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 ♥/♠: 5+- 5 ♦

2 NT: 5+-5+ ♣ and ♦

If 1 ♣ opening is on 2 or less, 2 ♣ is natural. If so 2 ♦ is Michaels

Vs 1 **♦**:

2 ♥/♠: 5+-5+ ♣

2 NT: 5+-5+ ♣ and ◆

1M- 3 m/3hj: ca 14-16 and natural. Green vs. red: Pre-emptive

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

Mixed range, depending on vulnerability

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

2♣- ♠ and ♥ have occoured on 4-3 in M, but normally 5-4+

2 - one major (Muliti)

2♥/♠ - 4c M and 5+ m

2NT: Both minor or game forcing hand with two suiter Dbl: About 15+ HCP, suggestion for penalties

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: Strong or both majors, NT: one major and one minor, rest is natural

Over Opponents' take out double

RD: 9+, normally without support

Leads and Signals										
Opening Leads Style										
		Lead	In Partner's Suit							
Suit	3	rd_5 th		3 rd -5 th						
NT	2	rd_5th		3 rd -5 th						
	3			3''-5"						
Subseq										
Leads										
Lead		Vs. Suit		Vs. NT						
Ace		AKx/AKxx(x)		AK/AKx/AKxx(x)						
King		KQ/KQJ(x)/KQT(x)/A	λK	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)						
Х		Hx <u>x</u> (x)/Hxxx <u>x</u>		$Hxx\underline{x}/HT9\underline{x}/x\underline{x}xx(x)$						
		Signals in (order of	priority						
		Partners lead	Declarer		Discarding					
Suit:		Enc=Low	HI-LO= Even nr		Enc=Low					
2 nd		Lavinthal	Lavinthal		LO-HI=Odd nr					
3 rd NT:		same	Smith Peter: High							
111.		card goo		d from both						
2 nd		h		ands						
Z ^{rid} 3rd										
Signals (including Trump's): Suit pref. or 3/5th– optional										
- Summary States										

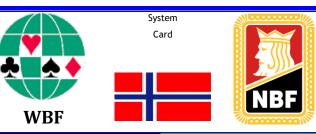
Doubles

Takeout Doubles (Style; Responses; Reopening)

Light, based on shape

Special, Art and Comp Dbl/Rdbl's

Support doubles, no support rdb



System:

GREEN

NCBO/team: **BAK**

Event:

NM Lag 2018



Players

Thomas Charlsen

Arild Rasmussen

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) 24+ NT, 2)weak two in ♥ or • (ca 3-11 HCP) 3) Gambling with a minor

