

## 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 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), 9x(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:  
**Norway Open**

Event:  
**World  
Championship 2019**

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	Brogeland-Lindqvist Norway Open 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
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+♦, 3♦=6-9 HCP, 3♦=PRE not INV vs 18-19 NT, 3M=void, 3NT=13-15 w/3-3-(3-4)	Similar as for 1♣	1♦-2♦= 6-9, 4+♦ 1♦-3♣= 9+, 4+♦ 2M = Fit-jump
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♦ = 4-card raise 1♥-2NT = NAT, INV 1♥-2♠ = Both m 1♥-3m = NAT, INV
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♠-2♦ = 4-card raise 1♠-2NT = NAT, INV 1♠-3m = NAT, INV
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 4-4-3-2, 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)	<b>In competition:</b> 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=Lengt 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	

## Notes for Boye Brogeland – Espen Lindqvist, Norway Open

### Note 1: Inverted minor

1♣ - 2♣ (10+)

- 2♦ = Natural, GF / 13-14 (Bal) with 4+♣ / 18-19 Bal/15+ with shortness ♦/M, GF
- 2M = Natural, GF (no shortage)
- 2NT = 11-14, 2-3 ♣
- 3♣ = 11-12, 4+♣
- 3♦/♥/♠ = 11-14, Shortness, GF
- 3NT = 18-19, double stopper in all suits

1♣ - 2♣

2♦ - 2♥ = relay

- 2♠ = 13-14 (Bal) with 4+♣
- 2NT = 18-19, 4+♣
- 3♣ = 2245
- 3♦ = 15+, Shortness
- 3M = 15+, Shortness
- 3NT = 18-19, 2-3 ♣, not double stopper in all suits

1♦ - 2♦ (10+)

- 2♥ = Natural, GF / 13-14 (Bal) with 4+♦ / 5-4 minor / 18-19 Bal
- 2♠ = Natural, GF (no shortage)
- 2NT = 11-14
- 3♣ = 11+, Shortness, **NOT** GF
- 3♦ = 11-12, not suitable to bid 2NT
- 3M = 11-14, Shortness, GF
- 3NT = 18-19, double stopper in all suits

1♦ - 2♦

2♥ - 2♠

- 2NT = 18-19 **NOT** 3343 (would have opened 1♣)
- 3♣ = 13-14 bal, 4+♦
- 3♦ = 2=4=5=2, GF
- 3M = 15+, Shortness
- 3NT = 2=2=5=4

Bidding a major from the responder after inverted minor shows a singleton, 11-14 if directly instead of using the relay (followed by bidding a major shows a singleton and 15+).

## Note 2: Transfers after 2NT rebid

1m - 1y  
2NT

- Transfers on 3-level. Jumps to 4-level are Splinter with own suit.
  - Transfer to 3♦ is always accepted
  - Transfer to responder's suit is accepted with 3 cards over 1♦ OR Hx over 1♣.
  - 1♣ - 1♥ - 2NT - 3♦: 3♥ is 4 cards, 3♠ is 3 cards OR Hx
  - 1♣ - 1♠ - 2NT - 3♠: Both minors, searching for the best game OR may be stronger

## Note 3: Gazzilli

1♥ - 1♠  
2♣ = Clubs 11-15 HCP or 16+ HCP unspecified distribution

- 2♦ = 8+ HCP
- 2♥ = Natural, max 7 HCP
- 2♠ = Natural, INV
- 2NT = Natural, INV

1♥ - 1NT  
2♣ = Clubs 11-15 HCP or 16+ HCP unspecified distribution

- 2♦ = 8+ HCP
- 2♥ = Natural, max 7 HCP
- 2♠ = Both minors, max 7 HCP
- 2NT = Natural, INV

1♠ - 1NT  
2♣ = Clubs 11-15 HCP or 16+ HCP unspecified distribution

- 2♦ = 8+ HCP
- 2♥ = Natural, max 7 HCP
- 2♠ = Natural, max 7 HCP
- 2NT = Natural, INV
- 3♣ = Natural, max 7 HCP
- 3♦ = Natural, max 7 HCP

