

Notes for Boye Brogeland – Frode C. Nybo, Norway Open

Note 1: Inverted minor

1♣ - 2♣ (10+)

- 2♦ = Natural / 13-14 Bal with 4+ ♣ / 18-19 Bal
- 2M = Natural, GF
- 2NT = 11-14, 2-3 ♣
- 3♣ = 11-12, 4+ ♣
- 3♦ / ♥ / ♠ = Shortness, **NOT** GF
- 3NT = 18-19, 2-3 ♣ and double stoppers in all the unbid suits

1♣ - 2♣

2♦ - 2♥ = Relay

- 2♠ = 13-14 Bal with 4+ ♣
- 2NT = 18-19, 4+ ♣
- 3♣ = 2245
- 3♦ = 5♦ and 6♣
- 3M = Shortness (with ♣ and ♦)
- 3NT = 18-19, 2-3 ♣

1♦ - 2♦ (10+)

- 2♥ = Natural / 13-14 Bal with 4+ ♦ / 5-4 minor / 18-19 Bal
- 2♠ = Natural, GF
- 2NT = 11-12
- 3♣ = Shortness, **NOT** GF
- 3♦ = 11-12, not suitable to bid 2NT
- 3M = Shortness, **NOT** GF
- 3NT = 18-19, 4♦ and double stoppers in all the unbid suits

1♦ - 2♦

2♥ - 2♠

- 2NT = 18-19 **NOT** 3343
- 3♣ = 13-14 bal, 4+♦
- 3♦ = 5-4 in ♦ and ♥, GF
- 3♥ = 5♥ and 6♦
- 3♠ = 5-4 in ♦ and ♣, GF
- 3NT = 18-19, 3343

If it is possible to bid 3 in a minor as F1, bidding a M from the responder shows a singleton.

If it is **NOT** possible to bid 3 in a minor as F1, bidding a M from the responder shows a stopper.

Note 2: Transfers after 2NT rebid

1m - 1y
2NT

- Transfers on 3-level and to both majors on 4-level. **No Splinter!**
 - Transfers to 3♦, always accept
 - Transfers to responders suit accept with 3 card
 - 1♣ - 1♥ - 2NT - 3♦: Opener bids 3♥ with 4 card hearts and 3♠ with 3 card spades
 - 1♣ - 1♠ - 2NT - 3♠: Both minors, in search for the best game, OR may be stronger
 - Jump to 4y for play 4 in that M, while 3y followed by 4 in that M is slammish (1♣ - 1♥ - 2NT - 4♦ and 1♦ - 1♠ - 2NT - 4♦ is to play with both Majors)
 - Jump to 4♣ is Natural slammish

1♥ - 1♠
2NT

- Transfers on 3-level. Minor on 4-level is Splinter with ♠ as trump!
 - Transfers to 3♦ and 3♥ always accept
 - Transfers to responders suit accept with 3 card
 - Jump to 4♥ og 4♠ to play, while 3♦/3♥, followed by 4♥/4♠ over 3NT is slammish

Note 3: Good raises

1♥ - 1NT
2♣

- 2♦ = Good raise to 2♥ (with doubleton support) or 3♣

1M - 1NT
2♦

- 3♣ = Good raise to 3♦

1♠ - 1NT
2♣

- 2♦ = Good raise to 2♠ (with a doubleton support) or 3♣
- 2♥ = 5+ ♥
- 3♦ = Natural, to play
- 3♥ = Natural, INV

Note 4: 1M – 1NT – 2NT: GF

1♥ – 1NT
2NT

- 3♣ = 5+♣
- 3♦ = 5+♦
- 3♥ = 5-5 in the minors and doubleton ♥, min OR max (3♠ from opener is slammish)
- 3♠ = 3244
- 3NT = 5-5 in the minors and max singleton ♥, min
- 4♣ = 5-5 in the minors and max singleton ♥, max

1♠ – 1NT
2NT

- 3♣ = 5+ in a minor (3♦ ask)
- 3♦ = 4+♥
- 3♥ = 5-5 in the minors and doubleton ♠, min OR max (3♠ from opener is slammish)
- 3♠ = 2344
- 3NT = 5-5 in the minors and max singleton ♠, min
- 4♣ = 5-5 in the minors and max singleton ♠, max

1♠ – 1NT
2NT – 3♦
3♥ = 3+♥

- 3♠ = Doubleton ♠
- 3NT = 1444
- 4♣ = Cue with 5+♥
- 4♦ = Cue with 5+♥
- 4♥ = Min with 5+♥

1♠ – 1NT
2NT – 3♣
3♥ = 4+♥

- 3♠ = 5+♣
- 3NT = 5+♦
- 4♣ = Cue and 4♥, max
- 4♦ = Cue and 4♥, max
- 4♥ = 5card minor and 4♥, min

Note 5: Reverse

Reverse on 2-level after 1 over 1

After 1 over 1, and opener reverses, *the cheapest bid of 4th suit and 2NT will be negative*. Rebid of own suit on 2-level is F1, on 3-level GF. After Rebid of own suit on 2-level, responder may pass 2NT and 3 in opener's first suit.

