






Defensive and Competitive Bidding
<b>Overcalls (Style; Responses; Reopening)</b>
1 level: (very) light. (1x)-1y-(p)-2x=promises rebid 2 level: sound Cuebids: Good raise with support Responses 1-level: F1, 2-level: constructive Double jumps are fit jumps (+fit non jumps)
<b>1 NT overcall (2ND/4TH; Responses; Reopening)</b>
15-18 hcp any seat. System on. Nilslands slinkningar if doubled (rdbl = one suit, suit bid shows the bid suit and the one above, pass asks for rdbl; either to play, or to show a two-suiter with rounded or pointed suits (or ♣+♠).
<b>Jump Overcalls (Style; Responses; Unusual NT)</b>
Weak jump overcalls, 2 NT = two lowest, 5 <sup>+</sup> -5 <sup>+</sup> , wide range. Leaping Michaels, also over 3M, also 4 <sup>th</sup> seat
<b>Direct and Jump Cue Bids (Style; Responses)</b>
Over m = both M. Wide range Over M = other M + ♣. Wide range
<b>VS. NT (vs. Strong/Weak; Reopen: PH)</b>
VS strong NT: Dbl = minors or majors, 2♣ = ♣ + one M, 2♦ = ♦ + one M, 2♥ = natural, 2♠ = natural, 2NT = any GF
Vs weak NT (11-13 or less) = Multi Landy
<b>VS. Preempts (Doubles; Cue bids; Jumps; NT bids)</b>
T/O dbl Leaping Michaels (5 <sup>+</sup> -5 <sup>+</sup> , FG) over 2M/3M, all seats Cuebid: ASK for stopper
<b>VS. Artificial Strong Openings</b>
Yeslek: any bid shows the suit above the suit bid, or the two others, dbl = ♦ or ♥+♠, NT=♦+♠ or ♣+♥ (if doubled, pass is suggestion to play, xx asks p to bid next suit, normally to play own suit, all other bids p/c) Vs Strong 2♣: x=♣, 3♣=M, 2NT = minors, otherwise natural
<b>Over Opponents' take out double</b>
Rdbl: 10+ HCP 1-over-1 = F1 2-over-1 = NF

Leads and Signals			
Opening Leads Style			
	Lead	In Partner's Suit	
Suit	3 <sup>rd</sup> -5 <sup>th</sup> , top of sequence	3 <sup>rd</sup> -5 <sup>th</sup>	
NT	4 <sup>th</sup> best (low x may sometimes be from longer suits), top or second best from bad suits	3 <sup>rd</sup> -5 <sup>th</sup>	
Subseq	Attitude when opening a new suit		
Leads			
Lead	Vs. Suit	Vs. NT	
Ace	AK/AKx/AKxx(x)	AK/AKx/AKxx(x)	
King	KQ/KQJ(x)/KQT(x)	KQ/KQJ(x)/KQT(x)/EKJT	
Queen	AQJ(x)/QJ(x)/QJT(x)	AQJ(x)/QJ(x)/QJT(x)/ KQ109	
Jack	HJT(x)/JT(x)	HJT(x)/JT(x)	
10	HT9x/T9x	HT9x/T9x	
9	J98/9x	J98/98xx	
X	Hxx/xxx(x)	Hxxx/xxxx(x)/xxx(x)	
Signals in order of priority			
	Partners lead	Declarer	Discarding
Suit:	Encrg/discrg	Count, 3 <sup>rd</sup> /5 <sup>th</sup>	Encrg/discrg
2 <sup>nd</sup>	Count, 3 <sup>rd</sup> /5 <sup>th</sup>	S/P	Count, 3 <sup>rd</sup> /5 <sup>th</sup>
3 <sup>rd</sup>	S/P		S/P
NT:	Encrg/discrg	Smith-Peter	Encrg/discrg
2 <sup>nd</sup>	Count, 3 <sup>rd</sup> /5 <sup>th</sup>	Count, 3 <sup>rd</sup> /5 <sup>th</sup>	Count, 3 <sup>rd</sup> /5 <sup>th</sup>
3 <sup>rd</sup>	S/P	S/P	S/P
<b>Signals (including Trump's):</b> S/P in trump, Smith-Peter: low likes from leader, high likes from partner Low=odd number or encouraging, High= Even number or discouraging 5/6 level: A for attitude, K for count A-lead vs suit: give count only if Dxx or knxxx in dummy			
Doubles			
Takeout Doubles (Style; Responses; Reopening)			
Light style, also reopenings			
Special, Art and Comp Dbl/Rdbl's			
Support dbl and rdbl, responsive dbl, negative dbl, competitive dbl 1♣-(1♦)-dbl=♥, 1♥=♠, 1♠=< 3♣			

