

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, jumps are fit jump, jump in opener's suit is Splinter, double jumps are Splinter, Cue-bid is a Good raise in overcaller's suit.

2NT is frequently "Good/Bad" from opener.

After 1M overcall, 2NT in competition is 4c raise INV+

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

15-18 hcp 2nd seat and 4th seat over 1M. 11-14 hcp 4th 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: 11-13 HCP, 6+ card suit (1M)-p(2M)-2NT=15-18 red vs green, other VUL minors

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 over 1M, ♠+om (55+) over 1m.

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: 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: That minor + other Major (5+5+)

VS. Artificial Strong Openings

vs. strong 1♠: DBL = ♥, 1♦ = ♠, 1♥ = 2-4♥ and 5+m, 1♠ = 2-4♠ and 5+m, 1NT = m, 2♣ = M

vs. strong 2♠: DBL = M+m (5+5+), 2NT = Both m (5+5+), 3♠ = Both 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 proper 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	9x, A98(x), J98(x)
Hi-x	Even number	xx, xxx, xxxx(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 (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♥

System Card



EBL



Category: Green

NCBO/team:
Norway Open

Event:
EC Teams 2010
Ostende, Belgium



Boye
Brogeland



Odin
Svendsen

Players

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 card ♥

2♠: Good weak 2, 8-11 HCP, 6 card ♠

(1m) 3m=♠+om (55+)

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♠

1m - (1♥) - (2♥) = 6+♠, INV+, but inverted m if passed originally.

1m - (1♥) - (2♠) = Inverted m, but fit-jump if passed originally

Switch bids (bids opposite suit when there are two suits

available at the 2-level).

xy-NT/xyz: 2♣ = sign off in ♦ OR INV, 2♦ = GF

Passed hand: 2♦ shows a better INV than 2♣

Nilslands slinkningar when 1NT opening is doubled.

