






Defensive and Competitive Bidding
Overcalls (Style; Responses; Reopening)
Light overcalls with good suit. Overcalls at the 2-level is normally solid. After an overcall, a new suits are F1 (if not passed)
1 NT overcall (2ND/4TH; Responses; Reopening)
(14)15-18 in all hands. Same response as after 1NT opening.
Jump Overcalls (Style; Responses; Unusual NT)
Preempt. Over a preemptive opening a jump overcall is strong. 2NT: Two lowest
Direct and Jump Cue Bids (Style; Responses)
Cuebid of a minor shows both M Cuebid of a M shows opposite M + ♣ Jump Cubid ask for stopper
VS. NT (vs. Strong/Weak; Reopen: PH)
Dbl: ♠+ other suit (at least 4-4) 2m: m + ♥ (at least 4-4) 2M: natural 2NT: Strong unbalanced hand 3NT: minors
VS. Preempts (Doubles; Cue bids; Jumps; NT bids)
Vs multi: x= to/x vs heart Vs any 2 level preempt: 4m = 5-5 m+M
VS. Artificial Strong Openings
Vs 1♣: x= ♦ or ♥+♠, 1♦=♥ or ♠+♣, 1♥=♠ or both m, 1NT=♣ or ♦+♥, 2 level nat Vs 2♣: Dbl = ♣
Over Opponents' take out double
Rdb: 10+ hcp 1-level: forcing, 2-level non-forcing

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	LOW = ENC	3 rd -5 th =odd; 2-4 th -6 th =even	
Subseq	LOW = ENC		
Leads			
Lead	Vs. Suit	Vs. NT	
Ace	<u>AK</u> / <u>AKx</u> / <u>AKxx(x)</u>	<u>AK</u> / <u>AKx</u> / <u>AKxx(x)</u>	
King	<u>KQ</u> / <u>KQJ(x)</u> / <u>KQT(x)</u>	<u>KQ</u> / <u>KQJ(x)</u> / <u>KQT(x)</u>	
Queen	<u>AQJ(x)</u> / <u>QJ(x)</u> / <u>QJT(x)</u>	<u>AQJ(x)</u> / <u>QJ(x)</u> / <u>QJT(x)</u>	
Jack	<u>HJT(x)</u> / <u>JT(x)</u>	<u>HJT(x)</u> / <u>JT(x)</u>	
10	<u>HT9x</u> / <u>AQT(x)</u> / <u>T9x</u>	<u>HT9x</u> / <u>AQT(x)</u> / <u>T9x</u>	
9	<u>H9x</u> / <u>9xx</u> / <u>T9</u>	<u>H9x</u> / <u>9xx</u> / <u>T9</u>	
X	<u>Hxxx</u> / <u>HT9x</u> / <u>xxxx(x)</u>	<u>Hxxx</u> / <u>HT9x</u> / <u>xxxx(x)</u>	
Signals in order of priority			
	Partners lead	Declarer	Discarding
Suit:	LOW=ENC	HL=EVEN	LOW=ENC
2 nd	H/L=EVEN	Lavinthal	H/L=EVEN
3 rd	Lavinthal		
NT:	LOW=ENC	Smith	LOW=ENC
2 nd	H/L=EVEN	H/L=EVEN	H/L=EVEN
3 rd	Lavinthal	Lavinthal	Lavinthal
Signals (including Trump's): Smith:LOW=LIKES from both sides. Lavinthal can occur in Trump			
Doubles			
Takeout Doubles (Style; Responses; Reopening)			
Normal takeout doubles			
Special, Art and Comp Dbl/Rdbl's			
Responsive doubles. Supportdoubles thru 2♥. Lead directing But dbl on overcaller in own suit indicates another lead.			

