




Defensive and Competitive Bidding
Overcalls (Style; Responses; Reopening)
1-level: Light 2-level: Sound Responses: 1- and 2-level F1 if next hand pass, 2-level constructive if next hand bids, Cue-bid is a Good raise in overcaller's suit.
1 NT overcall (2ND/4TH; Responses; Reopening)
15-18 hcp 2 nd seat and 4 th seat over 1M. 11-14 hcp 4 th seat over 1m. Same responses as after opening 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 2♦ = ♥ OR ♠ 2♥ = ♥ and a minor (usually longer) 2♠ = ♠ and a minor (usually longer) 2NT = Both minors OR GF with any 2-suiter 4 th seat and after initial pass: DONT
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♣ (and 2♣): DBL = ♥ and ♠, 1NT = ♦ and ♣
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	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, xxxx, xxxxx	
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): Standard count, UDCA. 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: all events	
Players:	Lars A. Johansen Steffen F. Simonsen
System Summary	
General Approach and Style	
Natural, 5c M. Transfer responses to 1♣ Light 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♦: Multi 2♥: NV: Both Major 2♠:	
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♣ 1 st /2 nd hand 1M-(p)-2♦= nat or 3-7 w/supp 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,	Accepts TRF if 3c 1♦/♥-2♥/♠: 4c, 11-14 1♠-2♣; 2NT=11-12, 3♣=11-12, 4+♣, no shortage, 3♥♦♠=Shortage, 3NT=13-14	2D= inverted m
1♦		3	4♠	10+ HCP, 3+♦ Normally good suit if 3-3-4-3	INVERTED m, 2M= weak with 6c M, 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♣	3C= inverted m
1♥		5	4♠	10-22 HCP, 5+♥	1NT=6-12 HCP NF, 2♣=Two-way 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, 3♣= nat, values, 3♦ = nat, values, 3♥ minimum, ♠= nat, 3NT=18-19, 4 th level: void	2♣ = 3-card raise 2♦ = 4-card raise
1♠		5	4♠	10-22 HCP, 5+♠	2♣=Two-way, 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♠= TRF w. ♣, 2NT=TRF w. ♦, 3♣ = mod. puppet, 3♦ = bal slam inv in M., 3M shortness, 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/4-4 minors, 3m=GF 6+, 3M = 4144/1444 6+.	2♣-2♦, 2M=F1, 3m=GF, 2M-3♣= 2 nd negative, can stop in 3M.	
2♦	X			NV: multi, V=weak2	2♥/2♠=Pass or 2♠/3♥, 2NT= Ask, 3♣/3♦=To play, 3♥=Pass or 3♠, 4♣=Ask for TRF, 4♦ = bid your suit	2♦-2NT, 3♣=max, 3♦=MIN♥, 3♥= min ♠, 3♠= 24-25NT, 3NT=26-28NT	
2♥				NV: Both M, weak, V: weak2	2NT=asking		
2♠				NV: 4c sp+longer m, V: weak2	2NT=asking		
2 NT			4♠	NV: both minor, weak, V:20-21 HCP	3♣ = Muppet, 3♦/3♥ = TRF, 3♠ = 44+m 2NT-4♣/4♦/4♥/4♠=Slam try with ♥/♠/♣/♦	High Level Bidding	
3x		6		PRE, ACC to VUL		0314Blackwood (over ♦/♥/♠) and RKCB (over ♣)	
3NT	X			Solid minor, gambling	4♣=p/c, 4♦ =Ask for control	Exclusion RKCB, DOPI/ROPI/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)	
4NT	X			Asks for specific aces	5♣=0 Ace, 5NT=2Aces, 5♦/5♥/5♠/6♣= 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		