

Defensive and Competitive Bidding
Overcalls (Style; Responses; Reopening)
Light overcalls. Cue is either GF any, or good raise with support. Jump in M is invitational (nat) and jump to minor is minisplinter
1 NT overcall (2ND/4TH; Responses; Reopening)
15-18, system after opening 1NT on
Jump Overcalls (Style; Responses; Unusual NT)
Preemptive in green vs. Red. VS 1 ♠: 2 ♦ ca 14-16 with 6 card suit 2 ♥/♠: 5+- 5 ♦ 2 NT: 5+-5+ ♠ and ♦ Vs 1 ♦: 2 ♥/♠: 5+-5+ ♠ 2 NT: 5+-5+ ♠ and ♦ 3 ♠: 14-16 with 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 Mixed range, depending on vulnerability
VS. NT (vs. Strong/Weak; Reopen: PH)
2♣- ♠ and ♥ 2♠- m and a M (5+-5+), 2♥/♠ - Natural 2NT: Both minor or game forcing hand with two suiter Dbl: ♥ and ♠ less distribution, take out vs 13-15 or weaker
VS. Preempts (Doubles; Cue bids; Jumps; NT bids)
t/o dbls, leaping micheals, (3M)- 4m michaels with other major and bidden suit
VS. Artificial Strong Openings
Dbl: Strong or both majors, NT: one major and one minor, rest is natural
Over Opponents' take out double
RD: 9+, normally without support

Leads and Signals			
Opening Leads Style			
	Lead	In Partner's Suit	
Suit	3 rd -5 th =odd	3 rd -5 th =odd	
NT	3 rd -5 th =odd	3 rd -5 th =odd	
Subseq			
Leads			
Lead	Vs. Suit	Vs. NT	
Ace	AKx/AKxx(x)	AK/AKx/AKxx(x)	
King	KQ/KQJ(x)/KQT(x)/AK	KQ/KQJ(x)/KQT(x)/(AKD)	
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	9x	98/98x/J98(xxx)	
X	Hxx(x)/Hxxx(x)	Hxxx/HT9x/xxxx(x)	
Signals in order of priority			
	Partners lead	Declarer	Discarding
Suit:	Enc=Low	3/5th	Enc=Low
2 nd	Lavinthal	Lavinthal	3/5th
3 rd			
NT:	same	Smith Peter: High good from both hands	
2 nd			
3 rd			
Signals (including Trump's): Suit pref. or 3/5th			
Doubles			
Takeout Doubles (Style; Responses; Reopening)			
Light, based on shape			
Special, Art and Comp Dbl/Rdbl's			
Support doubles, no support rdb			

	System	
	Card	
		
System:		GREEN
NCBO/team: Norway Open		
Event: 1.divisjon	Players	Thomas Charlsen Thor Erik Hoftaniska
System Summary		
General Approach and Style		
Natural, 5 c M 5Card Major, 15-17 NT, 10-14 NT in green vs. red Negative doubles. Over 1 m- (1M)-x is trf to 1NT but could include lots of other hands.		
Special bids that may require defence		
2♣: Multi 1) 24+ NT, 2) weak two in ♥ og ♠ (ca 3-11 HCP) Gambling with a minor In green vs red: 2 ru: 4+-4+ in majors, 3-10 hpc, 2 h: good 3 level opening in either minor, 2 sp: 5-5 in sp and a minor 3NT: Gambling with a Major 1M- (any)- 2 ♠: Toronto, 3+ support and 8+ HCP		
Special forcing pass sequences		
Forcing pass after GF established		
Important notes that don't fit		
3 rd hand openings might be out of description, both in length and strenght		
Psychics		
RARE		

