

Defensive and Competitive Bidding

Overcalls (Style; Responses; Reopening)

1-level: Light
2-level: Sound

Responses: 1- and 2- level F1 if next hand pass. Jump in openers suit = splinter, cue bid = good raise.

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

2ND: 15-18 hcp.
4th: 1m=12-14 hcp
1M=15-18 hcp

Jump Overcalls (Style; Responses; Unusual NT)

1-Suit: Light jump overcalls, sound in **red** vs. **green**
2-Suit: 2NT = Two lowest suits (5+-5+) weak/strong
(1♥)-p-(2♥)-2NT=15-19 HPC
(1♠)-p-(2♠)-2NT= 15-19 HPC

Direct and Jump Cue Bids (Style; Responses)

Over 1♣: 2♣: 5+-5+ M, 2NT= ♦ + ♥
Over 1♦: 2♦: Both Majors (5+-5+) 2NT=♣ + ♥
Over M: Other Major + m (5+-5+)
Jump cue-bid: Asks for stopper

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

DBL= Same range
2♣ = Both Majors
2♦ = ♥ OR ♠ 8-11HCP
2♥ = ♥ 12-15 HC
2♠ = ♠ 12-15 HCP
2NT = Both minors OR GF with any 2-suiter
4th seat and after initial pass vs Strong: DON'T: dbl=one suit,
2level bid=suit +another suit
VS Weak NT (max 15): Double = Same range+, 2♣ = Both M, 2♦ =
One major, max 11 HCP, 2M = NAT 12-14 HCP

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

Take-out DBL
Cue-bid: Asks 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♣/2♣/2NT: Yeslek

Over Opponents' take out double

Rdbl: 9+ HCP, Over 1♥/♠: 1NT= clubs, 2♣=2♦♥/♠minus1=good
raise. 3 level= Mini-Splinter except 3♥/♠minus2=6-8 hcp 4 card
support. 1♣=transfer, 1♦: nat weak

Leads and Signals

Opening Leads Style

	Lead	In Partner's Suit
Suit	3 rd /5 th	3 rd /5 th
NT	ATT (possible 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, may be 98x(x)	9x, J98(x), Q98(x), A98(x)
Hi-x	Even number	xx, xxx, xxxx(x), 98x(x)

Signals in order of priority

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

Signals (including Trump's):

Hi-Low = Discrg/Even number, Low-Hi = Encrg/Odd number
Often Lavinthal in Trump's
Often Lavinthal against NT

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 4♥.
Lightner doubles vs games and slams.



System Card



Category: **RED**

NCBO/team:
Norway

Event: **WYTC U21**

Players

**Anders
Brogeland**

**Nicolai
Heiberg-
Evenstad**

System Summary

General Approach and Style

Natural (5+♠, 5+♥, 4+♦, 2+♣).
Transfer responses to 1♣
Light 3rd hand openings, light lead directing bids/double
Light preempts **green** vs. **red**
1NT Openings: 15-17 HCP (good14/bad18/5M/6m/single/5422)
2-over-1 Responses: GF

Special bids that may require defence

2♦: 2-7 HCP 6c M (may be 5 **green**) OR 24+NT
2♥: Good weak 2, 8-11 HCP, 6♥
2♠: Good weak 2, 8-11 HCP, 6♠
1♣-2♦= 6♥, 2-7 HCP OR 6+♥ semi-solid or better, GF
1♣-2♥= 6♠, 2-7 HCP OR 6+♠ semi-solid or better, GF
1♣-2♠= 5-5 m, 2-7 HCP OR GF
(1♠)-2♣=5-5 M weak or strong

Special forcing pass sequences

2♣-(X)-P= FORCING

Important notes that don't fit

After opponents overcall
1m - (1♥) - 1♠= Denies 4♠ unless strong with ♦ + ♠.
1♣ - (1♦) - 1♥= 4+♠, 1♣ - (1♦) - 1♠= Denies 4♥ and 4♠
1♣ - (1♦) - 2♣= 4-4 in M 6-10HCP
1♣ - (1♦) - 2♦= 6+♥, INV+, but inverted m if passed originally.
1♣ - (1♥) - 2♥= 6+♠, INV+, but inverted m if passed originally.
1♣ - (1♦/♥) - 2♠=Inverted minor.
1♣ - (1♠) - 2♣= 5+♦, 8+ HCP
xy-NT/xyz: 2♣=s/o in ♦ OR INV, 2♦=G
Nilands slinkningar when 1NT opening/dir. overcall is doubled.

