




Defensive and Competitive Bidding	
Overcalls (Style; Responses; Reopening)	
1-level: Light 2-level: Sound <b>Responses:</b> 1- and 2-level F1 if next hand pass, 2-level constructive if next hand bids, jumps are minisplinter or fit jump, double jumps Splinter, cue-bid is a good raise in overcaller's suit.	
1 NT overcall (2ND/4TH; Responses; Reopening)	
2 <sup>nd</sup> seat: 15-18 HCP. 4 <sup>th</sup> seat: 11-14 HCP vs minors, 15-18 HCP vs Majors. Same responses as after opening 1NT.	
Jump Overcalls (Style; Responses; Unusual NT)	
<b>1-Suit:</b> Light jump overcalls, but not bad red vs. white <b>2-Suit:</b> 2NT = 2 lowest suits (5+-5+) weak/strong	
Direct and Jump Cue Bids (Style; Responses)	
<b>Over m:</b> Both Majors (5+-5+) <b>Over M:</b> Other Major + ♣ (5+-5+) <b>Jump cue-bid:</b> Asks for stopper	
VS. NT (vs. Strong/Weak; Reopen: PH)	
2♣ = Both Majors 2♦ = ♥ OR ♠ 2♥ = ♥ and a minor (usually longer) 2♠ = ♠ and a minor (usually longer) 2NT = Both minors OR any Strong 2-suiter 4 <sup>th</sup> seat and after initial pass: DON'T	
VS. Preempts (Doubles; Cue bids; Jumps; NT bids)	
Take out DBL <b>Cue-bid:</b> Ask for stopper <b>Jump in m:</b> That minor + other Major (5+-5+) <b>Over 3M:</b> 4m is natural	
VS. Artificial Strong Openings	
<b>vs. strong 1♣:</b> Eides DBL: ♥ 1♦ = ♠ 1♥ = 2-4 ♥ and a minor 1♠ = 2-4 ♠ and a minor 1NT = Major + minor 2♣ = Both minors 2♦ = Both Majors	<b>vs. strong 2♣:</b> Eides DBL: ♥ 2♦ = ♠ 2♥ = 2-4 ♥ and a minor 2♠ = 2-4 ♠ and a minor 2NT = Major + minor 3♣ = Both minors 3♦ = Both Majors
VS. 2♦ Multi	
2NT = 15+ HCP unbalanced DBL = 15+ and interest for penalty, might be weaker if 4-4 in M.	

Leads 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> (possible ATT)	3 <sup>rd</sup> /5 <sup>th</sup>	
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)	QJ(x), HQJx(x), KQ109(x)	
Jack	J10(x), KJ10(x)	J10(x), HJ10(x)	
10	109(x), H109(x)	109(x), H109(x)	
9	9x	9x, 98(x)	
Hi-X	Even number	xx, xxx, xxxx(x)	
Signals in order of priority			
	Partners lead	Declarer	Discarding
Suit:	Encrg/Discrg	Count	Encrg/Discrg
2 <sup>nd</sup>	Count	Count	Count
3 <sup>rd</sup>	Count	Count	Count
NT:	Encrg/Discrg	Count	Encrg/Discrg
2 <sup>nd</sup>	Count	Count	Count
3 <sup>rd</sup>	Count	Count	Count
<b>Signals (including Trump's):</b> Hi-Low = Discrg/Even number, Low-Hi = Encrg/Odd number Smith (NT): Hi-Low likes the lead from both. Lavinthal: Obvious positions, and possibly when declearer leads.			
Doubles			
<b>Takeout Doubles (Style; Responses; Reopening)</b>			
Light style, also reopenings			
Special, Art and Comp Dbl/Rdbl's			
Neg, Responsive, Support DBL to 2♥, Competitive DBL 1♣ - (1♦) – DBL shows 4+♥. 1♣ - (1♦) – 1♠ shows 4-4 in ♥/♠. Hearts might be longer if weak. 1m - (1♥) - DBL shows 4+♠, 1m - (1♥) - 1♠ denies 4+♠, 1m- (1♠) - DBL strongly suggests at least 4♥			

  		System Card	
Category:		Green	
NCBO/team: Hamar BK			
Event: Finale NM klubblag			
Players:		Erik A. Eide	Harald Eide
System Summary			
General Approach and Style			
Natural, 5c M. 3 <sup>rd</sup> hand openings may be light Transfer responses to 1♣. Light preempts green vs. red			
1NT Openings: (14)15-17 HCP (5M/6m/single/5422) 2-over-1 Responses: GF except rebid in the minors			
Special bids that may require defence			
Transfer responses to 1♣: 1♦=♥, 1♥=♠, 1♠= 6-9 HCP (no majors), or any w/ ♦, 1NT= 10-12 HCP, 2♦= Weak or strong w/♥, 2♥= Weak or strong w/♠, 2♠= strong w/♦, 2NT= 0-5 HCP w/♣, 3♣= 6-9 HCP w/♠.			
Opening 2♦: (0)3-7 HCP w/ (5) 6♥/♠ OR 24+NT 1♥-2♦=Weak raise to 2♥ OR NAT 1♠-2♦=Weak raise to 2♠ OR NAT			
Special forcing pass sequences			
When GF established After 1m-(p)-2m-(2/3x) After 1M-(p)-2NT-(3x)			
Important notes that don't fit			
xy-NT/xyz: 2♠=sign off in ♦ OR INV, 2♦=GF			
Psychics			
Rare, but might occur.			