System Card		
		
Category: Green		
NCBO/team: NORWAY Women		
Event: EC 2016		
Players	Maja Rom Anjer	Pernille Lindaas
System Summary		
General Approach and Style		
Natural system (14)15 -17 NT (5M,6m, singleton og 5422 are allowed) 2♦ Weak Multi 2♥/2♠: 6C, 8-11 2NT: 20-21 NT		
3rd/5th leads and LOW is EN		
Special bids that may require defence		
2♦ = weak maj, 0-7 hcp, 5-6 c		
Special forcing pass sequences		
Standard forcing pass sequences		
Important notes that don't fit		
Psychics		
Very rare		

Opening	Art	Min. #	Neg. D. through	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		2	3♠	2+♣ (8) 11+ hcp	2♣: 5+♣ no 4M, GF 2♦: 5+♣ invitational (7)8-11 2M: 6+ M weak, 3x: renons	X-Y-NT, X-Y-Z 1♣-1M, 2♣-2♦: GF	2♣: 6-9 hcp 2♦ in X-Y-NT/ X-Y-Z = inv w ♦
1♦		3	3♠	4+♦ (8) 11+ hcp	2♦: 4+♦ no 4M, GF, 2♣: GF 3♣: 4+♦ invitational (7)8-11 2M: 6+ M weak, 3x: renons	X-Y-NT, X-Y-Z 1♦-1M, 2♦-2NT: F1	2♦: 6-9 hcp 2♦ in X-Y-NT/ X-Y-Z = inv w ♦
1♥		5	3♠	5+♥ (8) 11+ hcp	2NT: 3+♥ minimum inv to game, 2m: GF 2♠/3m: singleton 3♥: preempt	X-Y-NT 1♥ - 1NT - 2NT: GF 1♥ - 2♥ - 3x: Inv, 3+, 1♥-2♥-2NT: ask 4 singleton	2♣: Toronto 3+ supp 2♦ in X-Y-NT/ X-Y-Z = inv w ♦
1♠		5	3♠	5+♠ (8) 11+ hcp	2NT: 3+♠ minimum inv to game, 2m: GF 3x: singleton 3♠: preempt	1♠ - 1NT - 2NT: GF 1♠ - 2♠ - 3x: Inv, 3+, 1♠ - 2♠ - 2NT:ask 4 singleton	2♣: Toronto 3+ supp
1 NT			3♠	(14)15-17	2♣: Stayman, 2♦/♥: Transfer, 2♠: minor weak or strong. 3x: singleton, 4m = transfer to M	after Stayman: raise of M= inv, 2♠ = ♠ + m, 3♣ new search, new suit F1 after transfer: new suit F1, 4NT inv to slam, raise=inv	
2♣	x			Strong	2♦:Relay 2M/3m: Nat GF 2NT: both minors (5+)	Puppet/transfer after 22-24 NT Baron/transfer after 25-27 NT	
2♦	x			Weak Multi 0-7 hcp 5/6M	Pass: (4)5+♦, all M: P/C, 2NT: ask for suit/strength, 3♣: To play, 3♦/4♦: own major		
2♥		6		6♥ 8-11 hcp	2NT: ask for singleton New suit: F1	3y: singleton, 3♥: no singleton, 3NT: no singleton - stronger	
2♠		6		6♠ 8-11 hcp	2NT: ask for singleton New suit: F1	3y: singleton, 3♠: no singleton, 3NT: no singleton - stronger	
2 NT				20-21	3♣: Puppet stayman, 3♦/♥: Transfer, 3♠: minor 4m: inv to slam, 4M: transfer to minor	Slam Conventions	
3x		(6) 7		Preemtive	3y: forcing. Answer: 3NT wo sup. 3x- 3M = nat, 3M - 4m = Q	BW: 5 aces - 0314	
3NT		7		Solid minor (1-3.hand)	4/5m = P/C	Cuebid Italian style	
4♣,♦		(7) 8		Preemtive	4M = to play	Last train	
4♥,♠		(7) 8		Preemtive	New suit = Q	5NT: pick a slam	
4NT				Asks specific ace	5♣: no aces, 5♦/♥/♠:ace, 5NT: 2 aces, 6♣: ace		