

Defensive and Competitive Bidding
Overcalls (Style; Responses; Reopening)
1 level: (very) light. (1x)-1y-(p)-2x=good raise
2 level: sound
Responses 1-level: F1, 2-level: constructive, 3 level = nat FG
Double jumps are fit jumps
1 NT overcall (2ND/4TH; Responses; Reopening)
15-18 hcp any seat. System on.
If doubled: All bids to play (except 2 NT) 2♦ is treated as natural, but could possibly be t/o in any two other suits.
Jump Overcalls (Style; Responses; Unusual NT)
Weak jump overcalls, 2 NT = two lowest, 5+-5+, wide range.
Leaping Michaels, also over 3M, also 4 th seat (vs Multi, suit+♦), also over 1M-2/3M (pre), 2M-3M
Direct and Jump Cue Bids (Style; Responses)
Over m = both M. Wide range
Over M = other M + ♣. Wide range
VS. NT (vs. Strong/Weak; Reopen: PH)
VS strong NT: Dbl = ♠+another suit, 2♣/♦ = ♣/♦ + ♥, 2♥/2♠ = natural
2NT = both minors or majors
Vs weak NT (11-13 or less) = Multi Landy
VS. Preempts (Doubles; Cue bids; Jumps; NT bids)
T/O dbl.
Leaping Michaels (5+-5+, FG) over 2M/3M, all seats
Cuebid: ASK for stopper
VS. Artificial Strong Openings
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 touching suit, (normally to play own suit) all other bids p/c)
Over Opponents' take out double
Rdbl: (9)10+ HCP, 1-over-1 = F1 1♥/♠- (x) – all bids from 1NT and upwards are transfer. Could be for values.

Leads and Signals
Opening Leads Style
Leads
Signals in order of priority
Doubles
Takeout Doubles (Style; Responses; Reopening)
Special, Art and Comp Dbl/Rdbl's

