

## Defensive and Competitive Bidding

### Overcalls (Style; Responses; Reopening)

#### 1-level: Light 2-level: Sound

**Responses:** Without jump constructive, with jump forcing (SPL after 2-level overcall and also SPL when a passed responder jumps in a new suit after a 1-/2- level overcall). Jump in opener's suit at 3-level is a Mixed raise. Double jumps are Splinters. Cue-bid is a Good raise with fit for overcaller's suit.

After 1M overcall, 2NT in competition is 4+card support (3+ if no space) and INV+.

### 1 NT overcall (2ND/4TH; Responses; Reopening)

15-18 hcp 2<sup>nd</sup> seat and 12-16 hcp 4<sup>th</sup> seat. Same responses as after opening 1NT for 2<sup>nd</sup> seat, range enquiry Stayman for 4<sup>th</sup> seat.

### Jump Overcalls (Style; Responses; Unusual NT)

**1-Suit:** Light jump overcalls, but NOT terrible red vs. green

**2-Suit:** 2NT = Two lowest suits (5+5+) weak/strong

**Reopen:** 11-13 HCP, 6+ card suit

(1♥)-p-(2♥)-2NT=Both m

(1♠)-p-(2♠)-2NT=Two suits (5+5+)

### Direct and Jump Cue Bids (Style; Responses)

**Over 1♠:** NAT if 2+ (2♦ = 5+5+ M), 5-5 M if 3+ (2♦ = Weak)

**Over 1♦:** Both Majors (5+5+)

**Over M:** Other Major + m (5+5+)

**Jump cue-bid:** Asks for stopper 1♦/1M, ♠+♦ (5+5+) over 1♠.

### VS. NT (vs. Strong/Weak; Reopen: PH)

2♠ = Both Majors

2♦ = ♥ OR ♠, competitive overcall

2♥ = ♥, constructive overcall

2♠ = ♠, constructive overcall

2NT = Both minors OR GF with any 2-suiter

4<sup>th</sup> seat and after initial pass vs Strong: Meckwell version

vs Weak NT (max 15): Double = Same range+, 2♣ = Both M,

2♦ = One major, max 11 ish HCP, 2M = NAT, 12-14 ish HCP

### VS. Preempts (Doubles; Cue bids; Jumps; NT bids)

Take-out DBL

(2x)-DBL => Transfer Lebensohl from 2NT [Note 9]

Pass-(2x)-DBL => Lebensohl [Note 9]

**Cue-bid:** Asks for stopper

**Jump in m:** That minor + other Major (5+5+)

**Over 3M:** That minor + other Major (5+5+)

### VS. Artificial Strong Openings

vs. strong 1♠: DBL = ♦ OR Both M, 1♦ = ♥ OR ♠ + ♣, 1♥ = ♠

OR Both m, 1♠ = ♣ OR ♥ + ♦, 1NT = ♠ + ♦ OR ♥ + ♣.

2♣ = At least 5-5 Majors, constructive, 2NT = Both m

vs. strong 2♣: DBL = M (5-5+), 2NT = m (5-5+)

### Over Opponents' take out double

Rdbl: 9+ HCP, Of 1m: Fit-jump in M, jump in the other minor is 9+ with fit for opener. Of 1M: Transfers from 1NT, Mini-Splinter. Of 2M: Transfers from 2NT.

## 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	ATT (possible 3 <sup>rd</sup> /5 <sup>th</sup> )	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) (J possible lead)	QJ(x), HQJx(x), KQ109(x)
Jack	J10(x), KJ10(x)	J10(x), HJ10(x), QJ98(x)
10	109(x), H109(x)	109(x), H109(x)
9	9x, (H109x own suit)	9x, J98(x), Q98(x), A98(x)
Hi-x	Even number	xx, xxx, xxxx(x), 98x(x)

### Signals in order of priority

	Partners lead	Declarer	Discarding
Suit:	Encrg/Discrg	S/P	Encrg/Discrg
2 <sup>nd</sup>	S/P	Count	Count
3 <sup>rd</sup>	Count		S/P
NT:	Encrg/Discrg	Smith	Encrg/Discrg
2 <sup>nd</sup>	S/P	S/P	Count
3 <sup>rd</sup>	Count	Count	S/P

### Signals (including Trump's):

Hi-Low = Discrg/Even number, Low-Hi = Encrg/Odd number

Smith (NT): Hi-Low likes the lead from both.

