

## Defensive and Competitive Bidding

### Overcalls (Style; Responses; Reopening)

Light style

### 1 NT overcall (2ND/4TH; Responses; Reopening)

15-17 HCP; system on

### Jump Overcalls (Style; Responses; Unusual NT)

**Any color:** Weak

**2Nt** = two lowest

### Direct and Jump Cue Bids (Style; Responses)

(1m) – 2m = both M

(1M) - 2M = other major 5 + and clubs 5 +

### VS. NT (vs. Strong/Weak; Reopen: PH)

DBL = Penalty

2 ♣ = both Majors

2 ♦ = ♥ or ♠

2 ♥ = ♥ + one minor

2 ♠ = ♠ + one minor

2 Nt = Both minors

### VS. Preempts (Doubles; Cue bids; Jumps; NT bids)

T/O dbl

**Jump in m:** That minor + other Major (hearth) (5+-5+)

### VS. Artificial Strong Openings

Strong 1 club: Multilandy, 1NT = one minor

Strong 2 club: Multilandy (dbl = both majors)

### Over Opponents' take out double

Rdbl 10 hp + and not special good fit in opners suit, else natural

## Leads and Signals

### Opening Leads Style

	Lead	In Partner's Suit
Suit	3 <sup>rd</sup> -5 <sup>th</sup>	same
NT	3 <sup>rd</sup> -5 <sup>th</sup>	same
Subseq	3 <sup>rd</sup> /5 <sup>th</sup> /attitude	

### Leads

Lead	Vs. Suit	Vs. NT
Ace	AKx(x..)	AKx(x..)
King	AK/KQ(x)	KQ(x)/AKQ(x)
Queen	QJ(x)	QJ(x)/HQJx
Jack	JT/KJ10	JT/KJ10/AJ10
10	T9/HT9	T9/HT9/AQT9
9	9x	9x, H98xx
Hi-x	Even number	Even number

### Signals in order of priority

	Partners lead	Declarer	Discarding
Suit:	Low = enc	Count	Low = enc
2 <sup>nd</sup>	S/P	S/P	S/P
3 <sup>rd</sup>	Count		Count
NT:	Same	Same	Same
2 <sup>nd</sup>	Same	Same	Same
3 <sup>rd</sup>	Same		Same

### Signals (including Trump's):

Standard S/P, Smith vs NT, High-Low=Even #, Low=encrg

### Doubles

#### Takeout Doubles (Style; Responses; Reopening)

Light style, also reopening, Cuebid only force

#### Special, Art and Comp Dbl/Rdbl's

Negative DBL through 4 ♦, Responsive DBL through 4 ♦

Support DBL to 2♥, Competitive DBL

1♣-(1♦)-DBL shows 4 heart and 4 spades

1m-(1♠)-DBL shows at least 4♥



EBL



## System Card

Category:

Event:

Player **Stig Martinussen** **Vegard Brekke**

### System Summary

#### General Approach and Style

**Natural**, 5card spade and heart. Best minor.

**1NT Openings:** (14)15-17,

**2-over-1 Responses:** GF except 2 club after 1 heart and spade. It might be invitational with 3 card support.

#### Special bids that may require defence

#### Special forcing pass sequences

#### Important notes that don't fit

NT openings may include singleton honors and some offshape hands. XY-NT, XYZ

#### Psychics

Possible at any time

Opening	Art	Min. #	Neg. D. thru	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		3	4♦	Nat, 3+, 10-23 HCP	Invertive raises, 1♣-3♣ = PRE (3-7 HCP). 2 Clubs = GF (5+ clubs and 12hp +) 2 Diamond shows fit (8-11 HCP), 2major natural and pre emp.	1♣-2♣-4♣ = RKCB	2 club = 5 + and 10-11 hp but not GF
1♦		3	4♣	Nat, 3+, 10-23 HCP	Invertive raises, 1♦-3♦ = PRE (3-7 HCP) 2 Diamonds = GF (5+ diamonds and 12 hp+). 3 Clubs shows fit (8-11 HCP), 2 major natural and pre emp.	1♦-2♦-4♦ = RKCB	See above
1♥		5	4♦	Nat, 5+, 10-23 HCP	2NT = 4+♥ at least invite, mini splinter,	1♥- 2 NT – 3level nat extras.4 level void	2♣ =4card supp 2diamond 3card support, MiniSpl
1♠		5	4♦	Nat, 5+, 10-23 HCP	See above	See above	See above
1 NT			3♠	(14)15-17 HCP May have some shape	2 Diamonds – 2 Nt =Transfer, 3 clubs = both minors and weak, 3 diamond = both minors and strong, 3 majors = singletons. 4 minors= Texas		
2♣	✓		3♠	Strong artificial, F 2NT/3M	2♦ = Neg OR waiting.	2♣-2♦-2M-3♣ = 2 <sup>nd</sup> negative	
2♦		6	4♣	Nat, 6-card ♦,Weak	2 NT = ASK for hold/stopper		
2♥		6	4♦	Nat, 6-card ♥,Weak	2NT = ASK shortness		
2♠		6	4♦	Nat, 6-card ♠, Weak	2NT = ASK shortness		
2 NT			3♠	20-21 HCP, may have some shape	3♣ = Puppet, 3♦/3♥ = Transfers, 3♠ = both minors at least 5-5. 3 NT = 5 ♠ and 4 ♥	<b>High Level Bidding</b>	
3x		6		Preemptive		RKCB, Exclusion	
3NT	✓			Solid minor gambling, to play in 3 <sup>rd</sup> /4 <sup>th</sup>		Splinters/void showing jumps	
4♣,♦		7		Preemptive		Cue Bids	
4♥,♠		6		Preemptive		DOPI	
4NT							
5NT							