

## 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, dobbel jumps are splinter, Cue-bid is a Good raise in overcaller's suit. New suit F1

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

(14)15-17(18) hcp. Same responses as after opening 1NT.

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

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

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

(1M)-p(2M)-2NT=15-18 red vs green, other VUL minors

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

**Over m:** Both Majors (5+-5+)

**Over M:** Other Major + a minor (5+-5+)

**Jump cue-bid:** Asks for stopper over (1x)-3x

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

**Over strong NT (14+)**

DBL=both m or M

2 ♣= ♣+M

2 ♦= ♦ + M

2 ♥/♦ = nat.

**Over Weak NT (-14)**

DBL=penalty

2 ♣=both M

2 ♦= one M

2 ♥= 4♥+ and a minor (usually longer)

2 ♠= 4♠+ and a minor (usually longer)

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

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

Take out DBL

Over 2m:(2 m)-3 m= asks for stopper. (2m)- 4m= both M

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

Over 3m: 4m= m+a major

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

### VS. Artificial Strong Openings

**vs. strong 1♣:** DBL =M, NT= m, Suit is natural

**vs. strong 2♣:** DBL =M, NT= m, Suit is natural

### Over Opponents' take out double

Rdbl: 9+ HCP, **Of 1M:** Transfers from 1NT, 1♥-(x)-2♦= good raise. 1♠-(x)-2♥=good raise

## 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	Attitude	3 <sup>rd</sup> -5 <sup>th</sup>
Subseq	Attitude	

### Leads

Lead	Vs. Suit	Vs. NT
Ace	AKx(x), AK(x)	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), HJ10(x)	J10(x), HJ10(x)
10	109(x), H109(x)	109(x), H109(x)
9	J98(x), 9x	J98(x), 9x, 98(x)

### Signals in order of priority

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

### Signals (including Trump's):

Hi-Low = Discrg/Even, Low-Hi = Encrg/Odd, Smith (NT): High likes the lead. S/P in trumphs. INV-small card

## 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

1♣ - (1♥) - DBL shows 4+♠, 1m - (1♦) - DBL shows 4+♥, 1m- (1♠) - DBL strongly suggests at least 4♥



## System

### Card



## System:

### Players

Boye Brogeland

Tonje Brogeland

Knut Erik Ljung

### System Summary

#### General Approach and Style

Natural, 5c majors

Light openings, extremely light 3rd hand openings

Light preempts

Transfer responses to 1♣

**INT Openings:** (14)15-17 HCP (5M/6m/singel/5422)

2-over-1 Responses: GF except rebid

#### Special bids that may require defence

2♦: 2-7 HCP weak 2 in a M (5/6)