S/P in trumps (could be STD count when ruffing).

Trump echo when possible ruff.

### Doubles

### Takeout Doubles (Style; Responses; Reopening)

Light style, also reopenings

### Special, Art and Comp Dbl/Rdbl's

Neg., Responsive, Support DBL through 2♥, Competitive DBL

1♣ - (1♦) - DBL shows 4+♥, 1m - (1♥) - DBL shows 4+♠,

1m - (1♠) - DBL strongly suggests at least 4♥.

Lightner doubles vs games and slams.



## System Card



Category: Green

NCBO/team:

Seligman

Event:

OWC 2020

Players

Boye  
Brogeland

Espen  
Lindqvist

## System Summary

### General Approach and Style

**Natural** (5+♠, 5+♥, 4+♦, 2+♣). Transfer responses to 1♣

Light 3<sup>rd</sup> hand openings, light lead directing bids/doubles

Light preempts green vs. red

**1NT Openings:** 15-17 HCP (good14/bad18/5M/6m/single/5422)

**2-over-1 Responses:** GF

### Special bids that may require defence

2 : 0-7 HCP 6c M (may be 5 NV) OR 24+NT OR 4-4-4-1, GF

2♥: Good weak 2, 8-11 HCP, 6

2♠: Good weak 2, 8-11 HCP, 6

1♣-2 = 6 , 0-9 HCP OR 4-4-4-1, INV+ with short

1♠-2 = 6♠, 0-9 HCP OR 4-4-4-1, INV+ with short

1♣-2♠ = 5-5 m, 0-9 HCP OR 5-5 m, GF

(1♠) - 3♠ = ♠+ (5+5+)

### Special forcing pass sequences

### Important notes that don't fit

After opponents overcall

1♣ - (1♦) - 1♥ = 4+♠, 1♣ - (1♦) - 1♠ = Denies 4♥ and 4♠

1m - (1♥) - 1♠ = Denies 4♠ unless strong with ♦ + ♠

Switch bids at the 2-level when two or three suits are available.

1♣ - (1♦) - 2♣ = 4-4 M, 6-11 HCP

1♣ - (1M) - 2♣ = 5+, 9+ HCP

1♣ - (1♦) - 2♦ = 6+♥, INV+, but inverted m if passed originally.

1m - (1♥) - 2♥ = 6+♠, INV+, but inverted m if passed originally. 1m

- (1♥) - 2♠ = Inverted m, but fit-jump if passed originally.

**xy-NT/xyz:** 2♣ = s/o in ♦ OR INV, 2♦ = GF, PH: 2♣ xyz, 2♦ NAT

Nilslands slinkningar when 1NT opening/dir. overcall is doubled.

