

Defensive and Competitive Bidding	
Overcalls (Style; Responses; Reopening)	
1-level: Light	
2-level: Sound	
Responses: 1- and 2-level F1 if next hand pass, 2-level constructive if next hand bids, jumps are minisplinter, double jumps Splinter, cue-bid is a good raise in overcaller's suit.	
1 NT overcall (2ND/4TH; Responses; Reopening)	
15-18. Same responses as after opening 1NT.	
Jump Overcalls (Style; Responses; Unusual NT)	
1-Suit: Light jump overcalls, but not bad red vs. white	
2-Suit: 2NT = 2 lowest suits (5+-5+) weak/strong	
Direct and Jump Cue Bids (Style; Responses)	
Over m: Both Majors (5+-5+)	
Over M: Other Major + ♣ (5+-5+)	
Jump cue-bid: Asks for stopper	
VS. NT (vs. Strong/Weak; Reopen: PH)	
2♣ = One suit (any) may have a minor if suit is a major	
2♦ = Both Majors	
2♥ = ♥ and a minor (usually longer)	
2♠ = ♠ and a minor (usually longer)	
2NT = Strong 2-suiter	
VS. Preempts (Doubles; Cue bids; Jumps; NT bids)	
Take out DBL	
Cue-bid: Ask for stopper	
Jump in m: That minor + other Major (5+-5+)	
Over 3M: 4m is natural	
VS. Artificial Strong Openings	
Rdbl: 9+ HCP. 1 of a suit F1, 2 of a suit NF.	

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)	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/Disrcg	Count	Encrg/Disrcg
2 nd	Count	Count	Count
3 rd	Count	Count	Count
NT:	Encrg/Disrcg	Count	Encrg/Disrcg
2 nd	Count	Count	Count
3 rd	Count	Count	Count
Signals (including Trump's):			
Hi-Low = Disrcg/Even number, Low-Hi = Encrg/Odd number			
Smith (NT): low/hi likes the lead from both.			
Doubles			
Takeout Doubles (Style; Responses; Reopening)			
Light style, also reopenings			
Special, Art and Comp Dbl/Rdbl's			
Neg, Responsive, Support DBL to 2♠, Competitive DBL			
1m - (1♥) - DBL denies 4♠,			
1m - (1♥) - 1♠ shows 4+♠,			
1m - (1♠) - DBL strongly suggests at least 4♥			

	System Card		
Category: Green			
NCBO/team: Norway			
Event:			
Players: Jan Olav Røseng Dag Tore Røseng			
System Summary			
General Approach and Style			
Natural. 3 rd hand openings may be light			
Light preempts green vs. red			
1NT Openings: (14)15-17 HCP (5M/6m/single/5422)			
2-over-1 Responses: GF			
Special bids that may require defence			
2♦: Ekrens			
Special forcing pass sequences			
When GF establied			
After 1m-(p)-2m-(2/3x)			
After 1M-(p)-2NT-(3x)			
Important notes that don't fit			
xy-NT			
Psychics			
Very rare			

Opening	Art	Min. #	Neg. D. thru	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		3	4♣	10+ HCP, 3+♣	Natural, 2♣= inverted minor 3♣ 6-9 HCP. Double jump shifts = shortage	1♣-2♣, 2M=Nat, GF, 2NT=11-12, 3♣=weak unbalanced, 3♦♥♣=Shortage, 3NT=13-14	
1♦		3	4♣	10+ HCP, 3+♦	Similar as for 1♣	Similar as for 1♣	
1♥		4	4♣	10-22 HCP, 5+♥ If 4, also 4♣	1NT=6-12 HCP NF, 2♣= GF if not 3. Or 4.seat 2♥=6-9 w/3+♥. 2♣=mini splinter. 2NT=4+♥ GF. 3minor minisplinter. 3hj=invitational	If 4, also 4♣	
1♠		5	4♣	10-22 HCP, 5+♣	Similiar as for 1♥		
1 NT			4♣	(14)15-17 HCP (Good 14 to 17) May have 5c M, 6c m, (5-4-2-2)	2♣=Stayman, 2♦/2♥=TRF, 2♠=minor, 2NT= HHxxxxx in a minor 3♣= ♣+♥inv, 3♦= ♦+♥inv. 3♥= ♣+♦inv 3♣=♦+♣inv, 4♣/4♦= TRF, 4♥/4♣=To play	inv	
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 nd negative, can stop in 3M.	
2♦				Ekrens. 7-10 vul, 0-8 nonvul	2♥/2♣= to play, 2NT= Forcing, 3♣♦=to play		
2♥		6		6+ ♥, 7-10 vul, 0-8 nonvul	2♣=Constructive, 2NT=Ask for shortage 3♣, 3♦= NAT F1. 3♥=Preempt , 3♣/4♣/4♦=Splinter, 4NT=BW		
2♣		6		6+ ♣, 4-10 HCP	2NT=Ask for shortage,		
2 NT			4♣	20-21 HCP	3♣ = Puppet Stayman, 3♦/3♥ = TRF, 3♣ = 5♣4♥ 2NT-4♣/4♦/ slam try	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 VUL Semisolid minor, gambling NONVUL	4♣=p/c,	High Level Bidding	
4♣				PRE, ACC to VUL	4♦=cuebid, 4♥♣=To play, 4NT=BW		RKCB
4♦				PRE, ACC to VUL	4♥♣=To play, 4NT=BW		Exclusion RKCB, DOPI/ROPI/
4♥,♣		6		PRE, ACC to VUL	4♣=To play 5m=Cuebid		5NT is frequently pick a slam.
4NT	∨			Asks for specific aces	5♣=0 Ace, 5NT=2Aces, 5♦/5♥/5♣/6♣= that Ace		Splinter bids
							Cue-bids (Italian style)
							Lightner DBL