2♥: Good weak 2, 8-11 HCP, 6 card ♥

2♠: Good weak 2, 8-11 HCP, 6 card ♠

Gambling 3NT

2-suited overcalls (Michaels/unusual NT) wide range

#### Special forcing pass sequences

2♣ - (bid/DBL) -pass = F1, 4+ HCP

#### Important notes that don't fit

xy-NT/xyz:2♣=s/o in ♦ OR any further bid INV, 2♦=GF

#### Psychics

Can occur

Opening	Art	Min. #	Neg. D. thru	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♦		2	4♠	9+ HCP, 2+♦ May have 2 cards ♦ and 4 cards ♦	1♦=4+ ♥, 1♥=4+ ♠, 1♠= var. hands <b>No M/ not 10+ hcp w/5+ ♠</b> INVERTED minor, 2♦=6-9 w/6(5)-card ♦, 2M=Splinter, 1NT= 11-12, 2NT=13-15 OR 19-20 w/3-3-(3-4), 3♦ = pre. Not inv. vs 18-19NT, 3x=void w/5+ ♠, 3NT=16-18, 3-3-(3-4)	Accepts TRF if 3c, could choose with 18-19NT. Jumps w/4-card & extra(13+/shape), Reverse; 1♦-2♦, 2♦=GF var. hands, 2M=Nat GF, 2NT=11-14, 3♦=11-12- no shortage, 3♦♥♠=Shortage, 3NT=13-14, 2-3♦ 1♦-2♦, 2NT=singleton ask; 3♦=min w/o, 3x=single, 3NT=max w/o	TRF at the 1-level 1♦-2♦= 5+♦ 10+hcp 1♦-2♦= 5+♦ 6-9 hcp
1♦		4	4♠	9+ HCP, 4+♦ Normally good suit if 3-3-4-3	INVERTED minor, 2M= Splinter, 2NT=11-12, 3♦ = 4+♦-6-9 HCP, 3♦= PRE NOT INV vs 18-19NT, 3x=void, 3NT=13-15 w/3-3-3-4	Similar as for 1♦	1♦- 2♦ = 10+hcp w/4+♦ 1♦- 3♦ = 6-hcp w/4+♦
1♥		5	4♠	9-22 HCP, 5+♥	1NT=6-12 HCP NF, 2♦=GF except rebid, 2♦ = GF except rebid, 2♦= Shortage in a m-inv., 2NT=4+♥ GF, 3♦=3/4+♥ normally balanced-inv., 3♦ = Shortage in ♠- inv., 3♥=PRE, 3♦/4m=void, 3NT=13-15 w/3-3-(3-4)	1♥-2NT, 3x=nat, not min 1♥-2NT, 3x-3♥= asks for singletlo 1♥-2NT, 3x-3NT= asks for cue 1M-1NT-2NT=GF	1♥-2♦ = 3-card raise 1♥-2♦ = 4-card raise 1♥-2NT = Nat., inv 1♥-3m = Nat., inv
1♠		5	4♠	10-22 HCP, 5+♠	2m=GF except rebid, 2♥ = GF, 2♦=nat 5-9, 2NT=4+♠ GF, 3♦= Shortage in a m, 3♦=3/4c SUPP normally bal.- inv., 3♥=Shortage in ♥, inv., 3♦=PRE, 3NT=13-15 w/3-3-(3-4), 1♠-4m/♥=void	Similar as for 1♥	1♠-2♦ = 3-card raise 1♠-2♦ = 4-card raise 1♠-2NT = Nat., inv 1♠-3m = Nat., inv
1 NT			4♠	(14)15-17 (18) HCP (Good 14 to 17) May have 5c M, 6c m, (5-4-2-2) and singleton	2♦=Asks for M, 2♦/2♥=Transfer, 2♠=m. Stay., 2NT= Bad doubleton somewhere, 3x= Singleton GF, 4♦/4♦= TRF, 4♥/4♠=To play	1NT-2♦, 2♦-2♥=pick a M; correct to ♠ w/ equal length. 2x-3♦=Asking bid, 1NT-2c-2s-3c=asks shape 1 NT-2c-2h-2s=asks shape	
2♦	∨			Strong, HCP (22+) OR tricks (8,5+)	2♦=Weak OR waiting w/2-suiter, 2M=GF 6+, 2NT=6+ w/5-5 minors, 3m=GF 6+, 3M=Shortage 6+, 3NT=Solid suit	2♦-2♦, 2M=F1, 3m=GF, 3♥ = 4♥ + 5♦+, 3♦ = 4♦ + 5+♦, 2M-3♦= 2 <sup>nd</sup> negative, can stop in 3M.	
2♦	∨			2-7 HCP 6c M OR 24+NT (may be 5c green vs red)	2♥/2♦=Pass or 2♦/3♥, 2NT= Ask-3♦=max hearts 3♦=max spades. 3♦/3♦=To play, 3♥=Pass or 3♦, 3♦=Slam try ♦, 4♦=Ask for TRF, 4♦=Slam try ♦, 4M=To play	2♦-2NT= 3♦=MAX-♥, 3♦=MAX♦, 3♦= nat min, 3♥=nat min,	
2♥		6		Good weak 2, 6c ♥, 8-11 HCP	2♦=F1, 2NT=Ask for shortage, 3m=GF, 3♦=Preempt (can be raised), 3♦/4♦/4♦=Splinter, 4NT=BW	2♥-2NT asks for Shortage, 3x= short, 3♦=MIN, 3NT=MAX no shortage, 2♥-2NT-4♦, 4♦=Void	
2♠		6		Good weak 2, 6c ♠, 8-11 HCP	2NT=Ask for shortage, 3x=NAT GF, 3♦=Preempt (can be raised), 4♦/4♦=Splinter, 4NT=BW	2♠-2NT asks for Shortage- 3x short, 3♦=MIN, 3NT= MAX no shortage, 2♠-2NT- 4♦, 4♦=Void	
2 NT			4♠	20-21 HCP	3♦ = Puppet Stay., 3♦/3♥ = TRF, 3♦ = 44+m 2NT-4♦/4♦/4♥/4♦=Slam try with ♥/♦/♣/♦	2NT-3♦, 3♦=At least one 4c M, 3♥=shows 5, 3♦=5c, 3NT=no M	
3x		6		PRE, ACC to VUL	3♦-3♦ asks for 3♥, 3m-3M=GF, after DBL competitive, 3M-4m = Control, 4M=t/p		
3NT	∨			Solid minor, gambling	4♦=p/c, 4♦=Ask for control	<b>High Level Bidding</b>	
4♦/4♦/ 4♥/4♦				PRE, ACC to VUL		RKCB (0314)	
4NT	∨			Asks for specific aces	5♦=0 Ace, 5NT=2Aces, 5♦/5♥/5♦/6♦= that Ace	Splinter bids	
2♦		6		4th seat: 11-13 HCP, 6+♦	2NT=INV (responds shortage if going past 2NT)	Cuebids (Italian style), a lot of last train cuebids	
2M		6		4th seat: 11-13 HCP, 6+M	2NT=Ask for shortage/strength	Lightner DBL, ROPI, DOPI,	

