

### Defensive and Competitive Bidding

**Overcalls (Style; Responses; Reopening)**

1 level: light. (1x)-1y-(p)-2x = inv+ with y-support over 1♣/1♦=2♣ nat-2♦ majors 5-5 9-11 -2hj majors 12+

2 level: sound

Cuebids: Good raise with support

Responses 1-level: F1, 2-level: constructive.

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

15-18 hcp any seat. System on.  
Nilsland if INT get doubled  
1NT = two unbid suits if opp have bid two suits unbalanced

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

Weak jump overcalls. 2NT = two lowest unbid, weak or strong. Leaping michaels.

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

Over m = over 1♣/♦ 2♣nat-2♦ bor majors-9-11-2♥ both-55 opening,  
Over M = other M + ♣, weak or strong  
vs 1M 3♣ = ♦ + other M

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

Multilandy:  
DBI=strong hand  
2♣ = both major  
2♦ = 5+♠ OR 5+♥ 5-11hcp  
2♥/♠ = 5/6 natural 11-15 hcp  
2NT = Strong two-suit-hand  
Over waek NT:  
DBL=Penalty (14+)

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

T/O dbl  
Leaping Michaels (5+ - 5+, FG)  
Cuebid: Ask for stopper or michaels

**VS. Artificial Strong Openings**

VS STRONG 1♣/2♣ : YESLEK.  
YESLEK: dbl=♦ or ♠+♥, ♦ = ♥ or ♠+♣, ♥ = ♠ or ♣+♦,  
♠ = ♣ or ♥+♦, NT= ♠+♦ or ♥+♣  
♣ = ♠+♥ 5-5 Good hand

**Over Opponents' take out double**

Rdbl: 10+ HCP, 1-over-1 = F1, 2-over-1 = NF Good hand

### Leads and Signals

#### Opening Leads Style

	Lead	In Partner's Suit
Suit	3rd-5th	3rd-5th
NT	3rd-5th	3rd-5th
Subseq	Attitude when opening new suit	

#### Leads

Lead	Vs. Suit	Vs. NT
Ace	AKx/AKxx(x)	AKx/AKxx(x)
King	AK/KQ/KQJ(x)/KQTx	AK/KQ/KQJ(x)/KQT(x)
Queen	AQJ(x)/QJ(x)/QJT(x)	AQJ(x)/QJ(x)/QJT(x)
Jack	HJT(x)/JT(x)/Jx	HJT(x)/JT(x)/Jx
10	HT9x/T9x/Tx	HT9x/T9x/Tx
9	9x	98xx/9x
X	Hxxx/xxx(x)	Hxxx/xxxx(x)

#### Signals in order of priority

	Partners lead	Declarer	Discarding
Suit:	Encrg/discrg	Count, 3rd/5th	Encrg/discrg
2 <sup>nd</sup>	Count, 3rd/5th	S/P	Count, 3rd/5th
3 <sup>rd</sup>	S/P		S/P
NT:	Encrg/discrg	Smith Peter	Encrg/discrg
2 <sup>nd</sup>	Count, 3rd/5th	Count, 3rd/5th	Count, 3rd/5th
3 <sup>rd</sup>	S/P	S/P	S/P

**Signals (including Trump's):** Smith Peter vs NT: Low = likes.  
Low=odd number or encrg, High=Even number or discrg.  
Signals trump: High/low shows interest for ruff or S/P

#### Doubles

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

Light style, also reopenings

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

Support dbl/rdbl, responsive dbl, neg dbl, comp dbl, lightner dbl  
1m - (1♥) - X = 4♠, 1♠ = denies spades.



## System Card





System: Green

NCBO/team:

Event:

Players Erik Sælensminde Åse Langeland

#### System Summary

#### General Approach and Style

Openings: 5card M, 4♣♦, 2♣♠  
2-over-1: GF except rebid. 1♠-2♥=GF  
15-17NT. May have 5 card M, 6 card m, singleton, 5-4

#### Special bids that may require defence

2♦ opening: 0-7hcp, 5+ in one major, 6-cards when vul  
2♥/♠ opening: 8-11hcp, 6card

#### Special forcing pass sequences

Standard negative doubles. Classical forcing pass when GF, in unclear or competitive positions x = extra, pass = pass

#### Important notes that don't fit

X-Y-Z, X-Y-NT. Nilsland.