1♣ - 1♦ (transfer)

2♦

- 2♥ = 5+♥, F1
- 2♠ = Negative. Normally to stop in 3♣ OR 2NT
- 2NT = Natural GF, may have ♣support
- 3♣ = F1
- 3♦ = 4+♦, F1
- 3♥ = Natural F1, at least a good 6 card suit
- 3♠ = Splinter with ♦ as trump

Reverse after 1x - 1NT

After 1m - 1NT - 2♥: 2♠ is negative (min), other bids are GF.

After 1m - 1NT - 2♠: 2NT is negative (min), other bids are GF.

After 1♥ - 1NT - 2♠: 2NT is negative (min), other bids are GF.

Note 6: Opening 1NT

Opening 1NT shows (14)15-17. May be semi-balanced, especially if opener may have a difficult rebid after opening 1 in a suit.

1.1 Responses to 1NT

- 2♣: Stayman
- 2♦: Transfer to ♥
- 2♥: Transfer to ♠
- 2♠: Minor suit Stayman
- 2NT: Weak doubleton any place (may have 4card M)
- 3♣: Shortness (may have 4card M)
- 3♦: Shortness (may have 4card M)
- 3♥: Shortness (may have 4card ♠)
- 3♠: Shortness (denies 4card ♥)
- 3NT: Natural
- 4♣: Transfer to 4♥
- 4♦: Transfer to 4♠
- 4♥: 2-3-4-4, 15-16
- 4♠: 3-2-4-4, 15-16
- 4NT: Quantitative to 6NT
- 5NT: Quantitative to 7NT

1.2 Stayman

Opener bids a M if he has (starts with 2♥ with both), otherwise 2♦.

1NT - 2♣ - 2♦ - ?

- 2♥: Weak with both majors. (Opener passes with 3-3 in the Majors.)
- 2♠: 5+ spades (but not 5(3-2-2)), INV.
(Opener bids 2NT to look for side suit or 6 card spades.)
- 2NT: Natural INV (does **NOT** promise a major)
- 3♣: Further asking bid (3♦ shows a 5-card minor, 3♥ 2344, 3♠ 3244 and 3NT 3-3-3-4)
- 3♦: GF with 4-card ♠ and 5-card ♥
- 3♥: GF with 4-card ♥ and 5-card ♠
- 3♠: 1-4-4-4, GF
- 3NT: Natural
- 4♣: TRF to 4♥. (6+♥ and 4♠)
- 4♦: TRF to 4♠ (6+♠ and 4♥)
- 4NT: Quantitative to 6NT

1NT - 2♣ - 2♥ - ?

- 2♠: 5+ spades (but not 5(3-2-2)), INV.
(Opener bids 2NT to look for side suit or 6 card spades.)
- 2NT: Natural INV (do **NOT** promise 4-card ♠)
- 3♣: Further asking bid (3♦ shows a 4-card minor, 3♥ 5-card, 3♠ 4-card and 3NT 3433)
- 3♦: INV with 3-card+ ♥.
(Opener bids 3♥ with min, and choose game with max and 4+♥.)
- 3♥: GF with 4-card ♥ without shortness. (Opener is supposed to bid 3NT with 3-4-3-3.)
- 3♠: Splinter.
- 3NT: Natural
- 4♣: Splinter
- 4♦: Splinter
- 4NT: Quantitative to 6NT

1NT - 2♣ - 2♠ - ?

- 2NT: Natural INV (does **NOT** promise 4-card ♥)
- 3♣: Further asking bid (3♦ shows 4-card minor, 3♥ bad 5-card ♠, 3♠ good 5-card ♠ and 3NT 4333)
- 3♦: GF with a minor.
(Opener bids 3♥ in search for the minorsuit.)
- 3♥: At least INV with 3-card+ ♠.
(Opener bids 3♠ with min, and choose game with max and 4+ ♠.)
- 3♠: GF with 4-card ♠ without shortness (Opener is supposed to bid 3NT with 3-4-3-3.)
- 3NT: Natural
- 4♣: Splinter
- 4♦: Splinter
- 4♥: Splinter (in the suit right next to trump shows a better hand than when "last train" is available.)
- 4NT: Quantitative to 6NT

Minor Suit Stayman

Opener responds 2NT with better \diamond , and $3\clubsuit$ with better \clubsuit or equal minors.

