

Defensive and Competitive Bidding

Overcalls (Style; Responses; Reopening)

1-level: Light
 2-level: Sound
 Jump over call is good except in white vs red. About 13-16 depending on shape
Responses: jumps are splinter, Cue-bid is a 1) Good raise in overcaller's suit. 2) any GF hand
 2NT is frequently a scramble bid for a two suiter, normally minors

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

15-18 hcp 2♣ is Stayman, 2x is to play, 2NT inv+ with ♣, 3x transfer to suit above (inv+)

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
 Bidding NT shows 15-18 if not passed hand, then 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

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
After initial pass: X shows 4+ ♠ and about maximum hand

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 2/3M: 4m = That minor + other Major (5+-5+)

VS. Artificial Strong Openings

NT = ♣ + ♥, OR ♦ + ♠

Over Opponents' take out double

Rdbl: 9+ HCP, jumps in new suit is splinter (inv+ for game), 2NT is inv+ with support

Leads and Signals

Opening Leads Style

	Lead	In Partner's Suit
Suit	3 rd /5 th (lowest from 7c)	3 rd /5 th
NT	3 rd /5 th (lowest from 7c)	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	Count	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
 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 both majors normally 4-4



EBL

System Card





Category: **Green**

NCBO/team:
Norway Open

Event:
EC Teams 2010
Ostende, Belgium



Players

Thomas Charlsen

Thor Erik Hoftaniska

System Summary

General Approach and Style

Natural, 5c M. 2♣ after 1M = 3+c support to M and 8+hcp, 1M-2NT = 2/1 with ♣ (may be much weaker than standard 2/1)
 Light openings, might be 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 suit

Special bids that may require defence

2♦: 2-7 HCP 6c M (may be 5 green vs red) OR 24+NT OR gambling minor
 2♥: Good weak 2, 8-11 HCP, 6 card ♥
 2♠: Good weak 2, 8-11 HCP, 6 card ♠
 3NT: Gambling major
 2♣ and 2NT after opening 1 M, see general approach and style

Special forcing pass sequences

Important notes that don't fit

All bids after T/O double (bid -X -p - ?), see supplementsheet.

Psychics

Can occur

Opening	Art	Min. #	Neg. D. thru	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		2	7♠	9+ HCP, 2+♣ May have 2 cards ♣ only with shape 4-4-3-2. Open 1♣ with any 4-3-3-3 hand	1x nat, raise is almost GF, 2x is splinter and game try UNLESS green vs red then 2♦ shows 5-5 in M and 2-7hcp, 2♥ is 4♥ and 5♠, 2♠ weak with ♠. 3♣ is preemptive, 3x is void and support UNLESS green vs red then 3♦ shows one void in M (3♥ ask) and 3M is preemptive		
1♦		4	7♠	9+ HCP 4+♦ and 4M if not 5+♦	Same principals as after 1♣, raise is almost GF. In green vs red 3♣ shows void in either major		
1♥		5	7♠	9-22 HCP, 5+♥	2♠ is 8+ with 3+ support (can occur only 2 card support), 3♥ is 4-1-4-4 and 13-16, jump in new suit are splinters. 2NT shows ♣ 6+hcp		
1♠		5	7♠	9-22 HCP, 5+♠	Similar as for opening 1♥		
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♠=mSTAY, 3x= Singleton GF, 4♣/4♦= TRF, 4♥/4♠=To play	1NT-2♣, 2♦-2♥=pick a M; 1NT-2♣, 2x-3♣=Asking bid	
2♣	✓			Strong, HCP (22+) OR tricks (8,5+)	2♦=Weak OR waiting, 2M=GF 6+, 2NT= bal with 3 controls, 3m=GF 6+, 3M=Shortage 6+, 3NT=Solid suit	2♣-2♦, 2M=F1, 3m=GF, 2M-3♣= 2 nd negative, can stop in 3M.	
2♦	✓			2-9 HCP 6c M OR 24+NT (may be 5c green vs red), or gambling with minor	2♥/2♠=Pass or 2♠/3♥, 2NT= Ask, 3♣/3♦=To play, 3♥=Pass or 3♠, 4♣=Ask for TRF, 4M=To play	2♦-2NT, 3♣=any MAX, 3♦=MIN ♥, 3♥= MIN ♠	
2♥		6		Good weak 2, 6c ♥, 8-11 HCP	2♠=F1 only in red , 2NT=Ask for shortage/strength, 3m=F1 only in red , 3♥=Preempt (can be raised), 3♠/4♣/4♦= Splinter, 4NT=BW	2♥-2NT, 3x= Shortage, 3♥=MIN, 3NT=MAX no shortage, 2♥-2NT-4♣,4♦=Void	
2♠		6		Good weak 2, 6c ♠, 8-11 HCP	Similar as for opening 2♥	Similar as for opening 2♥	
2 NT			4♠	20-21 HCP	3♣ = STAY, 3♦/3♥ = TRF, 3♠ = 44+m 2NT-4♣/4♦/4♥/4♠=Slam try with ♥/♠/♣/♦	2NT-3♣, 3♦=5 card m OR 4-4 in m	
3m		6		Hhxxxx in red vs green others 9-12 hcp with 6+ cards	New bid is forcing in red , non forcing in green		
3M		6		Preemptive			
3NT	✓			Solid M, gambling	4♣=Ask for extra length, 4♦=Ask for control		
4♣		6		Preemptive	4♦=slaminterest. 4 M to play	RKCB, BW, 4m=frequently KeyCard	
4♦		6		Preemptive	4 M to play	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	
						Cuebids (Italian style)	
2M		6		4th seat: 11-13 HCP, 6+M	2NT=Ask for shortage/strength	Lightner DBL	

