

Defensive and Competitive Bidding
Overcalls (Style; Responses; Reopening)
1-level: Light 2-level: Sound Responses: 1- and 2-level constructive, Cue-bid is a good raise in overcaller's suit. 2NT is frequently "Good/Bad" from opener.
1 NT overcall (2ND/4TH; Responses; Reopening)
15-18 hcp 2 nd seat and 4 th seat after 1M, 12-16 4 th after 1m, advanced stayman after balancing 1nt
Jump Overcalls (Style; Responses; Unusual NT)
1-Suit: Light jump overcalls, but NOT bad red vs. green 2-Suit: 2NT = 2 lowest suits (5+-5+) weak/strong Reopen: 12-15 HCP, 6+ card suit
Direct and Jump Cue Bids (Style; Responses)
Over m: Both Majors (5+-5+) Over M: Other Major + ♣ (5+-5+) Jump cue-bid: Asks for stopper
VS. NT (vs. Strong/Weak; Reopen: PH)
2♠ = Both Majors/same 2♦ = ♥ OR ♠/same destr 2♥ = ♥ and a minor (usually longer)/nat constr 2♠ = ♠ and a minor (usually longer)/nat const 2NT = Both minors OR GF with any 2-suiter/same 4 th seat and after initial pass: DON'T/not Don't 4 th seat
VS. Preempts (Doubles; Cue bids; Jumps; NT bids)
Take out DBL Cue-bid: Ask for stopper Jump in m: That minor + other Major (5+-5+) Over 3M: 4m is natural
VS. Artificial Strong Openings
vs. strong 1♠: DBL = ♥+♠, 1NT=m, 2♦=M(55+), 2NT=m(55+) vs. strong 2♠: DBL= M, 2NT= m
Over Opponents' take out double
Rdbl: 9+ HCP

Leads and Signals			
Opening Leads Style			
	Lead	In Partner's Suit	
Suit	3 rd /5 th	3 rd /5 th	
NT	3 rd /5 th (possible ATT)	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	9x, 98(x)	
X	Even number	xx, xxx, xxx(x)	
Signals in order of priority			
	Partners lead	Declarer	Discarding
Suit:	Encrg/Discrg	Count	Encrg/Discrg
2 nd	Count	S/P	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			
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♥			



System Card





Category: Green

NCBO/team:

Event:



Players: Christian Bakke Steffen F. Simonsen

System Summary

General Approach and Style

Natural, 5c M. Transfer responses to 1♠
Light openings, 3rd hand openings may be light!
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♦: 0-7 HCP 5/6c M OR 24+NT
2♥: 8-11 HCP, 6 card ♥
2♠: 8-11 HCP, 6 card ♠
1M-(p)-2♠= nat or inv w/normally 3M

Special forcing pass sequences

Yes

Important notes that don't fit

After opponents overcall: 1♠-(1♦)-1♥= 4+♠
1m-(1♥)-1♠= denies 4♠
xy-NT/xyz: 2♠=sign off in ♦ OR INV, 2♦=GF
Passed hand: 2♦ shows a better INV than 2♠
1M-(x)-1NT->=transfers

