




Defensive and Competitive Bidding
<b>Overcalls (Style; Responses; Reopening)</b>
1-level: Light 2-level: Sound <b>Responses:</b> 1- and 2-level F1 if next hand pass, 2-level constructive if next hand bids, Cue-bid is a Good raise in overcaller's suit.
<b>1 NT overcall (2ND/4TH; Responses; Reopening)</b>
15-18 hcp 2 <sup>nd</sup> seat and 4 <sup>th</sup> seat over 1M. 11-14 hcp 4 <sup>th</sup> seat over 1m. Same responses as after opening 1NT.
<b>Jump Overcalls (Style; Responses; Unusual NT)</b>
<b>1-Suit:</b> Light jump overcalls, but NOT bad red vs. green <b>2-Suit:</b> 2NT = 2 lowest suits (5+-5+) weak/strong (max 11/15+) <b>Reopen:</b> 12-15 HCP, 6+ card suit
<b>Direct and Jump Cue Bids (Style; Responses)</b>
<b>Over m:</b> Both Majors (5+-5+) <b>Over M:</b> Other Major + ♠ (5+-5+) <b>Jump cue-bid:</b> Asks for stopper
<b>VS. NT (vs. Strong/Weak; Reopen: PH)</b>
<b>VS weak NT (12-14 or weaker):</b> Dbl = takeout, 2 ♠ = both major 2♦ = 5 + in ♥ OR ♠ 6-11p, 2♥/ 2♠ = 5c+ 12 + 2NT = Both minors OR GF with any 2-suiter, 3m = Constructive
<b>VS strong NT(13-15 or stronger)</b> 2♠ = Both Majors 2♦ = ♥ OR ♠ 2♥ = ♥ and a minor (usually longer) 2♠ = ♠ and a minor (usually longer) 2NT = Both minors OR GF with any 2-suiter <b>4<sup>th</sup> seat and after initial pass: DON'T</b>
<b>VS. Preempts (Doubles; Cue bids; Jumps; NT bids)</b>
Take out DBL <b>Cue-bid:</b> Ask for stopper <b>Jump in m:</b> That minor + other Major (5+-5+) <b>Over 3M:</b> 4m is natural
<b>VS. Artificial Strong Openings</b>
<b>vs. strong 1♣ (and 2♣):</b> DBL = ♥ and ♠, 1NT = ♦ and ♣
<b>Over Opponents' take out double</b>
Rdbl: 9+ HCP

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	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)	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)	
X	Even number	xx, xxx, xxxx, xxxxx	
Signals in order of priority			
	Partners lead	Declarer	Discarding
Suit:	Encrg/Discrg	Count	Encrg/Discrg
2 <sup>nd</sup>	Count	S/P	Count
3 <sup>rd</sup>	S/P		S/P
NT:	Encrg/Discrg	Smith	Encrg/Discrg
2 <sup>nd</sup>	Count	Count	Count
3 <sup>rd</sup>	S/P	S/P	S/P
<b>Signals (including Trump's):</b> standard count, upside-down attitude. Hi-Low = Discrg/Even number, Low-Hi = Encrg/Odd number Smith (NT): Hi-Low likes the lead from both. S/P in trumps			
Doubles			
Takeout Doubles (Style; Responses; Reopening)			
Light style, also reopening			
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

### Category: Red

**NCO/team:**  
Norway

**Event:**  
All events

**Players:**  
Bodil N. Øigarden    Liv Marit Grude

### System Summary

#### General Approach and Style

**Natural**, 5c M. Transfer responses to 1♣  
Light openings, Light preempts green vs. red

**1NT Openings:** (14)15-17 HCP (5M/6m/single/5422)  
**2-over-1 Responses:** GF except rebid in the minors

#### Special bids that may require defence

2♦: 0-7 HCP 5/6c M OR 24+NT  
2♥: 8-11 HCP, 6 card ♥, 2♠: 8-11 HCP, 6 card ♠

#### Special forcing pass sequences

Standard forcing pass sequences.

#### Important notes that don't fit

1♣ - 1♦/1♥ = Transfer - 1♣ - 1♠ = ♦ or 6-9NT,  
1♣ - 2♦/2♥/2♠ = Natural, weak (0-5 HCP).  
After opponents overcall: 1♣-(1♦)-1♥= 4+♠  
1m-(1♥)-1♠= denies 4♠  
**xy-NT/xyz:** 2♣=sign off in ♦ OR INV, 2♦=GF  
Passed hand: 2♦ shows a better INV than 2♣  
1<sup>st</sup>/2<sup>nd</sup> hand 1M-(p)-2♦= nat or 3-7 w/supp  
1M-(x)-1NT->=transfers

