




Defensive and Competitive Bidding
Overcalls (Style; Responses; Reopening)
1-level: Light 2-level: Sound Responses: 1- and 3-level F1, 2-level constructive, jumps are Splinter, Cue-bid is a Good raise in overcaller's suit.
1 NT overcall (2ND/4TH; Responses; Reopening)
15-18 HCP any seat Same responses as after opening 1NT
Jump Overcalls (Style; Responses; Unusual NT)
1-Suit: Light jump overcalls. 2-Suit: 2NT = 2 lowest suits (5+-5+) weak/strong Reopen: 11-15 HCP, 6+ card suit
Direct and Jump Cue Bids (Style; Responses)
Over m: Both Majors (5+-5+) Over M: Other Major + m (5+-5+)
Jump cue-bid: Asks for stopper.
VS. NT (vs. Strong/Weak; Reopen: PH)
X = HCP showing 2 ♣ = ♦ OR both Majors 2 ♦ = ♥ OR ♠ + m 2 ♥ = ♥ and a minor 2 ♠ = ♠ 2NT = Both minors or long suited minor, or GF
VS. Preempts (Doubles; Cue bids; Jumps; NT bids)
Take out DBL Cue-bid: Ask for stopper (or GF) Jump in m: That minor + other Major (5+-5+) Over 3M: 4m shows minor + other Major (5+-5+)
VS. Artificial Strong Openings
vs. strong 1♣: DBL= M, 1NT=m
Over Opponents' take out double
Rdbl: 9+ HCP 1 over 1: F1 1♥-(x)-2♦ = good raise in ♥ 1♠-(x)-2♥ = good raise in ♠

Leads and Signals			
Opening Leads Style			
	Lead	In Partner's Suit	
Suit	3 rd /5 th	3 rd /5 th	
NT	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), KQJx KQJnx	QJ(x), HQJx(x), KQ109(x) KQJx	
Jack	J10(x), HJ10(x)	J10(x), HJ10(x)	
10	109(x), H109(x)	109(x), H109(x)	
9	J98(x), 9x	J98(x), 9x, 98(x)	
X	Even number	xx, xxx, xxx(x)	
Signals in order of priority			
	Partners lead	Declarer	Discarding
Suit:	Encrg/Discrg	Count	Encrg/Discrg
2 nd	Count	S/P	Count
3 rd	S/P		S/P
NT:	Encrg/Discrg	Smith	Encrg/Discrg
2 nd	Count	Count	Count
3 rd	S/P	S/P	S/P
Signals (including Trump's): Hi-Low = Discrg/Even, Low-Hi = Encrg/Odd, Smith (NT): High likes the lead. S/P in trumphs. INV-small card			
Doubles			
Takeout Doubles (Style; Responses; Reopening)			
Light style, also reopenings			
Special, Art and Comp Dbl/Rdbl's			
Neg -, Responsive -, Support DBL through 2♥, Comp DBL 1♣-(1♦)-DBL shows 4+♥, 1m-(1♥)-DBL shows 4+♠, 1m-(1♠)-DBL strongly suggests 4♥			



System
Card






System: Green


NCBO/team:
Norway Women

Event:
**EC 2012
Dublin**

Players:



**Tonje Aasand
Brogeland**



**Tone Torkelsen
Svendsen**

System Summary

General Approach and Style

Transfer responses to 1♣

Light openings, extremely light 3rd hand openings
Light preempts

1NT Openings: (14)15-17 HCP (5M/6m/singel/5422)
2-over-1 Responses: GF except rebid in minor

Special bids that may require defence

2♦: 3-7 HCP weak 2 in a M (5/6)
2♥: Good weak 2, 8-11 HCP, 6 card ♥
2♠: Good weak 2, 8-11 HCP, 6 card ♠