#### Psychics

Rare

Opening	Art.	Min. #	Neg. D. through	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		2	4♦	Could open light if distributional, (11)12+ hcp with balanced hands	2♣ inverted minor, GF 2♦ = 9-11 hcp, club support 2♥/♠ = 6 cards, 3-7 hcp 3♣ = preemptive, 3♦/♥/♠ = void	1♣-2♣-3♣ = min unbal, 1♣-2♣-2NT = min balanced 1♣-2♣-2♦ = nat or 18/19NT 1♣-2♣-3NT = 13/14 balanced	Not inverted minor after pass
1♦		3	4♦	As above	2♦ = inverted minor, GF 2♥/♠ = 6 cards, 3-7 hcp 3♣ = 9-11 hcp, diamond support 3♦ = preemptive, 3♥/3♠/4♣ = void	1♦-2♦-3♦ = min unbal, 1♦-2♦-2NT = min balanced 1♦-2♦-2♥ = nat or 18/19NT 1♦-2♦-3NT = 13/14 balanced	Not inverted minor after pass
1♥		5	4♦	As above	2♠ = minisplinter in a suit, 3♣ = limit 9-11, 3+h, 3♦ = limit 6-8 4+h, 2NT = 4+♥ FG, 3♥ = Pree, 3♠/4x = void, 4♠ = To play	After 2NT: 3x = nat, not min, 3♥ = min, 3NT = 18/19 1♥-2NT-3x-3♥ asks for singleton, 3/4x = singleton, 3NT = start cuebid	2♣/♦ - 3card support, 9-11 hpc 1♥ - 2NT inv 4+♥
1♠		5	4♦	As above	2♥ = nat GF, 2NT = 4+♠ FG, 3♣ = minisplinter in a suit, 3♦ = limit 9-11, 3s+, 3♥ = limit 6-8 hcp, 4+s, 3♠ = pree , 4x = void	After 2NT: 3x = nat, not min, 3♠ = min, 3NT = 18/19 1♠-2NT-3x-3♠ asks for singleton, 4x = singleton, 3NT = start cuebid	2♣/♦ - 3card support, 9-11 hpc 1♠ - 2NT inv 4+♠
1NT			4♦	15-17hcp (5M/6m/5-4/ singleton)	2♣ = stayman, 2♦/♥/♠ = transfer, 3♣/♦/♥/♠ = singl 4♣ = ♥, 4♦ = ♠, 4♥/♠ = transfer minors. No slaminterest	After transfer: New suit GF, After stayman response: 3♣ rele. 1NT-2♣, 2M-3M invitational. 1NT-transfer, 2M-3M invitational	When opponents interfere (nat) we use T/O-doubles and lebensohl. If not nat, X is showing good cards.
2♣	X			Strong, 20+ hcp or weaker with playing tricks.	2♦ = waiting bid, 2♥/♠ = 5+ hcp, nat 2NT = both minors, 3m = nat	Second negative.	Double after opponents interfere is 0-4hcp.
2♦	X			0-7hcp, 5+♥ or ♠, 6-cards when vul	2♥ = p/c, 2♠ = to play, 2NT = asking, 3x = nat, F1 4♣ = bid the suit below your suit, 4♦ = bid your suit, 4M = to play	2♦-2NT-3♣ = min w/♥, 2♦-2NT-3♦ = min w/♠ 3♥ = max w/♠, 3♠ = max w/♥	X: p=to play, 2M=p/c, XX = any long suit If 2♦ - (2/3M) - X = p/c
2♥		6		8-11hcp	2NT ask for singleton		
2♠		6		8-11hcp	2NT ask for singleton		
2NT				20-21hcp	Puppet stayman, transfers 4♣ = ♥ slam int, 4♦ = ♠ slam int 4♥ = ♣ slam int, 4♠ = ♦ slam int	Slam Conventions	
3x				Preemptive	4♣ after 3♦/♥/♠ and 4♦ after 3♣ opening = artificial, ask for cuebid	RKCB (0314), Exclusion RKCB, DOPI/ROPI. 5 NT in unclear situation: pick a slam.	
3NT				1st/2nd seat: running m	4♣/5♣ = p/c 4♦ = ask for short suit	Splinters	
4♣,♦				Texas, good suit		Cuebids	
4♥,♠		6		Natural, to play		After BW answer: The suit over ask for trump Q	
4NT	X			Ask for specific aces	5♣ = none, 5♦/♥/♠ = that specific ace, 5NT = ace of clubs, 6♣ = two aces, 6NT = three aces	After BW answer: 6x ask for 3rd round control	