1♥ - 1♠

- 2♣ = Clubs 11-15 HCP or 16+ HCP unspecified distribution
- 2♦ = 5-4+, 11-15 HCP
- 2♥ = 12-15 HCP
- 2♠ = 11-14 HCP
- 2NT = 5-5/6-4 (hearts and a minor), GF
- 3♣ = 5-5, INV
- 3♦ = 5-5, INV
- 3♥ = Good suit, INV
- 3♠ = Natural, INV
- 3NT = 4522, better than 4♠
- 4♣ = Splinter
- 4♦ = Splinter
- 4♥ = Best hand with spade support; Axxxx in spades may be enough for slam
- 4♠ = 4522, worse than 4♠

1♥ - 1NT

- 2♠ = Natural, 17+ HCP
- 2NT = 5-5/6-4 (hearts and a minor), GF
- 3♣ = 5-5, INV
- 3♦ = 5-5, INV
- 3♥ = Good suit, INV
- 3♠ = Void
- 3NT = Solid hearts, choice of games
- 4♣ = Void
- 4♦ = Void

1♠ - 1NT

- 2NT = 5-5/6-4 (spades and a minor), GF
- 3♣ = 5-5, INV
- 3♦ = 5-5, INV
- 3♥ = 5-5, INV
- 3♠ = Good suit, INV
- 3NT = Solid spades, choice of games
- 4♣ = Void
- 4♦ = Void
- 4♥ = Void

## Note 4: Reverse

### Reverse on 2-level after 1 over 1

After 1 over 1, and opener reverses, *the cheapest bid of 4th suit at the 2-level and 3 in the opener's first suit will be negative*. Rebid of own suit on 2-level is F1, on 3-level GF with a good suit. After rebid of own suit on 2-level, responder may pass 2NT and 3 in opener's first suit, but if responder follows up with 3 in partner's suit, it will be game forcing.

1♣ - 1♦ (transfer)

2♦

- 2♥ = 5+♥, F1
- 2♠ = Negative. Normally to stop in 2NT or 3♣
- 2NT = Natural GF, may have some club support
- 3♣ = Club support, GF
- 3♦ = 4+♦, GF
- 3♥ = Natural GF with a good suit (normally at least two honours (A, K, Q) 6th)
- 3♠ = Splinter with diamonds as trump

### Reverse after 1x - 1NT

After 1m - 1NT - 2♥: 2♠ is negative (minimum, asks for 2NT), other bids are GF.

After 1m - 1NT - 2♠: 2NT is negative (minimum, asks for 3♣), other bids are GF.

After 1♥ - 1NT - 2♠: 2NT is GF, other bids are NF.

## Note 5: Opening 1 NT

Opening 1NT shows 15-17 (good 14/bad 18). May be semi-balanced, especially if opener may have a difficult rebid after opening 1 in a suit.

### 1.1 Responses to 1NT

- 2♣: Stayman
- 2♦: Transfer to ♥
- 2♥: Transfer to ♠
- 2♠: Invitational OR ♣
- 2NT: ♦ OR both minors and weak
- 3♣: Puppet-Stayman
- 3♦: Both minors, game forcing
- 3♥: Shortness (may have 4 card ♠)
- 3♠: Shortness (denies 4 card ♥)
- 3NT Natural
- 4♣: Slam try with 4-3-3-3 or 4-4-3-2 (4-4 in the minors)
- 4♦: Transfer to 4♥
- 4♥: Transfer to 4♠
- 4♠: Slam try with 5♣ (5-3-3-2)
- 4NT: Slam try with 5♦ (5-3-3-2)
- 5NT: Quantitative to 7NT

## Note 6: Opening 2♦ Multi

- 0-7 HCP with a 6-card major (may have 5-card especially green vs red) OR a strong NT (24+), GF OR 4-4-4-1, GF