3NT: Gambling with a Major

1M- (any)- 2 ♠: Toronto, 3+ support and 8+ HCP

Gazilli after 1M-1NT

Special forcing pass sequences

Forcing pass after GF established

Important notes that don't fit

 $3^{\rm rd}$ 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*		2	7♠	(9)11-21, any 4-3-3-3	2♥: 5♠+4♥ about 4-7 hcp, 2 ♦ 5-5 ♠ and ♥ either weak or GF, 2 ♠: Invitational with 5+♠. 2 ♠: inv.raise, 2NT nat.inv, 3♦♥♠ splinter, GF normally void. After opp.overcall it might be singleton and inv for game	1♣-2♣-2♦: Any singleton, 2 ▼: 16+, 2 ♠: Side suit any, 2nt bal, 3 ♠: 5+ ♠, jump is void and double jump is Exclusion BW.	1 ♣- 2 ♠: limit 1 ♣- 2♠: inv. balanced	
1∳		4	7♠	(9)11-21, either 5 + ♦ or a 4 card M	2 ♦: inv. Raise 12-16 HCP, 2 ♥: 5-5 im maj and about 4-7 hp, 2 ♦: Invitational with support, 3 ♦: Natural invitational to game, 3 ♦: preemtive, 3 x: Splinter, GF, normally void	1 ◆ - 2 ◆ - 2 ▼: Unknown singleton, 2 ♠: (5-4-2-2) or 4-2-4-3 or 2-4-4-3. 2 nt: Nat 3 ♠: Nat, 3 ♦: 5+♦ , 3 ▼ ♠ void.	1	
1♥		5 (4)		(9)11-21, 5+ In 3 rd hand might be four card suit	1 ★: nat, 1 NT: 5-12 HCP, 2★: drury, 3+ support and 8 + HP 2NT: GF with ★. 2★: Invite+ with ▼, unknown singleton. 3 m: nat inv, double jumps void	1▼-2♣-2♦: denies normaly a singleton, some extras+, 2NT:6-4, 2 ♠: any singleton, 3 ♠: 5-(5), 3 ♦: 5-(5), 3 ▼: invite without shortage, 3 ♠/4 ♣/4 ♦: Any void, extras not needed.		
1.		5 (4)		(9) 11-21, 5+ In 3 rd hand might be four card suit	Same principals as after opening 1 ♥. 3 ♥: invite with unknown singleton. 3NT: 2-4-(4-3)	Same principals as after opening 1 ♥		
1 NT			7♠	(14)15-17, 5c M and 6 c m possible	Stayman, transfers, 2♠ is either one or both minors (weak/strong) 3 level is singleton, 4 ♠ transfers to ♠♥ (also after over calls)	1nt-2♣-2•/▼-♠: 4+ and 5+ in one major, max inv. 1 nt- 2 ♣- 2x- 3 ♦: Slammish in either minor 1 nt- 2 ♣- 2 •- 3 ▼/♠: 5C in the other major 1nt-2♣-2x-3♠: ask for distribution 1nt-2♠- 3♠: ok with ♦ 1 nt- 2♦-2▼-2♠: transfer to 2NT (accept 2c H)		
2*	х		7♠	18-19NT/20-21 NT/ 8+ tricks with a suit/GF	2•-relay, 2••v: to play vs 18-19NT with no support, 2nt::one or both M, 3 m:natural GF good suit, 3 v: 5-5 •v ca 3-4 HCP, 3•: 5+5 • and ca 8-10 HCP	2♣-2+-2♥: ♥ or 18-19 bal, 2♠ new relay and 2NT weak with both major, 3 m to play and 2 NT weak with both minors 2♣-2nt:3♣-3♦: 6+♥, 3♥ 6+♠, 3♠: Both M extras, 3NT: Both M minimum		
2♦	х	0		$3\text{-}11$ HCP with 6 card suit (might be 5 in 3^{rd} hand)/24+NT/ gambling minor	New suit P/C, 2NT asking: $3 \triangleq$ is max with a major, $3 \triangleq$ min with $4 \pmod{9}$, $3 \triangleq$ solid minor, 3nt 24+ nt.	If opp.overcall dbl is for penalties 2NT: Forcing bid, others NF		
2♥	х	5		4-10 HCP with 5+ ♥ and 5+ ♠ or ♦	2NT: Asking for suit and strength. 3♠ min with ♠, 3 ♦ min with ♦, 3 ♥ :6-5- 3 ♠ max with ♠ .3 NT max with ♦ New suit NF. 3 ♠ p/c	Dbl M: for Pen. Dbl M: Pass or correct		
2♠	х	5		4-10 HCP with 5+ ♠ and 5+ ♠ or ♦	Same principals as after 2 ♥			
2 NT				22-23NT	3♠: Stayman- 3♠ promising 4-4 in ♣♠ or 5+c ♠/♠, Smolen, transfers, 4♠ slamtry ♥, 4♠ slamtry ♠, 4♥ slamtry ♠, 4♠ slamtry ♠	Slam Conventions		
3x		6		Preemptive	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. 2NT in Major sequences as RKCB, don't promise cue in all suits.		
3NT	х	7		Gambling major	4 ♦: double trsf., 4 ♦ asking for shortage, 4♠♥: To play	Splinter and Minisplinter DOPI, ROPI and DEPO		
4♣,♦	х	6/7		Preemptive, 1th and second hans solid 4 M opener	Natural			
4♥,♠		6			Cue bid			
4NT	х			Asking for spes. aces	5 ♣- none, 5 ♦- ace of ♦, 5 ♥- ace of ♥, 5 ♠- ace of ♠, 5 NT, two aces, 6 ♠- ace of ♠.			