Defensive and Competitive Bidding

Overcalls (Style; Responses; Reopening)

1 level: (very) light. (1x)-1y-(p)-2x=promises rebid

2 level: sound
Cuebids: Good raise with support
Responses 1-level: F1, 2-level: constructive, 3 level = nat FG
Double jumps are fit jumps (+fit non jumps)

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

15-18 hcp any seat. System on.
Nilslands slinkningar if doubled (rdbl = one suit, suit bid shows the bid suit and the one above, pass asks for rdbl; either to play, or to show a two-suiter with rounded or pointed suits (or ♣+♠).

Jump Overcalls (Style; Responses; Unusual NT)

Weak jump overcalls, 2 NT = two lowest, 5^+-5^+, wide range.
Leaping Michaels, also over 3M, also 4th seat (vs Multi, suit+♥)

Direct and Jump Cue Bids (Style; Responses)

Over m = both M. Wide range
Over M = other M + ♣. Wide range

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

VS strong NT: Dbl = Normally 4♠ + 5+another suit, but other distributions frequently occurs (4-4, 4-6+, 5-5). 2♣/♦ = ♣/♦ +♥, 2♥ = natural, 2♠ = natural, 2NT = wide range with ♣, OR both majors, strong.
Vs weak NT (11-13 or less) = Multi/Landy

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

T/O dbl
Leaping Michaels (5^+-5^+, FG) over 2M/3M, all seats
Cuebid: ASK for stopper

VS. Artificial Strong Openings

Yeslek: any bid shows the suit above the suit bid, or the two others, dbl = ♦ OR ♥+♠, NT=♦+♠ OR ♣+♥
(if doubled, pass is suggestion to play, xx asks p to bid next suit, (normally to play own suit) all other bids p/c)
Vs Strong 2♣: x=♣, 3♣=M, 2NT = minors, otherwise natural

Over Opponents' take out double

Rdbl: 10+ HCP
1-over-1 = F1
2-over-1 = NF (except 1♥/♠ – (x) – 2♦/♥=good raise M)

Leads and Signals

Opening Leads Style

	Lead	In Partner's Suit
Suit	3rd-5th, top of sequence	3rd-5th
NT	4th best (low x may sometimes be from longer suits), top or second best from bad suits	3rd-5th
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)/AKJT
Queen	AQJ(x)/QJ(x)/QJT(x)	AQJ(x)/QJ(x)/QJT(x)/ KQT9
Jack	HJT(x)/JT(x)	HJT(x)/JT(x)
10	HT9x/T9x	HT9x/T9x
9	J98/9x	J98/98xx
x	Hx_x_x/xx_x_(x)	Hxx_x_/_xx_xx(x)/_x_xx(x)

Signals in order of priority

	Partners lead	Declarer	Discarding
Suit:	Encrg/discrg	Count, 3rd/5th	Encrg/discrg
2nd	Count, 3rd/5th	S/P	Count, 3rd/5th
3rd	S/P		S/P
NT:	Encrg/discrg	Smith-Peter	Encrg/discrg
2nd	Count, 3rd/5th	Count, 3rd/5th	Count, 3rd/5th
3rd	S/P	S/P	S/P

Signals (including Trump's):
S/P in trump, Smith-Peter: low likes from leader, high likes from partner
Low=odd number or encouraging, High= Even number or discouraging
5/6 level: A for attitude, K for count
A-lead vs suit: for attitude, give count only if Qxx or Jxxx in dummy

Doubles

Takeout Doubles (Style; Responses; Reopening)

Light style, also reopenings

Special, Art and Comp Dbl/Rdbl's

Support dbl and rdbl, responsive dbl, negative dbl, competitive dbl
1♣–(1♦)–dbl=♥, 1♥=4-5♠, 1♠=< 3♠, 1♣–(pass)–1x- (x)–xx= suggest to play (HHxx+ in suit).