### Responses:

- 2♥ = Pass/correct
- 2♠ = Pass/correct (opener bids 3♣ with ♥ and min, 3♦ with ♥ and max)
- 2NT = F1
  - 3♣ = Minimum with ♥ → 3♦ shows game interest
  - 3♦ = Minimum with ♠ → 3♥ shows game interest
  - 3♥ = Maximum with ♠ → 3♠ asks for shortage
  - 3♠ = Maximum with ♥ → 4♣ asks for shortage
  - 3NT = 24-25
  - 4♣ = 26-27
  - 4♦ = 28-29
- 3♣ = To play (further bidding only with support and max)
- 3♦ = To play (further bidding only with support and max)
- 3♥ = Pass OR correct
- 3♠ = Asks for major length (at least 5-2 in the majors)
- 4♣ = Asks for transfer to opener's major
- 4♦ = Slam try with minor(s)
- 4♥ = Natural, to play
- 4♠ = Natural, to play

### If opener is strong:

2♦ - 2♥

2NT	= 24-26 HCP, GF
3♣	= 4=4=1=4, GF
3♦	= 4=4=4=1, GF
3♥	= 1=4=4=4, GF
3♠	= 4=1=4=4, GF
3NT	= 27-28

2♦ - 2♠

2NT	= 24-26 HCP, GF
3♣	= ♥, not maximum OR 4=4=1=4
3♦	= ♥, maximum OR 4=4=4=1
3♥	= 1=4=4=4, GF
3♠	= 4=1=4=4, GF
3NT	= 27-28



## Note 7: Opening 2M

8-11 HCP with 6-card major, but not a solid suit

### Responses:

- 2♠ = Natural, forcing one round (2NT, 3♥ and 3♠ from opener may be passed)
- 2NT = Asks for shortage, strength and side suit
- 3♣ = Natural, GF
- 3♦ = Natural, GF
- 3♥ = Natural, GF (preempt over 2♥)
- 3♠ = Preempt (INV with spades over 2♥)
- 3NT = To play (2NT followed by 3NT gives opener an option to pull to 4M)
- 4♣ = Splinter
- 4♦ = Splinter
- 4M = To play, no forcing pass

#### 2♥ - 2NT

- 3♣ = 6-4 → 3♦ ask → 3♥ = ♣, 3♠ = ♦, 3NT = ♠
- 3♦ = Shortage in a minor → 3♥ ask
- 3♥ = Minimum with no shortage
- 3♠ = Shortage
- 3NT = Maximum with no shortage
- 4♣ = Void
- 4♦ = Void
- 4♥ = Void in spades

#### 2♠ - 2NT

- 3♣ = 6-4 → 3♦ ask → 3♥ = ♣, 3♠ = ♦, 3NT = ♥
- 3♦ = Shortage in a minor → 3♥ ask
- 3♥ = Shortage in ♥
- 3♠ = Minimum with no shortage
- 3NT = Maximum with no shortage
- 4♣ = Void
- 4♦ = Void
- 4♥ = Void, not minimum
- 4♠ = Void in ♥, minimum

If opponents DBL 2M, we use transfers from 2NT. Transfer to a minor may be lead directing. Transfer to 3 in the major is a good raise (INV+). RDBL shows interest in penalty doubles OR could be competitive/tactical.

If opponents bid 2♠, system is on, except that 3 in a minor becomes constructive. DBL of the overcall is penalty.

## Note 8: Transfer Lebensohl/Lebensohl

Against opponents Precision 2♣, Multi 2♦ and weak 2♦/2♥/2♠ we play Transfer Lebensohl OR Lebensohl if responder is a passed hand.

(2x) - DBL - (pass/bid)

- Transfer Lebensohl from 2NT

Pass - (2x) - DBL - (pass/bid)

- Lebensohl

We play Transfer Lebensohl over opponent's bid (not both M) on the 2 level after our 1NT opening.

1NT - (2x)

- Transfer Lebensohl from 2NT

We play Transfer/Switch over opponent's bid of 3m after our 1NT opening.

1NT - (3♣)

- 3♦ = 5+♥, INV+
- 3♥ = 5+♠, INV+
- 3♠ = ♦, GF

1NT - (3♦)

- 3♥ = 5+♠, INV+
- 3♠ = 5+♥, GF

1NT - (3♥)

- Dbl = 4+♠, INV+
- 3♠ = Asking for a heart stopper with maximum 3♠
- 3NT = Promises a heart stopper