Psychics

Can occur

Opening	Art	Min. #	Neg. D. thru	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		2	4♠	11+ HCP, 2+♣ May have 2 cards ♣ and 4 cards ♦	1♦=4+♥, 1♥=4+♠, 1♠= No M/not 10+ hcp w/5+♣ INVERTED m [Note 1], 2♦=6-9 w/6(5)-card ♣, 2M=Good 6c GF, 1NT= 11-12, 2NT=13-15 OR 19-20 w/3-3-(3-4), 3♣= PRE NOT INV vs 18-19NT, 3x=void w/5+♣, 3NT=16-18, 3-3-(3-4)	Accepts TRF if 3c and not 18-19NT [Note 2]. Jumps w/4-card & extra(14+/shape), Reverse [Note 5], 1♣-2♣, 2♦=GF var. hands, 2M=Nat, GF, 2NT=11-12, 2-3♣, 3♣=11-12, 4+♣, no shortage, 3♦♥♠=Shortage, 3NT=13-14, 2-3♣ 1♣-2♦, 2NT=singleton ask; 3♣=min w/o, 3x=single, 3NT=max w/o	TRF at the 1-level 1♣-2♣= 6-9, 5+♣ 1♣-2♦= 9+, 5+♣
1♦		4	4♠	11+ HCP, 4+♦ Normally good suit if 3-3-4-3	INVERTED m [Note 1], 2M= Good 6c GF, 2NT=11-12, 3♣= 4+♦, □6-9 HCP, 3♦= PRE NOT INV vs 18-19NT, 3x=void, 3NT=13-15 w/3-3-3-4	Similar as for 1♣	1♦-2♦= 6-9+ w/4+♦ 1♦-3♣= 9+ w/4+♦
1♥		5	4♠	10-22 HCP, 5+♥	1NT=6-12 HCP NF, 2♣=GF except rebid, 2♦= GF except rebid, 2♥=NAT, 2♠= Shortage in a m, INV, 2NT=4+♥ GF, 3♣=SUPP normally BAL, INV, 3♦= Shortage in ♠, INV, 3♥=PRE, 3♠/4m=void, 3NT=13-15 w/3-3-(3-4)	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:FG [Note 4]	1♥-2♣ = 3-card raise 1♥-2♦ = 4-card raise 1♥-2NT = NAT, INV 1♥-3m = NAT, INV
1♠		5	4♠	10-22 HCP, 5+♠	2m=GF except rebid 2♥= GF, 2♠=NAT, 2NT=4+♠ GF, 3♣= Shortage in a m, 3♦=4c SUPP normally BAL, INV, 3♥=Shortage in ♥, INV, 3♠=PRE, 3NT=13-15 w/3-3-(3-4), 1♠-4m/♥=void	Similar as for 1♥	1♠-2♣ = 3-card raise 1♠-2♦ = 4-card raise 1♠-2NT = NAT, INV 1♠-3m = NAT, INV
1 NT			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= Bad doubleton somewhere, 3x= Singleton GF, 4♠/4♦= TRF, 4♥/4♠=To play	1NT-2♣, 2♦-2♥=pick a M; correct to ♠ w/ equal length. 2x-3♣=Asking bid	
2♣	✓			Strong, HCP (22+) OR tricks (8,5+)	2♦=Weak OR waiting w/2-suiter, 2M=GF 6+, 2NT=6+ w/5-5 minors, 3m=GF 6+, 3M=Shortage 6+, 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♠=Pass or 2♠/3♥, 2NT= Ask, 3♣/3♦=To play, 3♥=Pass or 3♠, 3♠=Slam try♣, 4♣=Ask for TRF, 4♦=Slam try♦, 4M=To play	2♦-2NT, 3♣=any MAX, 3♦=MIN♥, 3♥= MIN♠, 2♦-2NT, 3♣-3♦, 3♥=♠, 3♠=6♥	
2♥		6		Good weak 2, 6c♥, 8-11 HCP [Note 8]	2♠=F1, 2NT=Ask for shortage/strength, 3m=GF, 3♥=Preempt (can be raised), 3♠/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♦=Void	
2♠		6		Good weak 2, 6c♠, 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 m, 3♥= Shortage, 3♠=MIN, 3NT= MAX no shortage, 2♠-2NT- 4♣, 4♦, 4♥=Void	
2 NT			4♠	20-21 HCP	3♣= PuppetSTAY, 3♦/3♥= TRF, 3♠= 44+m 2NT-4♣/4♦/4♥/4♠=Slam try with ♥/♠/♣/♦	2NT-3♣, 3♦=At least one 4c M, 3♥=Denies 4/5c M, 3♠=5c♠, 3NT=5c♥	
3x		6		PRE, ACC to VUL	3♣-3♦ asks for 3♥, 3m-3M=GF, after DBL competitive, 3M-4m= Control, 4M=t/p		
3NT	✓			Solid minor, gambling	4♣=p/c, 4♦=Ask for control		
High Level Bidding							
4♣	✓			8-9 tricks with good♥ (max one loser)	4♦=Slam try with♥	1430 Blackwood (over♦/♥/♠) and RKCB (over♣)	
4♦	✓			8-9 tricks with good♠ (max one loser)	4♥=Slam try with♠	Exclusion RKCB, DOPI/ROPI/DEPO	
4♥4♠		6		PRE, ACC to VUL	4♠=To play 5m=Cuebid	5NT is frequently pick a slam	
4NT	✓			Asks for specific aces	5♣=0 Ace, 5NT=2Aces, 5♦/5♥/5♠/6♣= that Ace	Splinter bids	
2♦		6		4th seat: 11-13 HCP, 6+♦	2NT=INV (responds shortage if going past 2NT)	Cuebids (Italian style), a lot of last train cuebids	
2M		6		4th seat: 11-13 HCP, 6+M	2NT=Ask for shortage/strength	Lightner DBL	