Category: **Green**

Ann Karin Fuglestad

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System Summary

General Approach and Style

Natural, 5-card majors, (4)5-card ♦, 1♣=2+
Transfer after 1♣ opening
1NT: 8-12 1st, 2nd hand all green and green vs red
1NT: (8) 9-15 3rd hand only green vs red
Normally no 5-card or singleton major in the weak NT.
1NT =15-17 red, 3rd seat all green and all VUL in 4th seat.
May have 5 card major, 6 card minor, singleton, 5-4
2-over-1 Responses: GF except rebid (NB! 1♥/♠- 2♦/♥=3+support, 4-7 hcp, OR nat GF except rebid)

Special bids that may require defence

Weak NT
2♦: (0) 3-10 hcp, 4+-4+M. Playing strength acc. to vul.
1♥/♠- 2♦/♥=3+support, 4-7 hcp, OR nat GF except rebid
Very light opening bids if distributional.

Special forcing pass sequences

Important notes that don't fit

Psychics

May occur

Opening	Art	Min. #	Neg. D. thru	Description	Responses	Subsequent Auction	Passed Hand Bidding and interfered auctions
1♣		2	4♠	Include all 4333/4432-hands Could open light if distributional, 11+ hcp with balanced hands	1♦=♥, 1♥=♠, 1♠= 6-8 NT/ weak with ♣/ weak with both m, inv with ♦ or GF with ♦ (could have GF 5+♦,4+M) 1 NT=9-10 (11) hcp, balanced, 2NT = nat, inv, 4♣ 2♣= inverted minor, at least invitational, 2♦=weak 2♥/♠= 6 cards, 3-7 hcp, 3♣ = preemptive, 0-6 hcp 3♦/♥/♠= void	1♦- 2♥ = 4♥ 11-12 (13) hcp 1♦- 1♥= 3♥ any distribution, or 4♥ and stronger (semi)balanced hand (strength depending on vul because of weak NT non vul), xy and xyz NT 1♣-2-3♣=weak unbalanced, 1♣-2-2NT=12-13 (14) balanced ,1♣-2♣-2♦=nat, strong,OR (17)18-19NT	Passed: Transfers and Inverted minor on. xy-NT and xyz on, except when partner denies 3-card support. xy(z) off if interfered auctions. Fit jumps 1m – (2M) -2NT=Lebensohl (always) SWITCH(off if passed): 1♣ -(1♠2♦) – transfers (1♣ -(1♠) – 2♥=♠, 2♥=♦) 1♣ -(1♥) – 2♥=6+♠, 2♠=inv minor
1♦		4/5	4♠	4 only if 4-4-4-1	Inv minor, 3♣=4+♦,6-9, 2M=6+, 3-7, double jumpshifts = void	Natural, xy-NT, xyz	As above
1♥		5	4♠	5+♥ Could open light if distributional. 11+ if balanced	2♦ 2/1=GF unless rebid suit OR 4-7 3+♥ support, 2♥=8-11 2♠= Mini-splinter in one m, exactly invitational, 3♣=4+♥, bal inv, 3♦= single ♠, inv, 3♥=pre, 2NT=4+♥,GF. 4♠=To play	2NT-3NT=(17)-18-19 bal. 2NT-3x=nat, not min. 2NT-3x-3♥=asks for singleton, 3/4x = singleton, 3NT = start cuebid	1♥ -2 m = values in bid m, 3+♥, inv 1♥ – 2 NT = both minors SWITCH: 1♥ -(1♠/2♣) - transfers 1♥ -(dbl) – 1 nt/2♣= transfers
1♠		5	4♠	As above	1NT=NF, 6-11 hcp, 2♥= Nat GF OR 4-7 ♠supp, 2♠= 8-11, 3♣= Mini-splinter in one m 3♦ = 4+♠, bal inv, 3♥=single, inv, 3♠=pre, 2NT=4+♠, GF, 4♣♥♦=void		As above Weak raise reversed if double 1♠ -(dbl) – 1 nt/2♣/2♦ = transfers
