

Defensive and Competitive Bidding	
Overcalls (Style; Responses; Reopening)	
1-level: Light	2-level: Sound
Responses: 1- and 2-level F1 if next hand pass, 2-level constructive if next hand bids, Cue-bid is a Good raise in overcaller's suit.	
1 NT overcall (2ND/4TH; Responses; Reopening)	
15-18 hcp 2 nd seat and 4 th seat over 1M. 11-14 hcp 4 th seat over 1m. Same responses as after opening 1NT.	
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 (max 11/15+)	
Reopen: 12-15 HCP, 6+ card suit	
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)	
VS weak NT (12-14 or weaker):	
Dbl = takeout, 2 ♠ = both major	
2♦ = 5 + in ♥ OR ♠ 6-11p, 2♥/ 2♠ = 5c+ 12 +	
2NT = Both minors OR GF with any 2-suiter, 3m = Constructive	
VS strong NT(13-15 or stronger)	
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	
4th seat and after initial pass: DON'T	
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 3M: 4m is natural	
VS. Artificial Strong Openings	
vs. strong 1♣ (and 2♣): DBL = ♥ and ♠, 1NT = ♦ and ♣	
Over Opponents' take out double	
Rdbl: 9+ HCP	

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	

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, 98(x)
X	Even number	xx, xxx, xxxx, xxxxx

Signals in order of priority

	Partners lead	Declarer	Discarding
Suit:	Encrg/Discreg	Count	Encrg/Discreg
2 nd	Count	S/P	Count
3 rd	S/P		S/P
NT:	Encrg/Discreg	Smith	Encrg/Discreg
2 nd	Count	Count	Count
3 rd	S/P	S/P	S/P

Signals (including Trump's):

standard count, upside-down attitude.

Hi-Low = Discrg/Even number, Low-Hi = Encrg/Odd number

Smith (NT): Hi-Low likes the lead from both. S/P in trumps

Doubles

Takeout Doubles (Style; Responses; Reopening)

Light style, also reopening

Special, Art and Comp DBL/Rdbl's

Neg, Responsive, Support DBL to 2♥, Competitive DBL

1♦ - (1♦) - DBL shows 4+♥, 1m - (1♥) - DBL shows 4+♦,

1m- (1♠) - DBL strongly suggests at least 4♥



System Card



Category: Red

NCBO/team:
Norway



Event: All events

Players: Gunn Toye Vist Liv Marit Grude

System Summary

General Approach and Style

Natural, 5c M. Transfer responses to 1♣
Light 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 minors.
1M-2♣ can be good raise in M.

Special bids that may require defence

2♦: 0-7 HCP 5/6c M OR 24+NT
2♥: 8-11 HCP, 6 card ♥, 2♠: 8-11 HCP, 6 card ♠

Special forcing pass sequences

Standard forcing pass sequences.

Important notes that don't fit

1♣ - 1♦/1♥ = Transfer - 1♣ - 1♠ = ♦ or 6-9NT,
 1♣ - 2♦/2♥/2♣ = Natural, weak (0-5 HCP).
 After opponents overcall: 1♦-(1♦)-1♥ = 4+♣
 1m-(1♥)-1♠= denies 4♣
 xy-NT/xyz: 2♦=sign off in ♦ OR INV, 2♦=GF
 Passed hand: 2♦ shows a better INV than 2♣