	System Card	
Category:	Green	
NCBO/team:	Norway	 Ann Karin Fuglestad
Event:	 Marianne Harding	
Players:		
System Summary		
General Approach and Style		
Natural, 5-card majors, (4)5-card ♦, 1♣=2+ Very light opening bids if distributional		
2-over-1 Responses: GF except rebid		
1NT: 8-12 1 st , 2 nd hand all green and green vs red 1NT = 15-17 red and all 3 rd / 4 th seat		
Special bids that may require defence		
Transfer over 1♣ opening 1♣ – 1♦ = 6-8 nt/diff.weak minor hands/inv. or GF with ♦ 1♣ – 2♦/♥ = 6+ ♥/♠, 4-7 hcp or GF 1♣ – 2♣ = ♣ supp. 6-9 hcp Weak nt according to pos./vul. 1♥/♠-2♦/♥ = 3+ supp. 4-7, OR nat. GF, except rebid 2♦: (0) 3-10 hcp, 4+-4+M. Playing strength depend on vul. 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♠	Include all 4333/4432-hands Could open light if distributional, 11+ hcp with balanced hands	1♦=4+♥, 1♥=4+♠, 1♠= 6-8 NT/ weak with ♣/ weak with both m, inv with ♦ or GF with ♦ (could have GF 5+♦,4+M) 1 NT=9-10 (11) hcp balanced, 2NT = nat, inv 2♣= inverted minor, at least invitational, 2♦/2♥= 6+ cards ♥♦, 4-7 hcp or FG 2♠=♣ supp, 6-9, 3♣ = preemptive, 0-5 hcp, 3♦/♥/♦= void	1♦ - 2♥ = 4♥ 11-12 (13) hcp 1♦ - 1♥ = (2-4♥ nv) 3♥ any distribution, or 4♥ and stronger (semi) balanced hand (strength depending on vuln. because of weak NT non vul), xy and xyz NT. 1x1y-1NT = 15-17 nv, could have oM. 1♣-2♣-3♣=weak 4+♣, 1♣-2♣-2NT=12-13 (14) balanced ,1♣-2♣-2♦=nat, strong, OR (17)18-19NT	Passed: Transfers and Inverted minor on. xy-NT and xyz on. Fit jumps 1m - (2M) -2NT=Lebensohl (always) SWITCH (off if passed) ex. (1♣ -(1♣) - 2♦=♥, 2♥=♦ 1♣ -(1♥) - 2♥=6+♠, 2♣=inv minor (off if passed - fit jump)
1♦		4/5	4♠	4 only if 4-4-4-1	Inv minor, 3♣=4+♦,6-9, 2M=6+, 4-7, double jumpshifts = void	Natural, xy-NT, xyz, 1♦-1M-2oM = nat OR 16+, 6+♦+3M, 1♦-1♣, 4♦=4252,18+, 4♣= 4441, 18-19	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	1NT=NF, 6-11 hcp, 2♥= Nat GF OR 4-7 ♠supp, 2♣= 8-11, 3+♣ 3♣= Mini-splinter in one m 3♦ = 4+♠, bal inv, 3♥=single, inv, 3♣=pre, 2NT=4+♠, GF, 4♣♦=void		As above Weak raise reversed if double
1NT			4♠	15-17 vul and 3 rd /4 th seat (5M/6m/single/5-4) ----- No neg. dbl ----- 8-12 1 st , 2 nd non vul	After strong NT: 2♣ = Stayman, 2♦/♥/♦= transfers, 3♣/♦ = (5) 6+♣/♦ +4♥,inv 2NT ask 5-card M, 3♥/♦=singleton, 4♣=trf to ♥, 4♦=trf to ♠, 4♥/♦= to play After weak NT: 2♣ = Weak Stayman, 2♦=GF Stayman, 2♥/♦= to play, 2NT = inv, 3♣/♦ = to play 3M: 6+ cards, very mild distrib.game try, 4NT= quantitative	1NT-2NT-, 3♣= 6 card one m, 3♦ = no 5-card M Break transfer: 2NT=4+max, 3x=Nat HHxx(x), 3+ card support. 1NT-3x-4x=super fit 1NT -2♣-2x, 2/3M=5 card suit, inv 1NT -2♦-2x-2NT=asks for distribution	Contested auctions If natural interference: Bid=NF, t/o dbl If art. int., dbl = inv+ If natural interference: dbl = penalty, if dbl: xx = to play 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=4M+5+♦, 3NT=solid suit, no outside strength	2♣ - 2♦-2♥/♦-3♣=2 nd 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			Min. 4-4(5 vul) MM. 3-10 hcp, playing strength dep on vul.	2/3/4♥/♦ or NT bid = to play, 3♣= ASK 3♦=3M3M, inv+ 4♣/4♦= slamtry ♥/♦	2♦-3♣-3♦= all minimum hands 2♦-3♣-3♥/♦=5+ cards in bid suit and max. 2♦-3♣ -4♣/♦ = void and min. 5-5.	4 th seat: 11-15, 6 ⁽⁺⁾ -card suit
2♥		6		Weak, 3-10, dep vul	2NT = ASK for singleton, New suit F1	2♥ - 2NT-3♥= min, no 1/0, 3NT = max, no 1/0	4 th seat: 11-15, 6 ⁽⁺⁾ -card suit
2♠		6		As above	2NT = ASK for singleton, New suit F1	As above	As above
2NT			4♠	20-21 hcp	3♣ = Puppet Stayman (3♥= denies M, 3NT=5♥) 3♦/♥= transfers, 3♣= slamtry m (4 ⁺ -4 ⁺), 4♣ = slamtry with 6+♥, 4♦ = slamtry with 6+♠ etc. If interference: dbl=t/o, if art: dbl=strength	High Level Bidding	
3x		6		Preemptive, according to vul	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 trump suit is agreed), DOPI/ROPI/DEPO (with interference above trump suit). 5NT in most situations: pick a slam. If trump Q denied, we can switch trump to a previous bid suit.	
3NT				1 st /2 nd seat: solid m	4♣ = p/c, 4♦=ASK 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		