1NT			4♠ 3♦	15-17 vul and 4th seat (5M/6m/single/5-4) (8) 9-12 non vul (8) 9-15 3rd non vul/vs vul	**After strong NT:** 2♣ = Stayman, 2♦/♥/♠= transfers, 3♣/♦ = (5) 6+♣/♦ +4♥ASK 5-card M, ♥/♠=singleton, GF, 2 NT = ASK 5 card M, GF 4♣=trf to ♥, 4♦ = trf to ♠, 4♥/♠= to play **After weak NT:** 2♣ = Weak Stayman, 2♦=GF Stayman, 2♥/♠= to play,2NT = inv,3m = to play (9-15 NT,as after strong NT), 3M: 6+ cards, very mild distrib.game try, 4NT= quant	1NT-2NT-, 3♣= 6 card one m, 3♦ = no 5-card M Break transfer: 2NT=4+max, 3x=Nat HHxxx, 3 card support. 1NT-3x-4x=super fit 1NT -2♣–2♦-2M=5 card suit, inv 1NT -2♦-2x-2NT=asks for distribution	**Contested auctions** If natural interference: Bid=NF, t/o dbl (also with a passed hand). If art. int., dbl = inv+ If natural interference: T/o dbl If artificial interference: dbl = inv+
2♣	X			Normally 20+ hcp, may be weaker w playing tricks	2♦ = weak. 2♥/♠= Nat, 5+ hcp, 2NT=balanced, 7+ hcp, 3m= Nat, at least Hxxxx, 6+hcp, 3M=4M+5+♦, 3NT=solid suit, no outside strength	2♣ - 2♦-2♥/♠-3♣=2nd neg (rele if response 3♣+) 2♣–2NT–3♣=ASK 4 card suits, 2♣-2♦-3M=5+♦-4M, 2♣ - 2M-3M-3/4x=single, 3NT=bal slamtry	
2♦	X			Min. 4-4(5 vul)M. 3-10 hcp, playing strength dep on vul.	2/3/4♥/♠ to play, 2NT/3♣ = asking 3♦ = slam try in ♦	2♦ - 2NT -3♣/3NT =4-4 in M min/max, 2♦- 2NT-3♦/♥= 5+and 4♠/5+♠ and 4♥, 2♦- 2NT-4♣/♦ = void and min. 5-5. 2♦- 3♣3♦= minimum	
2♥		6		Weak, 3-10, dep vul	2NT = ASK for singleton, New suit F1	2♥– 2NT–3♥= min, no 1/0, 3NT= max, no 1/0	4th seat: 11-15, 6(+)-card suit
2♠		6		As above	2NT = ASK for singleton, New suit F1		
2NT			4♠	20-21 hcp	3♣ = Puppet Stayman (3♥= denies M, 3NT=5♥; 4NT from opener= Blackout.) 3♦/♥= transfers, 3 ♠= slamtry m (4+-4+), 4♣ = slamtry with ♥, 4♦ = slamtry with ♠ etc.If interference: over m:dbl=penalty, over M: dbl=neg, if art: dbl=strength	**High Level Bidding**	
3x		6		Preemptive, according to vul	3♣ - 3♦=trf, to play in ♥or ♠(light inv) or pick a game. New suit FG. After dbl competitive. 3M-4m = cuebid, 4M=To play	RKCB (0314), Exclusion RKCB (all jumps to the 5-level when trumps is agreed), DOPI/ROPI/DEPO. 5NT in unclear situation: pick a slam. If trump Q denied, we can switch trump to a previous bid suit.	
3NT				1st/2nd seat: solid m	4♣ = p/c, 4♦=ASK short suit,4M=To play,4NT=ASK length	Splinters	
4♣,♦		6		Natural, preemptive	4M = To play	Cuebids, last train cuebids	
4♥,♠		6		Natural. To play	Any bid: Cuebid.	Lightner dbl	
4NT	X			Ask, specific aces	5♣ = none, 5♦ ♥ ♠6♣ that specific ace		