




Defensive and Competitive Bidding
Overcalls (Style; Responses; Reopening)
Aggressive 1-level; Sound 2-level
1 NT overcall (2ND/4TH; Responses; Reopening)
15-18 bal (subs auction as after 1nt opening)
NT system is on
Jump Overcalls (Style; Responses; Unusual NT)
2-level = 10-13hcp, 6 card 3-level = pre-emptive (1X)-2NT = 2 lowest suits
Direct and Jump Cue Bids (Style; Responses)
Michaels after 1M (2 highest suits), weak or strong (1mi) 2mi = both Majors
VS. NT (vs. Strong/Weak; Reopen: PH)
Yeslek ♣ - ♦ or both M ♦ - ♥ or ♠/♣ ♥ - ♠ or both m ♠ - ♣ or ♦/♥ NT - ♣/♥ or ♦/♠ 4 th seat : DON'T
VS. Preempts (Doubles; Cue bids; Jumps; NT bids)
Take-out DBL Over 3mi - 4mi = both M (3M) - 4NT = both minor
VS. Artificial Strong Openings
Yeslek (See Vs. NT)
Over Opponents' take out double
XX= 9+ hp , 1♣ (dbl) now on the 1-level still transfers.

Leads and Signals			
Opening Leads Style			
	Lead	In Partner's Suit	
Suit	3 rd -5 th	3 rd -5 th	
NT	Attitude	3 rd -5 th	
Subseq	Attitude when playing a new suit		
Leads			
Lead	Vs. Suit	Vs. NT	
Ace	AKx/AKxx(x)	AK/AKx	
King	AK/KQ/KQJ(x)/KQT(x)	KQ/KQJ(x)/KQT(x)	
Queen	QJ(x)/QJT(x)	HQJx(x)/QJ(x)/QJT(x)	
Jack	HJT(x)/JT(x)	JT(x)	
10	HT9x/T9(x)	HJTx /HT9x/ 10x	
9	9x/Q98(x) /J98(x)	9x/Q98(x) /J98(x)	
X	Hxxx/HT9x/xxxx(x)	Hxxx/HT9x/xxxx(x)	
Signals in order of priority			
	Partners lead	Declarer	Discarding
Suit:	Enc/Discrg	Count	Enc/Discrg
2 nd	Count	S/P	Count
3 rd	S/P		S/P
NT:	Enc/Discrg	Smith	Enc/Discrg
2 nd	Count		Count
3 rd	S/P	S/P	S/P
Signals (including Trump's): Low =enc. high=low=even. Lavinthal. Smith vs NT: high likes the lead from both. Trump Echo = high low show odd number of trumps			
Doubles			
Takeout Doubles (Style; Responses; Reopening)			
Support double /neg double/Sound style, light reopenings			
Special, Art and Comp Dbl/Rdbl's			
RDBL in some sequences shows 3 c supp at 1&2 level.			

System Card		
		
EBL		
Category:	Red	
Event: EC youth teams 2024		
NCBO: Norway Team: U26		
Players	Ida Øberg	Marius Austad
System Summary		
General Approach and Style		
Natural, 2/1 style. 15-17 NT Transfers responses after 1♣-opening 1♣ = 1+♣ 5 card openings in ♦/♥/♠		
Special bids that may require defence		
2 NT = both minors (5+5) 10-13 hcp or GF with both minors 2♦ = Multi		
Special forcing pass sequences		
Standard forcing pass sequences		
Important notes that don't fit		
1♣ (1♦) dbl = 4+♥ 1♣ (1♦) 1♥ = 4+♠ 1♣ (1♦) 1♠ = Both majors 4-4 or 5-5		
Psychics		
Rare		