Psychics

Rare

Opening	Art	Min. #	Neg. D. thru	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♦		3	4♦	10+ HCP, 3+♦, may open w/ 3-3-4-3	1♦=4+♦, 1♥=4+ ♠, 1♦-1♠ = 4+♦ or 6-9NT, 1nt: 10,5-12hcp INVERTED m, 2 nd level: long suit weak (0-5HCP)	Accepts TRF if 3c. 1♦♥-2♦♠: 13-14 bal or 11-12 unbal, 4c sup, 1♦-2♦; 2NT=11-12, 3♦=11-12, 4+♦, no shortness, 3♦♥♦=Shortness, 3NT=13-14	2♦= inverted m
1♦		3	4♦	10+ HCP, 3+♦ Normally good suit if 3-3-4-3	INVERTED m, 2M= 0-5HCP with 6c M, 2NT=inv w/3-3-(3-4), 3♦ = 4+♦ PRE NOT INV vs 18-19NT, 3♦= 4+♦ 6-9 HCP, 3x=void, 3NT=13-15 w/3-3-(3-4)	Similar as for 1♦	2♦= inverted m
1♥		5	4♦	10-22 HCP, 5+♥	1NT=6-12 HCP NF, 2♦=GF except rebid or good raise in ♥, 2♦= Shortness in a m, INV, 2NT=4+♥ GF, 3♦=4c SUPP without shortness, INV, 3♦= Shortness in ♠, INV, 3♥=PRE, 3♦/4m=void, 3NT=16-18 w/3-3-(3-4)	1♥-2NT, 3♦= nat, values, 3♦= nat, values, 3♥ minimum, ♠= nat, 3NT= 18-19, 4 th level: void	2♦ = 3-card raise 2♦ = 4-card raise
1♦		5	4♦	10-22 HCP, 5+♦	1NT=6-12 HCP NF, 2♦=GF except rebid or good raise in ♠, 2NT=4+♦ GF, 3♦= Shortness in a m INV, 3♦=4c SUPP without shortness, INV, 3♦=Shortness in ♥, INV, 3♦=PRE, 3NT=void in ♥, 1♦-4m=void, 4♦= to play	Similar as for 1♥	2♦ = 3-card raise 2♦ = 4-card raise
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♦= TRF w. ♠, 2NT= TRF w. ♦ (OR 0-7HCP w. ♠ and ♦), 3♦ = 5+5+ in m. 8+, 3♦ = ask for 5c M. 3M shortness, 4♦/4♦= TRF, 4♥/4♦=To play	1NT-2♦, 2♦-2♥=pick a M; correct to ♠ w/ equal length. 2x-3♦=Asking bid	
2♦	X			Strong, HCP (22+) OR tricks (8,5+)	2♦=Weak OR waiting, 2M=GF 5+, 2NT=6+ w/4-4 minors, 3m=GF 6+, 3M = 4144/1444 6+.	2♦-2♦, 2M=F1, 3m=GF, 2M-3♦= 2 nd negative, can stop in 3M.	
2♦	X			0-7 HCP 5/6c M OR 24+NT, always 6c vul, vul=3-7hcp	2♥/2♦=Pass or 2♦3♥, 2NT= Ask, 3♦/3♦=To play, 3♥=Pass or 3♦, 4♦=Ask for TRF, 4♦= bid your suit	2♦-2NT, 3♦=max 5-7HCP , 3♦=MIN 0-4HCP♥ , 3♦= min 0-4HCP ♠, 3♦= 24-25NT, 3NT=26-28NT	
2♥		6		6c ♥, 8-11 HCP	2♦=F1, 2NT=Ask for strength and distr, 3♦=GF ,3♦: GF, 3♥=Preempt, 3♦/4♦/4♦=Splinter, 4NT=BW	2♥-2NT, 3♦=6-4-X-X, 3♦ = 6-3-3-1(m), 3♥=6-3-2-2 min, 3♦ =6-3-3-1(M), 3NT= 10-11 balanced	
2♦		6		6c ♠, 8-11 HCP	Similar as for 2♥	Similar as for 2♥	
2 NT			4♦	20-21 HCP	3♦ = PuppetSTAY, 3♦/3♥ = TRF, 3♦ = 44+m 2NT-4♦/4♦/4♥/4♦=Slam try with ♥/♠/♦/♦	High Level Bidding	
3x		6		PRE, ACC to VUL		0314Blackwood (over ♠/♦/♥/♦)	
3NT	X			Solid minor, gambling	4♦=p/c, 4♦ =Ask for control	Exclusion RKCB, DOPI/ROPI/PEDO	
4♦		7		Pre		5NT is frequently pick a slam.	
4♦		7		Pre		Splinter bids	
4♥♦		7		Play	4♦=To play 5m=Cuebid	Cue-bids (Italian style)	
4NT	X			Asks for specific aces	5♦=0 Ace, 5NT=2Aces, 5♦/5♥/5♦/6♦= that Ace	Lightner DBL	
2♦				4th seat: 11-13 HCP, 6+♦	2NT=INV		
2M				4th seat: 11-13 HCP, 6+M	As for 1-3 rd seat		