Major on 3-level from responder shows shortness, jump to 4 in a M is void. 3NT shows 22(54) with weak doubletons in both Majors.

2NT - Weak doubleton any place

1NT - 2NT = Weak doubleton any place (may have 4card M)

$3\clubsuit$ asks where the weakness is. $3\diamond$ shows weakness in \heartsuit , $3\heartsuit$ in \spadesuit , $3\spadesuit$ in \clubsuit and 3NT in \diamond .

After revealing an open suit, we bid natural to the best game. By bidding the shown weak doubleton opener wants to know more about responder's hand.

$3\diamond$ asks for M. $3\heartsuit$ shows \spadesuit , $3\spadesuit$ shows \heartsuit , $4\clubsuit$ shows a slam try in \clubsuit , $4\diamond$ shows both majors, 4M shows a slam try in \diamond with a weak doubleton in the major, 4NT with weak doubleton clubs.

By bidding $3\heartsuit/3\spadesuit$ directly over 2NT, opener shows a good 5card suit and max.

1.3 Bidding after transfers

New suit from responder is natural GF (except $2\spadesuit$ which is INV+ with 5+ \heartsuit , but not (5-3-3-2) INV).

2NT is mandatory to check for minor side suit, 6 card \heartsuit or 5-5 in the majors.

3 in the transfer suit is GF without shortness (OR not strong enough to jump to the suit directly under the trump suit).

With 3-card major support and and 4-card minor support bid 3 in the M.

1NT - $2\diamond$

$2\heartsuit$ - $3\clubsuit$

?

- $3\diamond$ = 4+ card \diamond (OR values)
- $3\heartsuit$ = 3-card \heartsuit (may have 4-card \clubsuit), NOT min
- $3\spadesuit$ = 4+ card \spadesuit (OR values)
- $4\clubsuit$ = 4-card \clubsuit (denies 3-card \heartsuit) and a hand suitable for playing in trumps

1NT - $2\diamond$

$2\heartsuit$ - $3\diamond$

?

- $3\heartsuit$ = 3-card \heartsuit (may have 4-card \diamond), NOT min
- $3\spadesuit$ = Waiting bid, not sure about the best contract
- $4\clubsuit$ = 4-card \diamond (denies 3-card \heartsuit) and a hand suitable for playing in trumps, cue in \clubsuit
- $4\diamond$ = 4-card \diamond (denies 3-card \heartsuit) and a hand suitable for playing in trumps, no cue in \clubsuit

1NT - $2\heartsuit$

$2\spadesuit$ - $3\heartsuit$ (5-5 in Majors)

?

- $3\spadesuit$ = 3card \spadesuit , NOT min
- $4\clubsuit/4\diamond$ = 3card+ \heartsuit , NOT min, cue

1.4 How to break the transfers (same principle as after 2NT)

Jump to 3 in the major suit shows 4-card support (NOT 4-3-3-3) and min.

Opener super-accepts (4-card support and max) with 2♣ over 2♦, and 3♣ over 2♥.

2NT shows 3-card support and max. With an own good 5-card suit this may be bid at the 3-level instead of 2NT.

After super-accept, 2NT and 3 in a new suit the suit under the major at the 3-level is a new transfer (if not possible, the suit under the major at the 4-level is a new transfer).

A new suit from responder shows shortness, jump is void. 3 in the major shows shortness in the suit below, except when this bid is to play (over the responses 3♦ after 2♦ and 3♥ after 2♥).

After 2NT, 3 in a new suit and super-accept 3NT is suggestion to play (more interest for NT than a retransfer and then bid 3NT). With a balanced slam try retransfer first and start cue.