#### Psychics

Rare

Op eni ng	Ar t	M i n - #	N e g - D. th ru	Description	Øigarden-Grude Norway Women	Subsequent Auction	Passed Hand Bidding
					Responses		
1♣		3	4♣	10+ HCP, 3+♣, may open w/ 3-3-4-3	1♦=4+♥, 1♥=4+♠, 1♠-1♣ = 4+♦ or 6-9NT, 1nt: 10,5-12hcp INVERTED m, 2 <sup>nd</sup> level: long suit weak (0-5HCP)	Accepts TRF if 3c. 1♥/♥-2♥♣: 13-14 bal or 11-12 unbal, 4c sup, 1♣-2♣; 2NT=11-12, 3♣=11-12, 4+♣, no shortage, 3♦♥♠=Shortage, 3NT=13-14	2♣= inverted m
1♦		3	4♣	10+ HCP, 3+♦ Normally good suit if 3-3-4-3	INVERTED m, 2M= 0-5HCP with 6c M, 2NT=inv w/3-3-(3-4), 3♣ = 4+♦ PRE NOT INV vs 18-19NT, 3♦= 4+♦ 6-9 HCP, 3x=void, 3NT=13-15 w/3-3-(3-4)	Similar as for 1♣	2♦= inverted m
1♥		5	4♣	10-22 HCP, 5+♥	1NT=6-12 HCP NF, 2♣=GF except rebid, 2♦=Weak raise to 2♥ (3-7HCP) OR inv+/GF w ♦, 2♥=8-11 HCP, 2♠= Shortage in a m, INV, 2NT=4+♥ GF, 3♣=4c SUPP without shortage, INV, 3♦= Shortage in ♠, INV, 3♥=PRE, 3♠/4m=void, 3NT=16-18 w/3-3-(3-4)	1♥-2NT, 3♣= nat, values, 3♦= nat, values, 3♥ minimum, ♠= nat, 3NT= 18-19, 4 <sup>th</sup> level: void	2♣ = 3-card raise 2♦ = 4-card raise
1♠		5	4♣	10-22 HCP, 5+♠	2♣=GF except rebid 2♦=Weak raise to 2♠ (3-7HCP) OR inv+/GF w ♦, 2♥=NAT GF 2♠=8-11, 2NT=4+♠ GF, 3♣= Shortage in a m INV, 3♦=4c SUPP without shortage, INV, 3♥=Shortage in ♥, INV, 3♠=PRE, 3NT=void in ♥, 1♠-4m=void, 4♥= to play	Similar as for 1♥	2♣ = 3-card raise 2♦ = 4-card raise
1 NT			4♣	(14)15-17 HCP (Good 14 to 17) May have 5c M, 6c m, (5-4-2-2) and singleton	2♣=STAY, 2♦/2♥=TRF, 2♠= TRF w. ♣, 2NT= TRF w. ♦ (OR 0-7HCP w. ♣ and ♦), 3♣ = 5+5+ in m. 8+, 3♦ = ask for 5c M. 3M shortness, 4♣/4♦= TRF, 4♥/4♠=To play	1NT-2♣, 2♦-2♥=pick a M; correct to ♠ w/ equal length. 2x-3♣=Asking bid	
2♣	X			Strong, HCP (22+) OR tricks (8,5+)	2♦=Weak OR waiting, 2M=GF 5+, 2NT=6+ w/4-4 minors, 3m=GF 6+, 3M = 4144/1444 6+.	2♣-2♦, 2M=F1, 3m=GF, 2M-3♣= 2 <sup>nd</sup> negative, can stop in 3M.	
2♦	X			0-7 HCP 5/6c M OR 24+NT, always 6c vul, vul=3-7hcp	2♥/2♠=Pass or 2♠/3♥, 2NT= Ask, 3♣/3♦=To play, 3♥=Pass or 3♠, 4♣=Ask for TRF, 4♦= bid your suit	2♦-2NT, 3♣=max 5-7HCP, 3♦=MIN 0-4HCP♥, 3♥= min 0-4HCP♠, 3♠= 24-25NT, 3NT=26-28NT	
2♥		6		6c ♥, 8-11 HCP	2♣=F1, 2NT=Ask for strength and distr, 3♣=GF, 3♦: GF, 3♥=Preempt, 3♠/4♣/4♦=Splinter, 4NT=BW	2♥-2NT, 3♣=6-4-X-X, 3♦= 6-3-3-1(m), 3♥=6-3-2-2 min, 3♠=6-3-3-1(M), 3NT= 10-11 balanced	
2♠		6		6c ♠, 8-11 HCP	Similar as for 2♥	Similar as for 2♥	
2 NT			4♣	20-21 HCP	3♣ = PuppetSTAY, 3♦/3♥ = TRF, 3♠ = 44+m 2NT-4♣/4♦/4♥/4♠=Slam try with ♥/♠/♣/♦	<b>High Level Bidding</b>	
3x		6		PRE, ACC to VUL		0314Blackwood (over ♣/♥/♦/♠)	
3NT	X			Solid minor, gambling	4♣=p/c, 4♦ =Ask for control	Exclusion RKCB, DOPI/ROPI/PEDO	
4♣		7		Pre		5NT is frequently pick a slam.	
4♦		7		Pre		Splinter bids	
4♥,♠		7		Play	4♣=To play 5m=Cuebid	Cue-bids (Italian style)	
4NT	X			Asks for specific aces	5♣=0 Ace, 5NT=2Aces, 5♦/5♥/5♠/6♣= that Ace	Lightner DBL	
2♦				<b>4th seat:</b> 11-13 HCP, 6+♦	2NT=INV		
2M				<b>4th seat:</b> 11-13 HCP, 6+M	As for 1-3 <sup>rd</sup> seat		