### Psychics

Can occur

Opening	Art	Min. #	Neg. D. thru	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		2	4♠	10-22 HCP, 2+♣ May have 2 cards ♣ and 4 cards ♦ (4-3)-4-2 (can choose). Opens 1♦ with (4-2)-4-3. Can choose 1♣ or 1♦ with 4-4 in the minors.	1♦=4+♥, 1♥=4+♠, 1♠=No M unless GF♦+M, 2♣=INVERTED m [Note 1], 2♦=6, 0-9 HCP OR 4-4-4-1, INV+ with short ♠, 2=6♠, 0-9 HCP OR 4-4-4-1, INV+ with short♥, 2♠=5-5 m, 0-9 HCP OR 5-5 m GF, 1NT=11-12 HCP, 2NT=13-15 OR 19-20 w/3-3-(3-4), 3♣=5-9 HCP, 3♦=PRE, 3M/4♦=void w/5+♣, 3NT=16-18, 3-3-(3-4)	Accepts TRF with 3 card support (may jump to 2NT with 18-19NT) [Note 2]. Jumps with 4-card and good BAL 12-14 or shape. Reverse [Note 4], INV: 1♣-2♣, 2♦=GF various hands, 2M=NATish, GF, 2NT = 11-14 with 2/3♣ Jumps=SPL. 11-14 HCP	TRF at the 1-level 1♣-2♣= 6-9, 5+♣ 1♣-2♦= 9+, 5+♣ 2M = Fit-jump, 6-9
1♦		4	4♠	10-22 HCP, 4+♦ Opens 1♦ with (4-2)-4-3. Can choose 1♣ or 1♦ with 4-4 in the minors and (4-3)-4-2.	2♦=INVERTED m [Note 1], 2♥=6♥ 0-9 HCP, 2♠=6♠ 0-9 HCP, 2NT=INV, 3♣=4+♦, 6-9 HCP, 3♦=PRE not INV vs 18-19 NT, 3M=void, 3NT=13-15 w/3-3-(3-4), 4♣=void	Similar as for 1♣	1♦-2♦= 6-9, 4+♦ 1♦-3♣= 9+, 4+♦ 2M = Fit-jump, 6-9
1♥		5	4♠	10-22 HCP, 5+♥	1NT=6-12 HCP NF, 2m=GF, 2♥=NAT, 2♠=6♠ 0-9 HCP, 2NT=4+♥ GF, 3♣=3+♥ INV, 3♦= Mixed raise (6-8 HCP), 3♥=PRE, 3♠=Unspecified SHORT 10-12 HCP, 3N=Void in spades, 4L=Void	1♥-2NT, 3x=NAT, not MIN 1♥-2NT, 3x-3♥=Asks for singleton 1♥-2NT, 3x-3♥-3y/4x=Singleton Gazzilli after 1♥-1♠ and 1♥-1NT [Note 3]	1♥-2♣ = 3+-card raise 1♥-2♠= Both m 1♥-2NT = 4+♥, INV+ 1♥-3♣ = NAT, INV 1♥-3♦ = Mixed Raise
1♠		5	4♠	10-22 HCP, 5+♠	1NT=6-12 HCP NF, 2m=GF, 2♥=GF, 2♠=NAT 2NT=4+♠ GF, 3♣=3+♠ INV, 3♦= Mixed raise (6-8 HCP), 3♥=NAT INV, 3♠=PRE, 3NT=Unspecified SHORT 10-12 HCP, 1♠-4m/4♥=Void	Similar Jacoby responses as for 1♥ Gazzilli after 1♠-1NT [Note 3]	1♠-2♣ = 3+-card raise 1♠-2NT = 4+♠, INV+ 1♠-3♣ = NAT, INV 1♥-3♦ = Mixed Raise
1NT			4♠	15-17 HCP (good 14, bad 18) May have 5M, 6m, 5-4-2-2 and singleton [Note 5]	2♣=STAY, 2♦/2♥=TRF, 2♠=INV OR ♣, 2NT=♦ any OR both m weak, 3♣=Puppet-Stayman, 3♦= Both m GF, 3M=Singleton GF (may have 4♠, denies 4♥), 4♣= S/T 4-3-3-3 or 5-4-2-2, 4♦/4♥=TRF, 4♠=5♣ S/T, 4NT=5♦ S/T	1NT-2♣, 2♦-2♥=pick a M; pass with equal length. 1NT-2♣, 2♦/2♥-2♠=5+♠ INV 1NT-3♣-3♦ (normal response without 5M)	In competition: 1NT-(2x) => Transfer Lebensohl from 2NT [Note 8]
