

Defensive and Competitive Bidding
Overcalls (Style; Responses; Reopening)
1 level: (very) light. (1x)-1y-(p)-2x=inv + with y-support 2 level: sound Cuebids: good raise with support Responses 1 level: F1, 2-level: constructive
1 NT overcall (2ND/4TH; Responses; Reopening)
15-18 hpc in any seat –
Jump Overcalls (Style; Responses; Unusual NT)
Week jump overcalls, 2NT = two lowest unbid Leaping michaels
Direct and Jump Cue Bids (Style; Responses)
Minot: both majors, weak or strong Major: other M + Clubs, weak or strong
VS. NT (vs. Strong/Weak; Reopen: PH)
Strong NT: 2 ♣ = both major 2 ♦ = one major 2 ♠♥ = normally 5+ major, and 4 + minor 2NT = both minors VS weak 1NT: same. DONT in 4 th seat and after pass
VS. Preempts (Doubles; Cue bids; Jumps; NT bids)
T/O dbl. Leaping M (FG)
VS. Artificial Strong Openings
VS 1♣: X = majors, 1NT = minors VS 2♣: X = MM
Over Opponents' take out double
Redbl 10+ hpc, 1 over 1 = F1. 2-over1 = NF

Leads and Signals			
Opening Leads Style			
	Lead	In Partner's Suit	
Suit	3 rd -5 th =odd; 2-4 th -6 th =even	3 rd -5 th =odd; 2-4 th -6 th =even	
NT	3 rd -5 th =odd; 2-4 th -6 th =even	3 rd -5 th =odd; 2-4 th -6 th =even	
Subseq	Attitude when opening a new suit		
Leads			
Lead	Vs. Suit	Vs. NT	
Ace	AK/AKx/AKxx(x)	AK/AKx/AKxx(x)	
King	KQ/KQJ(x)/KQT(x)	KQ/KQJ(x)/KQT(x)	
Queen	AQJ(x)/QJ(x)/QJT(x)	AQJ(x)/QJ(x)/QJT(x)	
Jack	HJT(x)/JT(x)	HJT(x)/JT(x)	
10	HT9x/AQT(x)/T9x	HT9x/AQT(x)/T9x	
9	H9x/9xx/T9	H9x/9xx/T9	
X	Hx xx /HT 9x /xxxx(x)	Hx xx /HT 9x /xxxx(x)	
Signals in order of priority			
	Partners lead	Declarer	Discarding
Suit:	Small enc	Count, 3 rd /5 th	Small enc
2 nd	Count, 3rd/5th		Count, 3 rd /5 th
3 rd	Lavinthal		Lavinthal
NT:	Small enc	Smith/peter	Small enc
2 nd	Count, 3rd/5th	Count, 3rd/5th	Count, 3rd/5th
3 rd			
Signals (including Trump's): Smith Peter vs NT: High=likes High: Even number og discrg			
Doubles			
Takeout Doubles (Style; Responses; Reopening)			
Light style, also reopenings			
Special, Art and Comp Dbl/Rdbl's			
Negative doubles, responsive doubles. Support X and XX. 1♣-(1♥)-1♠ = max 3			

System Card		
		
Category	Green	
EC 2024		
Norway mix		
Players	Kåre Bogø	Ranja Sivertsvk
System Summary		
General Approach and Style		
5 card major, lowest minor 2-over1: GF 15-17NT: may have 5 card M, 6 card m, singleton		
Special bids that may require defence		
Special forcing pass sequences		
Standard negative doubles. Classical forcing pass when GF, in unclear og competitive positions x = extras, pass = pass		
Important notes that don't fit		
X-Y-NT, X-Y-Z		
Psychics		
Rare		

