

## 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, jumps are fit jump, jump in opener's suit is Splinter, double jumps are Splinter, Cue-bid is a Good raise in overcaller's suit.  
2NT is frequently "Good/Bad" from opener.  
After 1M overcall, 2NT in competition is 4c raise INV+

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

15-18 hcp 2<sup>nd</sup> seat and 4<sup>th</sup> seat over 1M. 11-14 hcp 4<sup>th</sup> 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  
**Reopen:** 11-13 HCP, 6+ card suit  
(1M)-p(2M)-2NT=15-18 red vs green, other VUL minors

### 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 over 1M, ♠+om (55+) over 1m.

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

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  
4<sup>th</sup> seat and after initial pass: DONT

### 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:** That minor + other Major (5+-5+)

### VS. Artificial Strong Openings

**vs. strong 1♠:** DBL = ♥, 1♦ = ♠, 1♥ = 2-4♥ and 5+m, 1♠ = 2-4♠ and 5+m, 1NT = m, 2♠ = M  
**vs. strong 2♠:** DBL=M+m (5+-5+), 2NT=both M/m (5+-5+)

### Over Opponents' take out double

Rdbl: 9+ HCP, **Of 1m:** Ft-jump in M, jump in the other minor is 9+ with proper fit for opener. **Of 1M:** Transfers from 1NT, Mini-Splinter. **Of 2M:** Transfers from 2NT.

## Leads and Signals

### Opening Leads Style

	Lead	In Partner's Suit
Suit	3 <sup>rd</sup> /5 <sup>th</sup>	3 <sup>rd</sup> /5 <sup>th</sup>
NT	ATT (possible 3 <sup>rd</sup> /5 <sup>th</sup> )	3 <sup>rd</sup> /5 <sup>th</sup>
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, A98(x), J98(x)
Hi-x	Even number	xx, xxx, xxxx(x)

### Signals in order of priority

	Partners lead	Declarer	Discarding
Suit:	Encrg/Discrg	Count	Encrg/Discrg
2 <sup>nd</sup>	Count	S/P	Count
3 <sup>rd</sup>	S/P		S/P
NT:	Encrg/Discrg	Smith	Encrg/Discrg
2 <sup>nd</sup>	Count	Count	Count
3 <sup>rd</sup>	S/P	S/P	S/P

### Signals (including Trump's):

Hi-Low = Discrg/Even number, Low-Hi = Encrg/Odd number  
Smith (NT): Hi-Low likes the lead from both. S/P in trumps (could be STD count when ruffing).

### Doubles

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

Light style, also reopenings

### 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: **Green**

Players

Boye  
Brogeland

Erik  
Sælensminde

## System Summary

### General Approach and Style

**Natural,** 5c M. Transfer responses to 1♣  
Light openings, extremely light 3<sup>rd</sup> hand 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

### Special bids that may require defence

2♦: 2-7 HCP 6c M (may be 5 green vs red) OR 24+NT  
2♥: Good weak 2, 8-11 HCP, 6 card ♥  
2♠: Good weak 2, 8-11 HCP, 6 card ♠  
1♠-2♥=Weak raise to 2♠ OR NAT  
1♥-2♦=Weak raise to 2♥ OR NAT  
(1m) 3m=♠+om (55+)

### Special forcing pass sequences

### Important notes that don't fit

After opponents overcall

1♣ - (1♦) - 1♥ = 4+♠

1♣ - (1♦) - 1♠ = denies 4♥ and 4♠

1m - (1♥) - 1♠ = denies 4♠

1m - (1♥) - (2♥) = 6+♠, INV+, but inverted m if passed originally.

1m - (1♥) - (2♠) = inverted m, but fit-jump if passed originally

Switch bids (bids opposite suit when there are two suits

available at the 2-level).

**xy-NT/xyz:** 2♣ = sign off in ♦ OR INV, 2♦ = GF

Passed hand: 2♦ shows a better INV than 2♣

Nilslands slinkningar when 1NT opening is doubled.