Transfer responses to 1♣

Special forcing pass sequences

2♣-bid/DBL-pass = F1, 4+ HCP

Important notes that don't fit

xy-NT/xyz:2♣=s/o in ♦ OR any further bid INV, 2♦=GF

Psychics

Can occur

Opening	Art	Min. #	Neg. D. thru	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		2	4♠	9-22 HCP, 2+♣	1♦=4+♥, 1♥=4+♠, 1♠= 6-9 HCP or GF or to play♦, 1NT=10-12 hcp NF INVERTED m, 2♦=6-9 w/5+♣, 2M=6c 8-11HCP 2NT= 12-13 hcp, 3♣ = PRE	1♣-2♣, 2♦=NAT GF/18-19NT, 2M=GF, 2NT = 12-14 BAL NF, 3♣=9-12 NF, 3♦♥♠= Splinter 1♣- 2♣, 2x/2NT/3♣-3♦=NAT GF, 3M=single	Jump in Major= singel
1♦		4	4♠	9-22 HCP, 4+♦	INVERTED m, 1M= NAT F1, 1NT=6-12 HCP NF, 2M=6c 8-11, 2NT=12-13 HCP, 3♣ = 4+♦6-9 HCP, 3/4♦= PRE, 3M=splinter	As above.	Jump in Major= singel
1♥		5	4♠	9-22 HCP, 5+♥	1NT=6-12 HCP NF, 2m=GF except rebid, 2♥=5-10 HCP, 2♠=singleton m., 3♣=inv 3+♥, 3♦=singleton♠, 3♥=pree, 2NT=4+♥ GF, 3♠=void	1♥-2NT, 3x=3+ NAT, not MIN 1♥-2NT, 3x-3♥= ask for singleton 1♥-2NT, 3x-3NT= ask for cue	1♥-2♣/♦ = 3/4c raise 1♥-2NT = NAT, INV (usually max 2♥)
1♠		5	4♠	9-22 HCP, 5+♠	2NT=2NT=4+♠GF, 3♣= singleton m, 3♦=singleton♥, 3♠=pree	As above	1♠-2♣/♦ = 3/4c raise 1♠-2NT = NAT, INV (usually max 2♠)
1 NT			4♠	(14)15-17 HCP May have 5c M, 6c m, and singel	2♣=STAY, 2♦/2♥=TRF, 2♠=mSTAY, 2NT= Bad doubleton GF, 3m=6c INV, 3M=Singleton GF, 4♣/4♦= TRF4♥/4♠, 4♥/4♠=transfer5♣/5♦		
2♣	X			Strong, HCP OR tricks	2♦ = waiting or 0-5, 2M=GF 4+ HCP 2NT=both m, 3m=GF 6+HCP	2♣-2♦, 2M=F1, 3m=F1 2♣-2♦, 2M-3♣= 2 nd negative	
2♦	X			3-7 HCP 5/6c M	2♥/2♠=p/c to 3♠/3♥, 2NT= Ask for suit and min/max, 3♣/3M=To play, 3♦=ART F1, 4♣=bid suit under 4♦=bid your suit, 4M=nat. To play.	2♦-2NT, 3♣=MAX w/♥, 3♦= MAX w/♠, 3♥/♠=MIN nat, 2♦-(DBL)-2M=NAT, RDBL=bid your suit, p=♦	
2♥		6		6c♥, 8-11 HCP	2♠=F1, 2NT=Ask for singleton, 3♣/3♦= F1	2♥-2NT, 3♣/♦/♠=singleton, 3♥=MIN -, 3NT=MAX no singleton, 4♣4♦=Void	
2♠		6		6c♠, 8-11 HCP	As over 2♥	2♠-2NT, 3♣/♦/♥=singleton, 3♠=MIN -, 3NT=MAX no singleton, 4♣/♦/♥=Void	
2 NT			4♠	20-21 HCP	3♣ = PuppetSTAY, 3♦/3♥ = TRF, 3♠=both m or slaminv in1, 2NT-4♣/4♦/4♥/4♠=transfers		
3x		6		PRE, ACC to VUL	New suit F1		
3NT	X			Solid minor gambling	4♣=p/c, 4♦ =Ask for control, 4M = To play	High Level Bidding	
4♣		6		PRE, ACC to VUL	4♦=ART F1, 4M=To play, 4NT asks for aces	Roman Keycard Blackwwod	
4♦		6		PRE, ACC to VUL	4M=To play, 4NT asks for aces	Exclusion RKCB	
4♥, ♠		6		PRE, ACC to VUL	4♠=To play, 4NT asks for aces	DOPI/ROPI	
4NT	X			Asks for specific aces	5♣=0 Ace, 5NT=2Aces, 5♦/5♥/5♠/6♣= that Ace	Splinter bids	
2♦		6		4th seat: 11-13 HCP, 6+♦	2NT=INV	Cue-bids (Italian style)	
2M		6		4th seat: 11-13 HCP, 6+M	2NT=Ask for singleton	Lightner DBL	