

Defensive and Competitive Bidding
Overcalls (Style; Responses; Reopening)
1 level: light 2 level: sound Cuebids: Good raise with support for overcaller's suit
1 NT overcall (2ND/4TH; Responses; Reopening)
15-18 hcp any seat. NT-system on.
Jump Overcalls (Style; Responses; Unusual NT)
Aggressive style Weak jump overcalls, 5-card possible (1M)-2NT = ♣ + ♦
Direct and Jump Cue Bids (Style; Responses)
Over m = both M. Over M = other M + minor Jump cue asks for stopper
VS. NT (vs. Strong/Weak; Reopen: PH)
2♣ = ♥ + ♠ 2♦ = ♥ OR ♠ 2♥ = ♥ + one minor 2♠ = ♠ + one minor 2NT = both minors
VS. Preempts (Doubles; Cue bids; Jumps; NT bids)
T/O DBL Cuebid: ASK for stopper 2NT: 15-18
VS. Artificial Strong Openings
Against 1♣ 16+: When green vs red we always bid 1♠
Over Opponents' take out double
Rdbl: 9+ HCP 1-over-1 = F1 2-over-1 = NF

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 when opening a new suit		
Leads			
Lead	Vs. Suit	Vs. NT	
Ace	AKx/AKxx(x)	AKx/AKxx(x)	
King	AK/KQ/KQJ(x)/KQT(x)	KQ/KQJ(x)/KQT(x)	
Queen	AQJ(x)/QJ(x)/QJT(x)	AQJ(x)/QJ(x)/QJT(x)	
Jack	HJT(x)/JT(x)	HJT(x)/JT(x)	
10	HT9x//T9(x)	HT9x//T9(x)	
9	9x	9x	
Signals in order of priority			
	Partners lead	Declarer	Discarding
Suit:	Encrg/discrg/count/Lavinthahl	Count/Lavinthal	Encrg/discrg
2 nd	Count/Lavinthal	Count/Lavinthal	Count/Lavinthal
3 rd	Lavinthal	Lavinthal	Lavinthal
NT:	Encrg/discrg	Count/Lavinthal	Encrg/discrg
2 nd	Count/Lavinthal	Count/Lavinthal	Count/Lavinthal
3 rd	Lavinthal	Lavinthal	Lavinthal
Signals (including Trump's): Low=odd number or encrg, High= Even number or discrg Lavinthal			
Doubles			
Takeout Doubles (Style; Responses; Reopening)			
Light 1-level and reopening, Sound 2-level			
Special, Art and Comp Dbl/Rdbl's			
Negative DBL up to 2♠ (3♠ if red vs green)			

	System Card	
		
EBL		
NCBO/team: Norway Women		
Event: European Championship Ostend Belgium		
		
Players	Siv Thoresen	Marianne Homme
System Summary		
General Approach and Style		
Natural: Light openings. 5c M, Lowest minor. 2over1: F1 1NT Openings: 15-17 (may be 6cM/7cm/single/5-4)		
Special bids that may require defence		
2♦: Multi, weak 6c M OR 24-25NT OR 28-29NT 2♥: Weak 2, 5c suit 2♠: Weak 2, 5c suit Gambling 3NT 2-suited overcalls (Michaels/unusual NT)		
Special forcing pass sequences		
1x-(?)p = pass may be penalty, DBL = T/O		
Important notes that don't fit		
PuppetStayman on any 2NT with 15+ HCP		
Psychics		
Rare, but may occur		

Opening	Art	Min. #	Neg. D. through	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		3	2/3♣	10-22 HCP 3♣ +	1M = F1, 1NT = 6-10 HCP 2♦/♥/♠ = Minisplinter 3♦/♥/♠ = Splinter	1x – 1y – 1NT – new minor is art F1	
1♦		3	2/3♣	10-22 HCP 3♦ +	1M = F1, 1NT = 6-10 HCP 2♥/♠/3♣ = Minisplinter 3♥/♠/4♣ = Splinter	1x – 1y – 1NT – new minor is art F1	
1♥		5	2/3♣	10-22 HCP 5♥ +	2NT=4+♥, at least INV 2♠/3♣♦ = Mini-splinter, 3♥ = PRE, 3♠/4♣♦ = Void	1x – 1y – 1NT – new minor is art F1 1♥ – 1NT – 2NT = GF	
1♠		5	2/3♣	As above	2NT=4+♠, at least INV 3♣♦♥ = Mini-splinter, 3♠ = 4♠6-9, 4♣♦♥ = Void	1♠ – 1NT – 2NT = GF	
1 NT		---	no	(14)15-17 HCP (May have 5M, 6m, single, 5-4)	2♣ = Stayman, 2♦/♥ = TRF, 2♠ = TRF ♣, 2NT = TRF ♦, 3♣ = 5-5 minors, weak 3♦ = 5-5 minors, strong, 3♥/♠ = singleton, 3-card other M 4NT = quantitative	Relays after Stayman responses: 2♣ is relay over 2♦/♥. 3♣ is relay after 2♣ response. 1NT – 2♣ – 2NT = good ♣ support, at least Hx 1NT – 2NT – 3♣ = good ♦ support, at least Hx	
2♣	✓		no	GF OR 22-23 /26-27HCP	2♦ = waiting, 2NT= Both minors, 2♥/♠3♣♦ = Nat	2♣ – 2♦ – 2♥/♠ – 3♣ = 2 nd negative	
2♦	✓		no	Weak 2 in ♥/♠, 6c+ OR 25-26 OR 28-29 HCP balanced	2NT= F1 relay 2/3/4M pass/correct	2♦ – 2NT – 3♣ maximum 2♦ – 2NT – 3♣ – 3♦ asks – 3♥ = spades / 3♠ = hearts 2♦ – 2NT – 3♦ = min with ♥ / 3♥ = min with ♠	
2♥		5	no	Weak, 6-10 HCP, 5c♥	2NT= F1 relay	2♥ – 2NT – 3♣ = 3+ clubs 2♥ – 2NT – 3♦ = 3+ diamonds	
2♠		5	no	Weak, 6-10 HCP, 5c♠	2NT= F1 relay	2♠ – 2NT – 3♣ = 3+ clubs 2♠ – 2NT – 3♦ = 3+ diamonds	
2 NT		---	no	20-21 hcp	Puppet Stayman, 3♦/♥ = transfers, 3♠ = minor Stayman, 4♣ 4♦ = nat slamtry 4NT = quantitative	High Level Bidding	
3x		6	no	Preemptive		RKCB (0314)	
3NT			no	Gambling,	4♣ = p/c	Minisplinters & Splinters	
4♣, ♦		6	no	Preemptive		Cuebids: 1 st and 2 nd round controls up the line	
4♥, ♠		5	no	To play	4NT = RKCB	Exclusion blackwood	
4NT	✓	---	no	Asks for specific aces	5♣ = none, 5♦♥♠ that specific ace, 5NT = ♣ace 6♣ = ♣ + 1 higer, 6♦ + 1 higer, 6♥ = ♥♠ace		