	System Card	
		
<b>Category:</b>	<b>Green</b>	
<b>NCO/team:</b> Norway Women		
<b>Event:</b> 50 <sup>th</sup> European Team Championship Oostende		
<b>Players:</b>	<b>Ann Karin Fuglestad</b>	<b>Marianne Harding</b>
System Summary		
General Approach and Style		
<b>Natural</b> , 5-card majors, 4-card ♦, 1♣=2+ Transfer after 1♣ opening <b>1NT: (8)9-12</b> 1 <sup>st</sup> , 2 <sup>nd</sup> hand all green and green vs red <b>1NT: (8)9-15</b> 3 <sup>rd</sup> hand only green vs red Normally no 5-card major in the weak NT. <b>1NT =15-17</b> red, 3 <sup>rd</sup> seat all green and all VUL in 4 <sup>th</sup> seat. May have 5 card major, 6 card minor, singleton, 5-4 <b>2-over-1 Responses:</b> GF except rebid		
Special bids that may require defence		
Weak NT Weak Multi 2♦: (0) 3-8 hcp, one 5 card major. Playing strength dependent on vulnerability. 1♥/♠- 2♦/♥=3+support, 4-7 hcp, OR nat GF except rebid Very light opening bids if distributional.		
Special forcing pass sequences		
Important notes that don't fit		
Psychics		
May occur		