Psychics

Rare

Opening	Art	Min. #	Neg. D. thru	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		3	4♠	10+ HCP, 3+♣, may open w/ 3-3-4-3	1♦=4+♥, 1♥=4+♠, 1♠= No M/not 10+ hcp w/5+♦, 1nt: 10,5-12hcp INVERTED m, 2 nd level: trf, strong or weak, 2♠: GF w/♦	Accepts TRF if 3c and not 18-19NT 1♦/♥-2♥/♠: 13-14 bal or 11-13 unbal, 4c supp 1♣-2♣; 2♦= relay, 2NT=11-12, 3♣=11-12, 4+♣, 3♦♥♠=Shortage, 3NT=13-14	2♦= inverted m
1♦		3	4♠	10+ HCP, 3+♦ Normally good suit if 3-3-4-3	INVERTED m, 2M= Good 6c GF, 2NT=inv w/3-3-(3-4), 3♣= 4+♦, PRE NOT INV vs 18-19NT, 3♦= 4+♦, 6-9 HCP, 3x=void, 3NT=13-15 w/3-3-(3-4)	Similar as for 1♣	3♣= inverted m
1♥		5	4♠	10-22 HCP, 5+♥	1NT=6-12 HCP NF, 2♣=GF except rebid or inv w/normally 3♥, 2♦=nat inv+, 2♥=5-9 HCP, 2♠= Shortage in a m, INV, 2NT=4+♥ GF, 3♣=4c SUPP without shortage, INV, 3♦= Shortage in ♠, INV, 3♥=PRE, 3♠/4m=void, 3NT=16-18 w/3-3-(3-4)	1♥-2NT, 3X= nat, positive, 3♥=min, 4m=void, 4♥=void in sp-min, 4♠=void in sp-max,	2♣= 3-card raise 2♦= 4-card raise
1♠		5	4♠	10-22 HCP, 5+♠	2♣=GF except rebid or inv w/normally 3♠, 2♦=nat inv+, 2♥=NAT GF 2♠=5-9, 2NT=4+♠ GF, 3♣= Shortage in a m, 3♦=4c SUPP without shortage, INV, 3♥=Shortage in ♥, INV, 3♠=PRE, 3NT=void in ♥, 1♠-4m=void, 4♥= to play	Similar as for 1♥	2♣= 3-card raise 2♦= 4-card raise
1 NT			4♠	(14)15-17 HCP (Good 14 to 17) May have 5c M, 6c m, (5-4-2-2) and singleton	2♣=STAY, 2♦/2♥=TRF, 2♠=♣, 2NT=♦, 3x=short 4♣/4♦= TRF, 4♥/4♠=To play	1NT-2♣, 2♦-2♥=pick a M; correct to ♠ w/ equal length. 2x-3♣=Asking bid	
2♣	X			Strong, HCP (22+) OR tricks (8,5+)	2♦=Weak OR waiting, 2M=GF 5+, 2NT=6+ w/5-5 minors, 3m=GF 6+,	2♣-2♦, 2M=F1, 3m=GF, 2M-3♣= 2 nd negative, can stop in 3M.	
2♦	X			0-7 HCP 5/6c M OR 24+NT, always 6c vul, vul=3-7hcp	2♥/2♠=p/c, 2NT= Ask, 3♣/3♦=To play, 3♥=Pass or 3♠, 4♣=Ask for TRF	2♦-2NT, 3♣=max, 3♦=MIN♥, 3♥= min ♠, 3♠= 24-25NT, 3NT=26-28NT	
2♥		6		6c♥, 8-11 HCP	2♠=F1, 2NT=Ask for strength and distr, 3♣=GF, 3♦: GF, 3♥=Preempt, 3♠/4♣/4♦=Splinter, 4NT=BW	2♥-2NT, 3♣=6-4-X-X, 3♦= 6-3-3-1(m), 3♥=6-3-2-2 min, 3♠=6-3-3-1(M), 3NT=MAX balanced,	
2♠		6		6c♠, 8-11 HCP	Similar as for 2♥	Similar as for 2♥	
2 NT			4♠	20-21 HCP	3♣= PuppetSTAY, 3♦/3♥= TRF, 3♠= 44+m 2NT-4♣/4♦/4♥/4♠=Slam try with ♥/♠/♣/♦	High Level Bidding	
3x		6		PRE, ACC to VUL		0314 Blackwood	
3NT	X			Solid minor, gambling, no outside A or K 1 st and 2 nd	4♣=p/c, 4♦=Ask for control	Exclusion RKCB, PEDO	
4♣		7		Pre		5NT is frequently pick a slam.	
4♦		7		Pre		Splinter bids	
4♥,♠		7		Play	4♠=To play 5m=Cuebid	Cue-bids (Italian style), a lot of last train cue-bids.	
4NT	X			Asks for specific aces	5♣=0 Ace, 5NT=Ace of cl, 5♦/5♥/5♠= that Ace	Lightner DBL	
2♦				4th seat: 11-13 HCP, 6+♦	2NT=INV		
2M				4th seat: 11-13 HCP, 6+M	As for 1-3 rd seat		