3♣: Natural invitational to game, 3♦: preemptive, 3x: Splinter	Splinters, Exclusion BW, natural	
1♥		5 (4)		(9)11-21, 5+ In 3 <sup>rd</sup> hand might be four card suit	1♠: nat, 1 NT: 5-12 HCP, 2♣: drury, 3+ support and 8 + HP 2NT: GF with ♣. 2♠: Invite+ with ♥, unknown singleton. 3 m: nat inv, double jumps void	1♥-2♣-2♦: denies normaly a singleton, some extras+, 2NT:6-4, 2♠: any singleton, 3♣: 5-(5), 3♦: 5-(5), 3♥: invite without shortage, 3♠/4♠/4♦: Any void, extras not needed.	
1♠		5 (4)		(9) 11-21, 5+ In 3 <sup>rd</sup> hand might be four card suit	Same principals as after opening 1♥. 3♥: invite with unknown singleton. 3NT: 2-4-(4-3)	Same principals as after opening 1♥	
1 NT			7♠	(14)15-17, no 5c M but possible with 6 c m.	Stayman, transfers, 2♠ is either one or both minors (weak/strong) 3 level is singleton, 4♦♣ transfers to ♠♥ (also after over calls)	1nt-2♣-2♦/♥-2♠: 4♣ and 5+ in one major, max inv. 1 nt- 2♣- 2x- 3♦: Slammish in either minor 1 nt- 2♣- 2♦- 3♥/♠: 5C in the other major 1nt-2♣-2x-3♣: ask for distribution 1nt-2♠- 3♣: ok with ♦	
2♣	x		7♠	18-19NT/20-21 NT/ 8+ tricks with a suit/GF	2♦-relay, 2♥♥: to play vs 18-19NT with no support, 2nt:one or both M, 3 m:natural GF good suit, 3♥♠: Splinter	2♣-2♦-2♥: ♥ or 18-19 bal, 2♠ new relay and 2NT weak with both major, 3 m to play 2♣-2nt:3♣-3♦: 6+♥, 3♥ 6+♠, 3♠: Both M extras, 3NT: Both M minimum	
2♦		6(5)		3-11 HCP with 6 card suit (might be 5 in 3 <sup>rd</sup> hand	New suit NF, 2NT asking for shortage.	If opp.overcall dbl is for penalties  2NT: Forcing bid, others NF	
2♥		6(5)		3-11 HCP with 6 card suit (might be 5 in 3 <sup>rd</sup> hand	New suit NF, 2NT asking for shortage.	Dbl M: for Pen. Dbl M: Pass or correct	
2♠		6(5)		3-11 HCP with 6 card suit (might be 5 in 3 <sup>rd</sup> hand	New suit NF, 2NT asking for shortage.		
2 NT				22-23NT	3♣: Puppet stayman	Slam Conventions	
3x		6		Preemptive	After m, new suit forcing in red, nf in green. After ♣ new suit is cue bid	RCKB, Exclusion BW, 5NT frequently pick a slam, Cue bids.	
3NT	x	7		Gambling minor	4♣: P/C, 4♦ asking for shortage, 4 M: Natural	Splinter and Minisplinter DOPI, ROPI and DEPO	
4♣,♦		6	Preemptive	Natural			
4♥,♠		6		Cue bid			
4NT	x			Asking for spes. aces	5♣- none, 5♦- ace of ♦, 5♥- ace of ♥, 5♠- ace of ♠, 5 NT, two aces, 6♣- ace of ♣.		