## Psychics

Can occur

Opening	Art	Min. #	Neg. D. thru	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		2	4♠	11+ HCP, 2+♣ May have 2 cards ♣ and 4 cards ♦	1♦=4+♥, 1♥=4+♠, 1♠= <b>No M/not</b> 10+ hcp w/5+ ♣ INVERTED m [Note 1], 2♦=6-9 w/6(5)-card ♣, 2M=Good 6c GF, 1NT= 11-12, 2NT=13-15 OR 19-20 w/3-3-(3-4), 3♣= PRE <b>NOT</b> INV vs 18-19NT, 3x=void w/5+ ♣, 3NT=16-18, 3-3-(3-4)	Accepts TRF if 3c and not 18-19NT [Note 2]. Jumps w/4-card & extra(14+/shape), Reverse [Note 5], 1♣-2♣, 2♦=GF var. hands, 2M=Nat, GF, 2NT=11-12, 2-3♣, 3♣=11-12, 4+♣, no shortage, 3♦♥♠=Shortage, 3NT=13-14, 2-3♣ 1♣-2♦, 2NT=singleton ask; 3♣=min w/o, 3x=single, 3NT=max w/o	TRF at the 1-level 1♣-2♣= 6-9, 5+♣ 1♣-2♦= 9+, 5+♣
1♦		4	4♠	11+ HCP, 4+♦ Normally good suit if 3-3-4-3	INVERTED m [Note 1], 2M= Good 6c GF, 2NT=13-15 OR 19-20 w/3-3-(3-4), 3♣= 4+♦, □6-9 HCP, 3♦= PRE <b>NOT</b> INV vs 18-19NT, 3x=void, 3NT=16-18 w/3-3-(3-4)	Similar as for 1♣	1♦-2♦= 6-9+ w/4+♦ 1♦-3♣= 9+ w/4+♦
1♥		5	4♠	10-22 HCP, 5+♥	1NT=6-12 HCP NF, 2♣=GF except rebid, 2♦=Weak raise to 2♥ (0-7) OR NAT, 2♥=8-11 HCP, 2♠= Shortage in a m, INV, 2NT=4+♥ GF, 3♣=4c SUPP <b>without</b> shortage, INV, 3♦= Shortage in ♠, INV, 3♥=PRE, 3♠/4m=void, 3NT=16-18 w/3-3-(3-4)	1♥-2NT, 3x=NAT, not MIN 1♥-2NT, 3x-3♥= asks for singleton 1♥-2NT, 3x-3NT= asks for cue Good raises[Note 3]1M-1NT-2NT:FG [Note 4]	1♥-2♣ = 3-card raise 1♥-2♦ = 4-card raise 1♥-2NT = NAT, INV 1♥-3m = NAT, INV
1♠		5	4♠	10-22 HCP, 5+♠	2m=GF except rebid 2♥=Weak raise to 2♠ OR NAT, 2♠=8-11, 2NT=4+♠ GF, 3♣= Shortage in a m, 3♦=4c SUPP <b>without</b> shortage, INV, 3♥=Shortage in ♥, INV, 3♠=PRE, 3NT=16-18 w/3-3-(3-4), 1♠-4m/♥=void	Similar as for 1♥	1♠-2♣ = 3-card raise 1♠-2♦ = 4-card raise 1♠-2NT = NAT, INV 1♠-3m = NAT, INV
1 NT			4♠	(14)15-17 HCP (Good 14 to 17) May have 5c M, 6c m, (5-4-2-2) and singleton [Note 6]	2♠=STAY, 2♦/2♥=TRF, 2♠=mSTAY, 2NT= Bad doubleton somewhere, 3x= Singleton GF, 4♣/4♦= TRF, 4♥/4♠=To play	1NT-2♣, 2♦-2♥=pick a M; correct to ♠ w/ equal length. 2x-3♣=Asking bid	
2♣	✓			Strong, HCP (22+) OR tricks (8,5+)	2♦=Weak OR waiting w/2-suiter, 2M=GF 6+, 2NT=6+ w/5-5 minors, 3m=GF 6+, 3M=Shortage 6+	2♣-2♦, 2M=F1, 3m=GF, 3♥ = 4♥ + 5♦+, 3♠ = 4♠ + 5♦+, 2M-3♣= 2 <sup>nd</sup> negative, can stop in 3M.	
2♦	✓			2-7 HCP 6c M OR 24+NT (may be 5c green vs red) [Note 7]	2♥/2♠=Pass or 2♠/3♥, 2NT= Ask, 3♣/3♦=To play, 3♥=Pass or 3♠, 4♣=Ask for TRF	2♦-2NT, 3♣=any MAX, 3♦=MIN ♥, 3♥= MIN ♠, 2♦-2NT, 3♣-3♦, 3♥=♠, 3♠=6♥	
2♥		6		Good weak 2, 6c ♥, 8-11 HCP [Note 8]	2♠=F1, 2NT=Ask for shortage/strength, 3m=GF, 3♥=Preempt (can be raised), 3♠/4♣/4♦=Splinter, 4NT=BW	2♥-2NT, 3♣=6-4 hand w/any side suit, 3♦= Shortage in a m, 3♠ = Shortage, 3♥=MIN, 3NT=MAX no shortage, 2♥-2NT-4♣,4♦=Void	
2♠		6		Good weak 2, 6c ♠, 8-11 HCP [Note 8]	2NT=Ask for shortage/strength, 3x=NAT GF, 3♠=Preempt (can be raised), 4♣/4♦=Splinter, 4NT=BW	2♠-2NT, 3♣=6-4 hand w/any side suit, 3♦= Shortage m, 3♥ = Shortage, 3♠=MIN, 3NT= MAX no shortage, 2♠-2NT- 4♣,4♦,4♥=Void	
2 NT			4♠	20-21 HCP	3♣ = PuppetSTAY, 3♦/3♥ = TRF, 3♠ = 44+m 2NT-4♣/4♦/4♥/4♠=Slam try with ♥/♠/♣/♦	2NT-3♣, 3♦=At least one 4c M, 3♥=Denies 4/5c M, 3♠=5c♠, 3NT=5c♥	
3x		6		PRE, ACC to VUL	3♣-3♦ asks for 3♥, 3m-3M=GF, after DBL competitive, 3M-4m = Control, 4M=t/p		
3NT	✓			Solid minor, gambling	4♣=p/c, 4♦ =Ask for control		
<b>High Level Bidding</b>							
4♣	✓			8-9 tricks with good ♥ (max one loser)	4♦=Slam try with ♥	1430 Blackwood (over ♦/♥/♠) and RKCB (over ♣)	
4♦	✓			8-9 tricks with good ♠ (max one loser)	4♥=Slam try with ♠	Exclusion RKCB, DOPI/ROPI/DEPO	
4♥,♠		6		PRE, ACC to VUL	4♠=To play 5m=Cuebid	5NT is frequently pick a slam.	
4NT	✓			Asks for specific aces	5♣=0 Ace, 5NT=2Aces, 5♦/5♥/5♠/6♣= that Ace	Splinter bids	
2♦		6		<b>4th seat:</b> 11-13 HCP, 6+♦	2NT=INV	Cue-bids (Italian style), a lot of last train cue-bids.	
2M		6		<b>4th seat:</b> 11-13 HCP, 6+M	2NT=Ask for singleton	Lightner DBL	