1.5 Opponents showing the majors

If the opponents overcall 2♣ or 2♦ showing both majors, we use:

- 2♥ = Transfer to ♣ (to play or stronger)
- 2♠ = Transfer to ♦ (to play or stronger)
- 2NT = Natural
- 3♣ = 5-card M
(3♦ ask which major. Responder bids the other major, as after Puppet Stayman.)
- 3♦ = At least one weak doubleton in the majors
(Opener bids 3NT with stoppers in both majors, other wise shows stopper.)
- 3♥ = Shortness
- 3♠ = Shortness

1.6 Lebensohl (transfers)

We use the same principles in all Lebensohl positions. It is transfer Lebensohl in these situations:

- 1NT, followed by an overcall (but **NOT** after 2♣ or 2♦ as both majors), also after we have overcalled 1NT
- (1M) - dbl - (2M)
- (1M) - pass - (2M) - dbl
- Take out DBL at the 2-level, but when the doubler has passed first, we use 2NT as scrambling

1NT - (2♥)

- 2NT = Transfer to ♣. May have ♣, OR a weak hand for play on the 3-level, OR GF with 4-card in unbid major, OR singel in the overcall suit. If the responder bids a higher suit on the 3-level than a suit for play, this is 4-card and GF.
- 3♣ = 5+♦, INV+. Natural bids from opener.
- 3♦ = Ask for ♥-stopper
- 3♥ = 5+♠, INV+. Natural bids from opener.
- 3♠ = Both minors; at least 5-5. Slammish OR looking for best game.
- 3NT = Promise ♥-stopper.
- 4♣ = Transfer →♥ (not the case in this position, but for example after opponents Multi)
- 4♦ = Transfer →♠
- 4♥ = To play (not the case in this position, but for example after opponents Multi)
- 4♠ = To play

1NT - (2♥) - 2NT - (P)

3♣ - (P) -

- P = ♣
- 3♦ = To play
- 3♥ = Singleton ♥. Typically 3-1-5-4 OR 3-1-4-5.
- 3♠ = 4-card ♠ and ♥-stopper, GF
- 3NT = Slam try with ♣

If a DBL has indicated at least 3-card in a suit, a transfer will show only 4-card. For example (2♥) - dbl - (P) - 3♥ - (P) - 3♠ - (P) - 3NT shows 4-card ♠. Other wise the system is the same.

Note 7: Opening 2♦ Multi

- (2)3-7 HCP with a 6-card major (may have 5-card green vs red)

Responses:

- 2♥ = Pass OR correct
- 2♠ = Pass OR correct (opener bids 3m with short minor and max weak 2♥, 2NT is max with spade shortage or BAL max 2♥)
- 2NT = F1
 - 3♣ = Max → 3♦ ask partner to bid the other major (than the 6(5)card suit)
 - 3♦/♥ = Transfer, min
- 3♣ = To play (further bidding only with support and max)
- 3♦ = To play (further bidding only with support and max)
- 3♥ = Pass OR correct
- 3♠ = Slam try with ♣
- 4♣ = Asks for transfer to opener's Major
- 4♦ = Slam try with ♦
- 4♥ = Natural, to play
- 4♠ = Natural, to play

Note 8: Opening 2M

8-11 HCP with 6-card major.

Svar:

- 2♠ = Natural, forcing one round (2NT, 3♥ and 3♠ could be passed, a rebid of 3♠ is GF)
- 2NT = Asks for shortage and another suit
- 3♣ = Natural, GF
- 3♦ = Natural, GF
- 3♥ = Natural, GF (preempt over 2♥, which may be raised to game with at least 6-4)
- 3♠ = Preempt which may be raised to game with at least 6-4/NAT INV over 2♥
- 3NT = To play (2NT followed by 3NT suggests to play)
- 4♣ = Poor Man's Blackwood
(4♦ = 0 Key card (may have Q of trump), 4♥ = 1 key card without the Q of trump, 4♠ = 1 key with the Q of trump, 4NT = 2 key without the Q of trump, 5♣ = 2 key with the Q of trump)
- 4♦ = Splinter
- 4M = To play, no forcing pass

2♥ - 2NT

- 3♣ = 6-4 → 3♦ ask → 3♥ = ♣, 3♠ = ♦, 3NT = ♠
- 3♦ = Shortage in a minor → 3♥ ask
- 3♥ = Min with no shortage
- 3♠ = Shortage
- 3NT = Max with no shortage
- 4♣ = Void
- 4♦ = Void
- 4♥ = Void in ♠

2♠ - 2NT

- 3♣ = 6-4 → 3♦ ask → 3♥ = ♣, 3♠ = ♦, 3NT = ♥
- 3♦ = Shortage in a minor → 3♥ ask
- 3♥ = Shortage in ♥
- 3♠ = Min with no shortage
- 3NT = Max with no shortage
- 4♣ = Void
- 4♦ = Void
- 4♥ = Void
- 4♠ = Void in ♥, min

If opponents DBL, we use transfers from 2NT. Transfers may be lead directing. Transfer to 3 in the Major is a good raise (INV+). RDBL shows interest in penalty DBL.

If opponents bid 2♠, system is on, except for 3 in a minor which is then constructive.

DBL of overcalls are for penalty.