Opening	Art	Min. #	Neg. D. thru	Description	Responses	Subsequent Auction	Passed Hand Bidding and interfered auctions
1♣		2	4♠	Could open light if distributional, 11+ hcp with balanced hands	1♦=♥, 1♥=♠, 1♠= 6-8 NT, weak with ♣, weak with both M, inv with ♦ or GF with ♦. 1 NT=9-10 (11) hcp, balanced 2♣= inverted minor, at least invitational 2♦=weak 2♥/♠= 6 cards, 3-7 hcp, 3♣ = preemptive, 0-6 hcp 3♦/♥/♠= void	1♦ - 2♥ = 4♥ 11-12 (13) hcp 1♦ - 1♥ = 3♥ any distribution, or 4♥ with stronger balanced hand (strength depending on vulnerability because of weak NT non vul), xy and xyz NT 1♣-2♣-3♣=weak unbalanced, 1♣-2♣-2NT=12-13 balanced, 1♣-2♣-2♦=nat, strong, or (17)18-19 NT	Passed: Transfers and Inverted minor on. xy-NT and xyz on, except when partner denies 3-card support. xy(z) off if interfered auctions. Fit jumps 1m - (2M) -2NT=Lebensohl (always) SWITCH: 1♣ -(1♠2♦) - transfers (1♣ -(1♠) - 2♦=♥, 2♥=♦)
1♦		4	4♠	As above	Inv minor, 3♣=4+♦,6-9, 2M=6+, 3-7, double jumpshifts = void	Natural, xy-NT, xyz	As above
1♥		5	4♠	5+♥ Could open light if distributional. 11+ if balanced	2♦ 2/1=GF unless rebid suit OR ) 4-7 3+♥ support, 2♥=8-11 2♠= Mini-splinter in one m, exactly invitational, 3♣=4+♥, bal inv, 3♦= single ♠, inv, 3♥=pre, 2NT=4+♥,GF. 4♠=To play	2NT-3NT=(17)-18-19 bal. 2NT-3x=nat, not min. 2NT-3x-3♥=asks for singleton, 3/4x = singleton, 3NT = start cuebid	1♥ -2 m = values in bid m, 3+♥, inv 1♥ - 2 NT = both minors SWITCH: 1♥ -(1♠/2♣) - transfers
1♠		5	4♠	As above	2♥= Nat GF OR 4-7 ♠supp, 2♠= 8-11, 3♣= Mini-splinter in one m 3♦= 4+♠, bal inv, 3♥=single, inv, 3♠=pre, 2NT=4+♠, GF, 4♣♦♥=void		As above
1NT			4♠ 3♦	15-17 vul and 4 <sup>th</sup> seat (5M/6m/single/5-4)  (8) 9-12 non vul (8) 9-15 3 <sup>rd</sup> non vul/vs vul	<b>After strong NT:</b> 2♣ = Stayman, 2♦/♥/♠= transfers, 3♣♦♥/♠=singleton,FG 2 NT = any xx, 4♣=trf to ♥, 4♦= trf to ♠, 4♥/♠= to play <b>After weak NT:</b> 2♣ = Weak Stayman, 2♦=GF Stayman, 2♥/♠= to play, 2NT = asks for 3♣ to play in a m, or slamtry in ♣, 3-level: 6+ cards, very mild distributional game try, 4NT= quantitative	1NT-2NT-3♣ ASK: 3♦ = xx♥ etc Break transfer: Max, 4 card supp, values in bid suit 1NT-3x-4x=super fit  1NT -2♣-2♦-2M=5 card suit, inv 1NT -2♦-2x-2NT=asks for distribution	<b>Contested auctions</b> If natural interference: Bid=NF, t/o dbl (also with a passed hand). If art. int., dbl = inv+ If natural interference: T/o dbl If artificial interference: dbl = inv+
2♣	X			Strong. Normally 20+ hcp, could be weaker with playing tricks	2♦ = weak. 2♥/♠= Nat, 5+ hcp, 2NT=balanced, 7+ hcp, 3m= Nat, at least Hxxxx, 6+hcp, 3M= semi-running suit, no outside strength, 3NT=running suit, no outside strength	2♣ - 2♦-2♥/♠-3♣=2 <sup>nd</sup> neg (rele if response 3♣+) 2♣-2NT-3♣=ASK 4 card suits, 2♣-2♦-3M=5+♦-4M, 2♣ - 2M-3M-3/4x=single, 3NT=bal slamtry	
2♦	X			One 5 c M. (0)3-8 hcp, playing strength dep on vul.	2/3/4♥=p/c, 2♠=Nat, 3♠=Nat, inv 2NT=ASK shortness in m, 3♣-short♦, 3♦=short♣ 3♣ ASK which M	2♦-3♣-3♦=♥, 3♥=♠ 2♦-(dbl)- 2M = nat, rdbl=bid your suit, pass=♦	
2♥		6		Weak, 3-10 hcp dep. on vulnerability	2NT = ASK for singleton New suit F1	2♥- 2NT-3♥= min, no singleton, 3NT = no singleton max	4 <sup>th</sup> seat: 11-15, 6 <sup>(+)</sup> -card suit
2♠		6		As above	2NT = ASK for singleton, New suit F1		
2NT			4♠	20-21 hcp	3♣ = Puppet Stayman (3♥= denies M, 3NT=5♥; 4NT from opener= Blackout.) 3♦/♥= transfers, 3♠= slamtry m (4 <sup>+</sup> -4 <sup>+</sup> ), 4♣ = slamtry with ♥, 4♦= slamtry with ♠ etc If interference: over m:dbl=penalty, over M: dbl=neg, if art: dbl=strength	<b>High Level Bidding</b>	
3x		6		Preemptive, according to vulnerability	3♣ - 3♦=trf, to play in ♥ or ♠(light inv) or pick a game. New suit FG, after dbl competitive. 3M-4m = cuebid, 4M=To play	RKCB (0314), Exclusion RKCB (all jumps to the 5-level when trumps is agreed), DOPI/ROPI/DEPO. 5NT in unclear situation: pick a slam. If trump Q denied, we can switch trump to a previous bid suit.	
3NT				1 <sup>st</sup> /2 <sup>nd</sup> seat: running m	4♣ = p/c, 4♦ = ASK for short suit, 4M=To play, 4NT= ASK length	Splinters	
4♣,♦		6		Natural, preemptive	4M = To play	Cuebids, last train cuebids	
4♥,♠		6		Natural. To play	Any bid: Cuebid.	Lightner dbl	
4NT	X			Asks for specific aces	5♣ = none, 5♦♥♠6♣ that specific ace		