



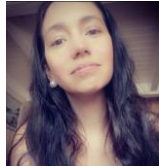


Defensive and Competitive Bidding
Overcalls (Style; Responses; Reopening)
Light overcalls. Cue is either GF any, or good raise with support.
1 NT overcall (2ND/4TH; Responses; Reopening)
15-18, system after opening 1NT on
Jump Overcalls (Style; Responses; Unusual NT)
VS 1 ♠: 2 ♦ week natural 2 ♥♠: week natural 2 NT: Two lowest If 1 ♣ opening is on 2 or less, 2 ♣ is natural.  Vs 1 ♦: 2 ♥♠: week 2 NT: 5+-5+ ♣ and ♥ 3 ♣: week 1M- 3 m/3hj week Michaels and leaping michaels
Direct and Jump Cue Bids (Style; Responses)
<b>Over m:</b> Both Majors (5+-5+) <b>Over M:</b> Other Major +minor (5+-5+) <b>Jump cue-bid:</b> Asks for stopper Mixed range, depending on vulnerability
VS. NT (vs. Strong/Weak; Reopen: PH)
2♣- ♠ and ♥, have occurred on 4-3 in M, but normally 5-4+ 2♦- one major (Multi) weak or good 2♥♠ - M 4+ and minor 4+ 2NT: Both minor Dbl.: After pre passing and balancing position it shows one long suit. If unpassed a good hand. If passed hand or in 4 <sup>th</sup> seat: DONT
VS. Preempts (Doubles; Cue bids; Jumps; NT bids)
t/o dbls, leaping micheals, (3M)- 4m non-leaping michaels with other major and bidden suit.
VS. Artificial Strong Openings
Dbl: both majors, 1 NT: both minors, rest is natural.
Over Opponents' take out double
RD: 9+, normally without support

ds and Signals			
Opening Leads Style			
	Lead	In Partner's Suit	
Suit	3 <sup>rd</sup> -5 <sup>th</sup>	3 <sup>rd</sup> -5 <sup>th</sup>	
NT	3 <sup>rd</sup> -5 <sup>th</sup>	3 <sup>rd</sup> -5 <sup>th</sup>	
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,9	98/98x/J98(xx)	
X	Hxx(x)/Hxxx(x)	Hxxx/HT9x/xxxx(x)	
Signals in order of priority			
	Partners lead	Declarer	Discarding
Suit:	Enc=Low	HI-LO= Even nr	Enc=Low
2 <sup>nd</sup>	Lavinthal	Lavinthal	LO-HI=Odd nr
3 <sup>rd</sup>			
NT:	same	Smith Peter: High card good from both hands	
2 <sup>nd</sup>			
3 <sup>rd</sup>			
<i>Signals (including Trump's):</i> Suit pref. or 3/5 <sup>th</sup> – optional			
Doubles			
Takeout Doubles (Style; Responses; Reopening)			
Light, based on shape			
Special, Art and Comp Dbl/Rdbl's			
Support doubles and Rds			

	System	
	Card	
		
<div>System:GREEN</div>		
NCBO/team:		
Players	Ranja Sivertsvik	Virginia Chediak
System Summary		
General Approach and Style		
Natural, 5 c M		
5 Card Major, (14+)15-17 NT		
Negative doubles. 2 over 1 GF		
Special bids that may require defence		
2♦: Multi 1) 0-7 hcp weak two in ♥ or ♠ (5 +)		
3NT: Gambling with a minor		
Special forcing pass sequences		
Forcing pass after GF established		
Important notes that don't fit		
3 <sup>rd</sup> hand openings might be out of description, both in length and strength.		
Psychics		
RARE		

Opening	Art	Min. #	Neg. D. through	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		3	3♣	11-21, any 4-3-3-3	2♦/2♥/= week, 2NT nat.inv, 3♦♥♠ splinter, 2♣ =inverted minor inv+, 3♣: 5+ week, 2♣ = good preempt in ♣	1♣-2♣-2♦: forcing, ask for 2♥: 2NT = 18-19 1♣-2♣-2♦ - 2♥/♠: values 1♣-2♣-3♣: min. 2nt bal. Jjump is void and double jump is Exclusion BW.	1♣- 2♣: limit
1♦		3	3♣	11-21	2♥= week, 3♣: good preempt in ♦, 3♦: 5+ week, 2NT nat.inv, 3♥♠/4♣ splinter, 2♦ =inverted minor inv+	1♦: 2♦: 2♥: forcing, ask for 2♠: 2NT = 18-19 1♦: 2♦: 2♣: values 1♦: 2♦: 3♦: min. 2nt bal, Jump is void and double jump is Exclusion BW.	1♦- 2♦: limit
1♥		5		11-21, 5+	1♠: nat, 1 NT: 5-12 HCP, 2♣: 3+ support invite or nat GF, 2♦ nat GF, 2NT: GF with 4+♥, 2♠: singleton, 3♣: 6-9 hcp with 4+♥, 3♦ 10-11 with 4+♥	1♥-2♣-2♦: extras+, 2♥limit, 2NT:11-14, 3♣/3♦: nat, 3♥: extra length, 3♠: GF shortage, 4♣/4♦: void, extras not needed.	1♥-2♥: 6-9
1♠		5		11-21, 5+	Same principals as after opening 1♥	Same principals as after opening 1♥	Same principals as after opening 1♥
1 NT				(14)15-17, 5c M and 6 c m possible	Stayman, transfers, 2♣ and 2nt: minorstayman, 3♥♥ is singleton in opposite major, 3♣ puppet, 4♦♠ transfers to ♠♥	1nt-2♣-2♦-2♥: Weak both majors 1 nt- 2♣- 2♥- 2♠: slamtry in ♥ 1 nt- 2♣- 2♦- 3♥/♠: 5C in the other major 1 nt- 2♦-2♥-3♥: slamtry in ♥ 1 nt- 3♣: Puppet- 3♦: ♦, 3M: Nat, 3 NT: no maj 1NT- 3M: Short	
2♣	x			20+ hcp or 8+ tricks with a suit/GF	2♦-relay, 2nt:: both m., 4♠♥ slamtry in ♦♣, 4♣♦ slamtry in ♥♠	2♣-2♦-2♥: ♥ 2♣-2nt:3♣-3♦: 3♥,3♠ nat	
2♦	x	6 (5)		0-7 HCP with 6 card major (might be 5 in 3 <sup>rd</sup> hand)	2 NT: asking. 2♣: inv in ♥. 2♥: pass or correct. 3/4♥: pass og correct	Transfer is week. 3♣ is max, thereby opposite bidding	
2♥		6		8-11 HCP with 6 card suit (might be 5 in 3 <sup>rd</sup> hand)/	2 NT: forcing, ask for shortness	2 NT: New suit is short, 3 in opening suit min, 3 NT max without singleton.	
2♠		6		8-11 HCP with 6 card suit (might be 5 in 3 <sup>rd</sup> hand)/	Same principals as after 2♥	2 NT: New suit is short, 3 in opening suit min, 3 NT max without singleton.	
2 NT				20-21NT	3♣: Puppet- 3♦: one or both majors, 3♥/♠: 5+, 3 NT: no 5/4 in majors, 4♣ slamtry ♥, 4♦ slamtry ♠, 4♥ slamtry ♣, 4♠ slamtry ♦ 3♠: Minor search 5-4+	Slam Conventions	
3x		6		Pre-emptive	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.  Splinter and Minisplinter DOPI, ROPI	
3NT	x	7		Gambling minor	4♣: double trsf., 4♦ asking for shortage, 4♥♥: To play		
4♣,♦	x	6/7		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 ♣.		