Psychics

Can occur

Opening	Art	Min. #	Neg. D. thru	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		2	4♠	11-22 HCP, 2+♣ May have 2 cards ♣ and 4 cards ♦. Normally opens 1♦ with 4 cards ♦ and 4 cards ♥/♠. Can choose with 4-4 in the minors.	1♦=4+♥, 1♥=4+♠, 1♠=No M unless GF ♦+M, 1NT= 11-12 HCP, 2♣=INVERTED m, 2♦=6♥, 2-7 HCP OR 6+♥ semi-solid or better GF, 2♥=6♠, 2-7 HCP OR 6+♠ semi-solid or better, 2♠= weak or strong 5-5 m, 2NT=13-15hcp or 18-19hcp, 3♣=0-5 HCP PRE not INV vs 18-19NT, 3x=void w/5+ ♣, 3NT=16-17, 3-3-(3-4)	Accepts TRF with 3 card support (may jump to 2NT with 18-19NT). Jumps with 4-card and good BAL 13-14 or shape. Reverse, INV: 1♣-2♣, 2♦=GF various hands, 2M=NAT, GF, 2NT = 11-14 with 2/3 ♣ Jumps=SPL. 11-14 HCP	TRF at the 1-level 1♣-2♣= 6-9, 5+♣ 1♣-2♦=10-11, 5+♣ 1♣-2M = Fit-jump
1♦		4	4♠	11-22 HCP, 4+♦ If exactly 4♦, normally 4-4 in the minors or 4-2 in the majors	2♦= INVERTED m, 2♥=6♥, 2-7 HCP, 2♠=6♠, 2-7 HCP, 2NT=11-12 w/3-3-(3-4), 3♣=4+♦, 6-9 HCP, 3♦=PRE not INV vs 18-19NT, 3x=void, 3NT=13-15 w/3-3-(3-4)	Similar as for 1♣	1♦-2♦= 6-9+ w/4+♦ 1♦-3♣= 10-11 w/4+♦ 1♦-2M = Fit-jump
1♥		5	4♠	10-22 HCP, 5+♥	1NT=6-12 HCP NF, 2♣=4+♠ 2♦=4+♦ GF, 2♥=NAT, 2♠= weak, INV, 2NT=4+♥ GF, 3♣=3+♥, INV, 3♦= Mixed raise (6-8 HCP), 3♥=PRE,	1♥-2NT, 3x=NAT, not MIN 1♥-2NT, 3x-3♥= asks for singleton 1♥-2NT, 3x-3NT= asks for cue Good raises. Gazzilli (note 1)	1♥-2♣/♦ = DRURY 1♥-2NT = NAT, INV 1♥-2♠/3♦ = Splinter 1♥-3♣= 6-8, 4♥
1♠		5	4♠	10-22 HCP, 5+♠	1NT=6-12 HCP NF, 2♣=2+♣ GF, 2♦=5+♦ GF, 2♥=5+♥ GF, 2♠=NAT, 2NT=4+♠ GF, 3♣= 3+♠ INV, 3♦=Mixed raise, 4+♠ (6-8 HCP) 3♥=Inv with ♥, 3♠=PRE,	Similar as for 1♥ Gazzilli (note 1)	1♠-2♣/♦ = DRURY 1♠-2NT = NAT, INV 1♠-3♣/♥ = splinter 1♠-3♦ = 6-8, 4♠