Opening	Art	Min. #	Neg. D. thru	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		3	4♠	10+ HCP, 3+♣	1♦=4+♥, 1♥=4+♠, 1♠= 6-9 HCP (no majors), or any HCP with ♦. 1NT= 10-12. Inverted minors. 2♦= 8-11 or strong with ♥, 2♥= 8-11 or strong with ♠, 2♠=weak preempt in clubs or preempt, inv or strong with ♦, 2NT= 16+ balanced. 3♣ 6-9 HCP. Double jump shifts = shortage	1♣-2♣, 2D= 5C4D(GF), 6+C(GF) or 18-19 2M=Nat, GF, 2NT=11-12, 3♣= weak unbalanced, 3♦♥♠=Shortage, 3NT=13-14 1♣-1♦-1♥=3+♥ 1♣-1♦-1♠/NT= denies 3+♥	TRF at the 1-level 1♣-2♣= 10-11 w/4+♣
1♦		3	4♠	10+ HCP, 3+♦	INVERTED m, 2M= weak jump shifts, 2NT=11-12, 3♣= Weak pre-empt in ♦, 3♦= 6-9 HCP. Double jump shifts = void	Similar as for 1♣	1♦-2♦= 10-11 w/4+♦
1♥		5	4♠	10-22 HCP, 5+♥	1NT=6-12 HCP NF, 2♣= GF if not rebid. 2♦= 3-7 w/3+♥ or GF in ♦ (if not rebid). 2♥= 8-11 w/3♥. 2♠=shortage in m. 2NT=4+♥ GF. 3♣= 6-11 w/4+♥. 3♦= shortage in ♠. 3♥= pre-empt. 3♠=slamtry with singleton in ♠. 3NT=void in ♠. 4♣/4♦=void.	1♥-2NT, 3NT=18-19 1♥-2NT, 4-level= void 1M-1NT-2NT: FG	1♥-2♣= 3-card raise 1♥-2♦= 4-card raise
1♠		5	4♠	10-22 HCP, 5+♠	Similar as for 1♥	Similar as for 1♥	1♠-2♣= 3-card raise 1♠-2♦= 4-card raise
1 NT			4♠	(14)15-17 HCP (Good 14 to 17) May have 5c M, 6c m, (5-4-2-2) and singleton	2♣=Stayman, 2♦/2♥=TRF, 2♠=TRF to ♣, 2NT= Both minors, weak or strong. 3♣= TRF to ♦, 3♦=Nat game try, normally good suit. 3♥♠=Shortage. 4♣/4♦= TRF, 4♥/4♠=To play	1NT-2♣, 2♦-2♥=pick a M;. 1NT-2♣, 2♦♥♠-3♣=Asking bid. 1NT-2♣, 2♦/♥-2♠= weak w/ 4♠ and 5+ in one minorsuit	
2♣	✓			Strong, HCP (22+) OR tricks (8,5+)	2♦=Weak OR waiting, 2M=GF 5+, 2NT=6+ w/5-5 minors, 3m=GF 5+	2♣-2♦, 2M=F1, 3m=GF, 2M-3♣= 2 <sup>nd</sup> negative, can stop in 3M.	
2♦				(0)3-7 HCP w/ (5)6 ♥/♠ or 24+HCP and (semi)balanced. Promises 6+cards and 5-7 HCP when vulnerable. Might be very weak non-vul, especially green vs red.	2♥/2♠= pass/correct, 2NT= Forcing, 3♣♦=To play, 3♥= pass/correct, 3= Natural and invitational. 3NT= To play. 4♣= asks for transfer, 4♦= bid your Major suit.	2♦-2NT, 3♣= Minimum w/♥, 3♦= minimum w/♠, 3♥= max w/♠, 3♠= max w/♥.	
2♥		6		6+ ♥, 8-11 HCP	2♠= NAT GF, 2NT=Ask for shortage 3♣= Ask for strength/suit quality, 3♦= NAT GF. 3♥=Preempt (can be raised), 3♠/4♣/4♦=Splinter, 4NT=BW	2♥-3♣= 3♦ min./min., 3♥= Good suit, min. HCP, 3♠ bad suit, max HCP, 3NT max both. 2♥-2NT-4♣, 4♦=Void	
2♠		6		6+ ♠, 8-11 HCP	2NT=Ask for shortage, 3♣= Ask for strength/suit quality, 3♦, 3♥= NAT GF, 3♠= Preempt (can be raised), 4♣/4♦=Splinter, 4♥= To play, 4NT=BW	Similar as for 2♥. 2♠-2NT-4♣, 4♦, 4♥=Void	
2 NT			4♠	20-21 HCP	3♣= Puppet Stayman, 3♦/3♥= TRF, 3♠= 44+m, 2NT-4♣/4♦/ slam try in ♥/♠, 4♥/♠= slam try in ♣/♦.	2NT-3♣, 3♦=At least one 4c M, 3♥/3♠=5c, 3NT=Denies 4/5 c M	
3x		6		PRE, ACC to VUL	Natural		
3NT	✓			Solid minor, gambling	4♣=p/c, 4♦=Ask for control	<b>High Level Bidding</b>  1430 Blackwood  Exclusion RKCB, DOPI/ROPI/  5NT is frequently pick a slam.  Splinter bids  Cue-bids (Italian style)  Lightner DBL	
4♣				PRE, ACC to VUL	4♦=cuebid, 4♥♠=To play, 4NT=BW		
4♦				PRE, ACC to VUL	4♥♠=To play, 4NT=BW		
4♥, ♠		6		PRE, ACC to VUL	4♠=To play 5m=Cuebid		
4NT	✓			Asks for specific aces	5♣=0 Ace, 5NT=2Aces, 5♦/5♥/5♠/6♣= that Ace		
2♦		6		4 <sup>th</sup> seat: 11-13 HCP, 6+♦	2NT=INV		
2M		6		4 <sup>th</sup> seat: 11-13 HCP, 6+M	2NT=Ask for singleton		