2♣	✓			Strong, HCP (22+) OR tricks (8,5+)	2♦=Weak OR waiting, 2M=6+ HCP 5+ good suit GF, 2NT=6+HCP 5-5+ minors GF, 3m=6+ HCP 5+ good suit GF (no side suit), 3M=6+HCP short M (4-1)-4-4, 3NT=Solid suit	2♣-2♦, 2M=F1, 3m=GF, 3♥=4♥-5+♦, 3♠=4♠-5+♦, 2♣-2♦-2M-3♣= 2 <sup>nd</sup> negative, can stop in 3M.	
2♦	✓			0-7 HCP 6cM (may be 5 NV) OR 24+NT OR 4-4-4-1 GF [Note 6]	2♥/2♠=P/C, 2NT=Ask, 3♣/3♦=To play, 3♥=P/C (to 3♠), 3♠=5+-2+ M, ask M length, 4♣=Ask for TRF, 4♦=S/T m(s)	2♦-2NT, 3♣=MIN♥, 3♦=MIN♠, 3♥=MAX♠, 3♠=MAX♥	
2♥		6		Good weak 2, 6♥, 8-11 HCP, but not solid suit [Note 7]	2♠=F1, 2NT=Ask for shortage/strength/6-4, 3m=GF, 3♥=PRE, 3♠=INV, 4♣=SPL, 4♦=SPL, 4NT=BW (4 aces)	2♥-2NT, 3♣=6-4 hand any side suit, 3♦= Shortage in a m GF, 3♥=MIN, 3♠=Shortage 3NT=MAX no shortage, 2♥-2NT-4♣, 4♦=Void	4 <sup>th</sup> : 11-13 HCP, 6+♥
2♠		6		Good weak 2, 6♠, 8-11 HCP, but not solid suit [Note 7]	2NT=Ask for shortage/strength/6-4, 3x=GF, 3♠=PRE, 4♣=SPL, 4♦=SPL, 4♥=To play, 4NT=BW (4 aces)	2♠-2NT, 3♣=6-4 hand any side suit, 3♦= Shortage in a m, 3♥=Short, 3♠=MIN, 3NT =MAX no shortage, 2♠-2NT-4♣, 4♦, 4♥=Void	4 <sup>th</sup> : 11-13 HCP, 6+♠
2NT			4♠	20-21 HCP (good 19, bad 22)	3♣=PuppetSTAY, 3♦/3♥=TRF, 3♠=4+-4+ minors 2NT-4♣/4♦/4♥/4♠=Slam try with ♥/♠/♣/♦	2NT-3♣, 3♦=At least one 4M, 3♥=Denies 4/5M, 3♠=5♠, 3NT=5♥	
3x		6		PRE, ACC to VUL	3♣-3♦ asks for 3♥, 3m-3M=NAT GF, but COMP after DBL, 3♦/3M-4♣ and 3♣-4♦= Poor Man's BW, 3M-4♦=Slam try		
3NT	✓			Solid minor, gambling	4♣=P/C, 4♦=Control ask, 4M=To play; 4NT=Length ask		
<b>High Level Bidding</b>							
4♣	✓			Good 4♥ + suit, 3-5 ctr, NAT 3rd	4♦= Asks for cue-bid, 4NT=RKCB, 5♣=Asks for length	Roman Key Card Blackwood (RKCB)	
4♦	✓			Good 4♠ + suit, 3-5 ctr, NAT 3rd	4♥= Asks for cue-bid, 4NT=RKCB, 5♠=Asks for length	Exclusion RKCB, DOPI/ROPI/DEPO	
4♥		6		PRE, ACC to VUL	4♠=To play, 4NT=RKCB, 5m=Cue-bid	5NT is frequently pick a slam	
4♠		6		PRE, ACC to VUL	4NT=RKCB, 5m=Cuebid, 5♥=To play	Splinter bids	

4NT	∨		Asks for specific aces	5♣=0 Ace, 5NT=2 Aces, 5♦/5♥/5♠/6♣=That Ace	Cue-bids (Italian style), 1 <sup>st</sup> round control 6-level, last train cue-bids
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