Opening	Art	Min. #	Neg. D. through	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		3	4NT	Could open light if distributional, (11) 12+ hcp with bal hands	2♣ = inverted minor, GF 2♦ = 7-9 (10) with 5+ clubs 2♥/♠ = 6 cards, 3-7 hcp 3♣ = preemptive, 3♥♠ = void	1♣-1♦-1M = natural, 1♣-1♦-1NT can include 4 card major (walsh), 1♣-2♣-3♣ = min unbal, 1♣-2♣-2h = nat, unbal extras 1♣-2♣-3NT = 13-14 bal, 1♣-2♣-2NT = good 11-12 bal 1cl2cl-2di=either nat revers or 18-19 bal, or any strong 15+ hand with singleton.	Not inverted after pass
1♦		3	4NT	As above	2♦ = inverted minor, GF 2♥/♠ = 6 cards, 3-7 hcp 3♣ = invitational with ♦, 3♦ = preemptive, 3♥/3♠/4♣ = void	1♦-2♦-3♦ = min unbal, 1♦-2♦-2NT = 11-12 bal 1♦-2♦-2h = nat revers, 18-19 NT or any 15+ with any singleton 1♦-2♦-3NT = 13-14 bal	Not inverted after pass
1♥		5	4NT	As above	2♣ = nat gf, or inv w/3c sup 10-12 Hcp, 2♦ = Nat GF 2♥ = 6-10 w/supp in ♥ 2sp = Singleton any suit with 4+ heart, 5-10 hcp 3 clubs = Mixed raise 6-9 with 4+ support 3 di = Bal invite with 4+ card support 3♥ = pre-empt, 2NT = 4+♥ FG, 3♠/4♣/4♦ = splinter (void)	3♣ = Mixed raise 3♦ = Bal Invite 2sp = Any singleton wth 4+ support 4♣/♦ = void	System on but no longer GF, 2 cl = drury with 3 card support, 2di=4 card supp drury
1♠		5	4NT	As above	2♣ = either invitational with 3 card support (10-12)/ nat GF 2♦ = nat gf, 2♠ = 6-10, 2NT = 4+♠ FG, 3cl = Any singleton 3di = Mixed raise, 6-9 with 4+ card support 3h = Bal invite with 4+ support, 3♠ = preemptive	3♣ = any singleton (max invite) 3♦ = Mixed Raise (6-9) with 4+ support 3♥ = bal invite	System on but no longer GF. Similar to 1 heart openings
1 NT				15-17 hcp (5M/6m/5-4/singleton)	2♣ = stayman, 2♦/♥/♠ = transfer 2♣♦♥♠ = invite with 6 cards 4♣ = transfer to ♥ 4♦ = transfer to ♠, 4♠/♥ = to play	Smolen. After transfer: new suit GF. After stayman response: 3♣ rele 1NT-2♣, 2M-3M forcing, 1NT-transfer, 2M-3M forcing 1NT-2cl-2h-2sp=bal slaminvite, 1NT-2cl-2sp-3h=same	When opponents interfere (nat) we use TO-doubles and Lebensohl. If not nat, X is Showing good cards.
2♣	X			Strong, 20+ hcp or weaker with playng tricks	2♦ = waiting bid. 2♥♠ = 5+ 2NT = both minors (5/5+)	Second negative. 2♣-2♦-3M ask for cue 2♣-2♦-4M/5m = 9-10 playng tricks	Double after opponents interfere is 0-3 hcp.
2♦				Weak 2	2 NT Forcing, 2 maj = not forcing, but can be raised with support, 3 rd level = nat forcing	2♦-2NT-3♣ = values 2♦-2NT-3♦ = minimum, 2 di-2nt-3heart = values 2di-2nt-3sp = Values	
2♥		6		Weak 2	2NT ask for singleton		
2♠		6		Weak 2	2NT ask for singleton		
2 NT				20-21	Puppet stayman, transfers 4♣ = ♥ slam int, 4♦ = ♠ slam int 4♥ = ♣ slam int, 4♠ = ♦ slam int	Slam Conventions	
3x				Preemptive	Bid on 3 level after partners preemptive is always forcing	RKCB (0314), Exclusion RKCB, DOPI/ROPI 5NT in unclear situation: pick a slam	
3NT				½ seat Running suit	4♣/5♣ = p/c, 4♦ = ask for short suit		
4♣, ♦		6		Preemptive		Splinters, cuebid, after BW-answer: the suit ask for trump Q	
4♥, ♠		6		Natural, to play		After BW-answer: 6x ask for third round control	
4NT				Ask for specific ace	5♣ = none. 5♥♦♠ that specific ace, 5NT = ♣ ace 6♣ = two aces. 6NT = three aces		