1NT			4♠	15-17 HCP (good 14, bad 18) May have 5c M, 6c m, (5-4-2-2) and singleton	2♣=stay, 2♦/2♥=TRF, 2♠=5+♠ weak or GF or inv to NT, 2NT=Puppet 3♣=transfer to ♦, 3♦ both minors GF, 3♥/♠=Singleton GF, 4♠= 22(54) slam inv /4♦=TRF, 4♥ = TRF	1NT-2♣, 2♦-2M=to play. 1NT-2♣, 2x-3♣=Asking bid. 1NT-2♣, 2x-3♦=slam try with one minor.	
2♣	✓			Strong, HCP (22+) OR tricks (8,5+)	2♦=Weak OR waiting, 2M=6+ HCP w/5+ cards GF, 2NT= Clubs, 3♣= Diamond (no side suit), 3♦ = both minors	2♣-2♦, 2M=F1, 3m=GF, 3♥=4♥-5+♦, 3♠=4♠-5+♦, 2M-3♣= 2 nd negative, can stop in 3M.	
2♦	✓			2-7 HCP 6c M OR 24+NT (may be 5c not vul)	2♥/2♠=P/C (to 2♠/3♥) 2NT=Ask, 3♣/3♦=To play, 3♥/3♠=P/C	2♦-2NT, 3♣=MIN ♥, 3♦=MIN ♠, 3♥=MAX ♠, 3♠=MAX ♥	
2♥		6		Good weak 2, 6♥, 8-11 HCP	2♠=F1, 2NT=Ask for shortage/strength, 3♣ ask for strength 3♦=GF, 3♥=PRE (can be raised), 4♣/4♦=Splinter, 4NT=BW (4 aces)	2♥-2NT, 3♣=any 6-4, 3♦=short minor, 3♥=MIN, 3♠=Shortage 3NT=MAX no shortage, 4♣/♦=Void. 2♥-3♣, 3♦=MIN, 3♥=MIN hcp good suit, 3♠=MAX hcp bad suit, 3NT=MAX	
2♠		6		Good weak 2, 6♠, 8-11 HCP	2NT=Ask for shortage/strength, 3♣ ask for strength, 3♦,♥=NAT GF, 3♠=Preempt (can be raised), 4♣/4♦=SPL, 4NT=RKCB	2♠-2NT, 3♣=any 6-4, 3♦=short minor 3♥=Shortage, 3♠=MIN, 3NT =MAX no shortage, 2♠-2NT-4♣,4♦,4♥=Void	
2NT			4♠	20-21 HCP	3♣=Puppet STAY, 3♦/3♥=TRF, 3♠=4+-4+ minors, 2NT-4♣/4♦/4♥/4♠=Slam try with ♥/♠/♣/♦	2NT-3♣, 3♦=At least one 4M, 3♥=5♥, 3♠=5♠, 3NT=Denies 4/5M 2NT-4♥, 4♠=RKCB, 4NT/5♠=to play. 2NT-4♠, 4NT/5♦=to play, 5♣=RKCB	
3x		6		PRE, ACC to VUL	3♣-3♦ asks for 3 cards ♥/♠, 3m-3M=NAT GF		
3NT	✓			Solid major, gambling	4♦, cuebid, 4M= pass/correct, 4N asking for length	High Level Bidding	
4♣				PRE	4♦= slam try, 4♥/♠ = to play	RKCB ♣=1/4, ♦=0/3, ♥=2, ♠=2w/Q	
4♦				PRE	4M = to play	Exclusion RKCB, DOPI/ROPI/DEPO	
4♥		6		PRE, ACC to VUL	4♠=To play 5m=Cuebid	5NT is frequently pick a slam	
4♠		6		PRE, ACC to VUL	5m=Cuebid, 5♥=To play	Splinter bids	
4NT	✓			Asks for specific aces	5♣=0 Ace, 5NT=2 Aces, 5♦/5♥/5♠/6♣=That Ace	Cue-bids, last train	