Opening	Art	Min. #	Neg. D.	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		2	7♠	9-21, any 4-3-3-3	2♥: 5♠+4♥ about 4-7 hcp, 2♦ 5-5♠ and ♥ about 4-7 hp, 2♠: 8-13 HCP with ♣. All about 4-7 HCP, 2♣: inv.raise HCP, 2NT nat.inv, 3♦♥♠ splinter, GF void. After opp.overcall it might be singleton and inv for game	1♣-2♣-2♦: Any singleton, 2♥: 16+, 2♠: Side suit any, 2nt bal, 3♠: 5+♣, jump is void and double jump is Exclusion BW.	1♣- 2♣: limit 1♣- 2♠: inv. balanced
1♦		4	7♠	9-21, either 5 + ♦ or a 4 card M	2♦: inv. Raise 12-16 HCP, 2♥: 16+ with support, 2♠: 8-13 with support, 3♦: preemptive, 3x: Splinter	1♦- 2♦- 2♥: Unknown singleton, 2♠: (5-4-2-2) or 4-2-4-3 or 2-4-4-3. 2 nt: Nat 3♣: Nat, 3♦: void ♣, 3♥♠ void.	1♦- 2♦: limit 1♦- 2♠: inv. balanced
1♥		5		9-21, 5+	1♠: nat, 1 NT: 5-12 HCP, 2♣: drury, 3+ support and 8 + HP 2NT: ♣, as if in natural system bid 2♣. 2 sp: Invite with h, unknown singleton. 3 m: nat inv, double jumps void	1♥-2♣-2♦: denies normaly a singleton, 6+ card suit, 2NT:RKCB, 2♠: any singleton, 3♣: 5-(5), 3♦: 6-4-2-1, 3♥: 6-4-3-0, 3♠: Any void, extras no needed, 4x: Excl.Blackwood	
1♠		5		9-21, 5+	Same principals as after opening 1♥. 3 h: invite with unknown singleton. 3NT: 2-4-(4-3)	Same principals as after opening 1♥	
1 NT			7♠	(14)15-17, might have 5c M or 6 c m. 10-14 Green vs red	Stayman, transfers, 2♠ is either one or both minors (weak/strong) 3 level is singleton, 4♦♣ transfers to ♠♥ (also after over calls)	1nt-2♣-2♦/♥-♠: 4+ and 5+ in one major, max inv. 1 nt- 2♣- 2x- 3♦: Slammish in either minor 1 nt- 2♣- 2♦- 3♥/♠: 5-4/4-5 in majors 1nt-2♣-2x-3♣: ask for distribution	
2♣	x		7♠	18-19NT/20-21 NT/ 8+ tricks with a suit/GF	2♣-relay, 2♠♥: to play, 2nt:3 ctrls, 3 m:natural good suit, 3♥: 5-5♠♥ ca 8-10 HCP, 3♠: 5+5♣♦ and ca 8-10 HCP	2♣-2♦-2♥: ♥ or 18-19 bal, 2♠ new relay and 2NT weak with both major, 3 m to play.	
2♦	x	0		3-11 HCP with 6 card suit (might be 5 in 3 rd hand/24+NT/gambling minor	New suit P/C, 2NT asking: 3♣ is max with a major, 3♦ min with ♥, 3♥ min with ♠, 3♠ solid minor, 3nt 24+ nt.	If opp.overcall dbl is for penalties	
2♥		5		4-10 HCP with 5+ ♥ and 5+ ♠ or ♦	2NT: Asking for short suit and strength. 3♣ min with ♠, 3♦ min with ♥, 3♥: 6-5- 3♠ max with ♣. 3 NT max with ♦ New suit NF	Dbl: for Pen.	
2♠		5		4-10 HCP with 5+ ♠ and 5+ ♣ or ♦	Same principals as after 2♥		
2 NT				22-23NT	3♣: Stayman- 3♦ promising 4-4 in ♣♦ or 5+c♦/♣ Smolen, transfers, 4♣ slamtry ♥, 4♦ slamtry ♠, 4♥ slamtry ♣, 4♠ slamtry ♦	Slam Conventions	
3x		6		Preemptive	After m, new suit forcing in red, nf in green. After ♠ new suit is cue bid	RCKB, Exclusion BW, 5NT frequently pick a slam, Cue bids. 2NT in Major sequences as RKCB, don't promise cue in all suits.	
3NT	x	7		Gambling major	4♣: double trsf., 4♦ asking for shortage, 4♠♥: To play	Splinter and Minisplinter DOPI, ROPI and DEPO	
4♣,♦		6		Preemptive	Natural		
4♥,♠		6			Cue bid		
4NT	x			Asking for spes. aces	5♣- none, 5♦- ace of ♦, 5♥- ace of ♥, 5♠- ace of ♠, 5 NT, two aces, 6♣- ace of ♣.		