Opening	Art	Min. #	Neg. D. through	Description	Responses	Subsequent Auction	Competitive & Passed Hand Bidding
1♣	X	1	4♠	Only if 4-4-4-1	1♦=4+♥, 1♥=4+♠, 1♠=6-9 "NT" or any hand 4+♦ or 4+♠ or both, 1NT=(9)10/11, 2♠=GF 5+♠, 2♦=multi, 2♥/♠=4♥/♠ + 5+♠ GF, 2NT= preempt/slam try w/both m (5+4), 3♠ = (9)10-11 hcp 6+♠, 3♦♥♠=minisplinter, 4M to play	Accept transfer with most hands with 3crd support, jump to 2 level with 4crd support and minimum opening. With 18-19 and 4 card we answer 1 level. XYZ	1♠ - (1x) - 2x= inv+ with ♣ 1♠ - (1♠) - 2♦ = 5+♥9+hcp 1♠ - (1♠) - 2♥ = 5+♦9+hcp
1♦		5	4♠		Natural, 2♦ inv minor, 2M to play, 2NT 11-12, 3♠ = pre ♦ but want to play game if partner has 18-19, 3♦ pre, 3M =void, 4♣ void, 4M play	XYZ	1♦-2♦ = 9+, NF 1♦ - (1x) - 2x= inv+ with ♦
1♥		5	4♠	5+	1NT= 6-11hp, 2♠=(3+♠) GF, 2♦= nat GF (usually 5+); 2♥= 5-9 with support, 2♠ = 4+♥ + unknown shortness, 2NT= GF with 4+♥, 3♠= invite 3+♥, 3♦=mixed raise 6-8 4+♥, 3♥= pre, 3♠= 4+♥, 10-12 unknown shortness 3NT= void in ♠, 4♣♦ = void	1♥-2♥: 2♠3♣♦ = long suit inv+, 2NT= GF 1♥-2NT: 3♣ min, 3♥ = minisplinter with clubs 3♦♠ = cue with extras, 4mi=void. 1♥ - 1NT - 2NT = FG	Pass - 1♥ - 2♣ = 3+♥, 9+ 1♥ - dbl- system off. Jump minisplinter
1♠		5	4♠	5+	1NT= 6-11hp, 2♠ = (3+♠) GF, 2♦ = nat GF (usually 5+), 2♥ = nat GF 5+♥, 2♠ = 5-9 with support, 2NT GF with 4+♠, 3♠ = 4+♠ and an unknown shortness, 3♦ = invite 3+♠, 3♥ = mixed raise 6-8 4+♠, 3♠ = pre, 3NT = 10-12 and an unknown shortness, 4♣♥♥ = void	Same as after 1♥	Same as after 1♥
1 NT			4♠	15-17 May have 5M, 6m, singleton, 5422	2♠=Stayman, 2♥♥= transfer, 2♠=♠ or invite to game, 2NT=♦ or 5-5 in m weak, 3♠= puppet stayman, 3♦ = Both m GF 5-5, 3♥♠ = shortness 4♣♦ = transfer 4♥♠ = to play	1NT-2♠--2x-2♠ = invite 5♠ 1NT-2♦ - 2♥ - 2♠ = invite 5♥ 1NT-trf-2x-2NT= GF, ask for distribution	
2♣	X	0		Any strong hand. If balanced 20-21	2♦ =relay, 2♥♠/3♣♦ nat GF 2NT=at least 5-4 in ♣♦ GF or F1 3♥♠ = 4♥♠ and 5+♦ GF	2♣ - 2♦// 2Ma = F1 2♣ - 2♦// / 2Ma - 3♣ = second negative	2♣ - 2x- dbl = 0-4 HCP 2♣ - 2x- pass = 3+ HCP
2♦	X	0		Multi. Weak with one major 5-9 or 22+ NT	2♥ = p/c 2♠ = 3+♥ p/c 2NT= Forcing 3♣♦ = nat F1, 3♥ = pre-empt p/c, 4♠ = p/c, 4♥♠ = to play	2♦ - 2NT// 3♣ max 3♦ min with ♥, 3♥ min with ♠, 3NT 22-24	2♦-dbl-pass = ♦
2♥		6 (7)		10-13(14) with ♥	2♠3♣♦ = F1, 2NT= asking for singleton and strength, void and strength F1, 3♥ = pre-empt		
2♠		6 (7)		10-13(14) with ♠	Same after 2♥		
2 NT	X			10-13(14) or GF with both minors (5+5+)	3♣♦ = to play, 3♥ = ♠ or slam try with ♠, 3♠ = ♥ or slam try with ♦ 4mi = pre, 4M = to play	High Level Bidding	
3x		6-7		PREEMPT	New suit F1	1430 RCKB, Dopi, Ropi, Depo, Splinter, Cuebids (1 st -2 nd), Exclusion rkc, 4spade rkc when heart is trump. 3NT = nonserious slamtry when Ma is agreed;	
3NT	X		Solid minor, gambling	4♣ = p/c, 4♦ = asking for shortness, 4M = to play			
4♣, ♦		7		Nat, To play	4M = to play		
4♥, ♠		6		Nat. To play	Any bids cuebid.		
4NT	X			Ask for specific A	5♣ = 0, 5♥♥♠6♣ that ace		