

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 also SPL when a passed responder jump 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+c support (3+ if no space) and INV+

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

15-18 hcp 2nd seat and 12-16 hcp 4th seat. Same responses as after opening 1NT for 2nd seat, range enquiry Staym. for 4th 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 ♠

2♥ = ♥ and a minor (usually longer)

2♠ = ♠ and a minor (usually longer)

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

4th 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 HCP, 2M = NAT, 12-14 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+m (5-5+), 2NT= m (5-5+), 3♣ = 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 rd /5 th	3 rd /5 th
NT	ATT (possible 3 rd /5 th)	3 rd /5 th
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)
10	109(x), H109(x)	109(x), H109(x)
9	9x, may be 98x(x)	9x, J98(x), Q98(x), A98(x)
Hi-x	Even number	xx, xxx, xxxx(x), 9 ^{xx} (x)

Signals in order of priority

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

NCOB/team:
Norway Open

Event:
EC 2018
Ostend, Belgium



Players

Boye
Brogeland

Espen
Lindqvist

System Summary

General Approach and Style

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

Light 3rd 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 except rebid in the minors

Special bids that may require defence

2♣: 0-7 HCP 6c M (may be 5, especially **green** vs **red**) / 24+NT

2♥: Good weak 2, 8-11 HCP, 6♥

2♠: Good weak 2, 8-11 HCP, 6♠

1♣-2♦ = 6♥, 0-9 HCP OR 6+♥ semi-solid or better, GF

1♣-2♥ (1♦-2♥) = 6♠, 0-9 HCP OR 6+♠ semi-solid or better, GF

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+♦, 8+ 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	Subsequent Auction	Passed Hand Bidding
					Responses		
1♣		2	4♣	10-22 HCP, 2+♣ May have 2 cards ♣ and 4 cards ♦ (4-3)-4-2. Normally 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 6+♥ semi-solid or better GF, 2♥=6♠, 0-9 HCP OR 6+♠ semi-solid or better GF, 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, 3x=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 5], 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+♦ If exactly 4♦, normally opens 1♦ with (4-2)-4-3. May choose 1♣ or 1♦ with 4-4 in minors/(4-3)-4-2.	2♦=INVERTED m [Note 1], 2♥=6♠, 0-9 HCP OR 6+♠ semi-solid or better GF, 2♠=BAL INV, 2NT=13-15 OR 19-20 w/3-3-(3-4), 3♣=4+♦, 3♦=PRE not INV vs 18-19NT, 3x=void, 3NT=16-18 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 except rebid, 2♥=NAT, 2♠=Unspecified SHORT INV, 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-3y/4x=Singleton Good raises [Note 3] 1M-1NT-2NT:GF [Note 4]	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 except rebid, 2♥=GF, 2♠=NAT, 2NT=4+♠ GF, 3♣=Unspecified SHORT INV, 3♦=3+♠ INV, 3♥=Mixed raise (6-8 HCP), 3♠=PRE, 3NT=Unspecified SHORT 10-12 HCP, 1♠-4m/4♥=Void	Similar as for 1♥	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 5c M, 6c m, 5-4-2-2 and singleton [Note 6]	2♣=STAY, 2♦/2♥=TRF, 2♠=mSTAY, 2NT=Unspecified weak doubleton GF, 3x=Singleton GF, 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♠=5+♠ INV 1NT-2♣, 2x-3♣=Asking bid	In competition: 1NT-(2x) => Transfer Lebensohl from 2NT [Note 9]
2♣	✓			Strong, HCP (22+) OR tricks (8,5+)	2♦=Weak OR waiting, 2M=6+ HCP 5+ cards GF, 2NT=6+HCP 5-5+ minors, 3m=6+ HCP 5+ cards GF (no side suit), 3M=6+HCP, shortage (4-1)-4-4, 3NT=Solid suit	2♣-2♦, 2M=F1, 3m=GF, 3♥=4♥-5+♦, 3♠=4♠-5+♦, 2M-3♣=2 nd negative, can stop in 3M.	
2♦	✓			0-7 HCP 6cM OR 24+NT (may be 5c esp. greenvsred) [Note 7]	2♥/2♠=P/C (to 2♠/3♥) 2NT=Ask, 3♣/3♦=To play, 3♥=P/C (to 3♠), 3♠=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 [Note 8]	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, 3♥=MIN, 3♠=Shortage 3NT=MAX no shortage, 2♥-2NT-4♣, 4♦=Void	11-13 HCP, 6+♥
2♠		6		Good weak 2, 6♠, 8-11 HCP [Note 8]	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♥=Shortage, 3♠=MIN, 3NT=MAX no shortage, 2♠-2NT-4♣, 4♦, 4♥=Void	11-13 HCP, 6+♠
2NT			4♣	20-21 HCP (good 19, bad 22)	3♣=PuppetSTAY, 3♦/3♥=TRF, 3♠=4+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 M		
3NT	✓			Solid minor, gambling	4♣=P/C, 4♦=Asks for control, 4M=To play; 4NT=Ask length	High Level Bidding	
4♣	✓			8-9 tricks with good ♥ (max one loser), 1 st , 2 nd , 4 th	4♦=Slam try with ♥, 4NT=1430 BW, 5♣=Ask length	1430 Blackwood (with ♦/♥/♠) and RKCB (with ♣)	
4♦	✓			8-9 tricks with good ♠ (max one loser), 1 st , 2 nd , 4 th	4♥=Slam try with ♠, 4NT=1430 BW, 5♣=Ask length	Exclusion RKCB, DOPI/ROPI/DEPO	
4♥		6		PRE, ACC to VUL	4♠=To play, 4NT=1430 BW, 5m=Cuebid	5NT is frequently pick a slam	
4♠		6		PRE, ACC to VUL	4NT=1430 BW, 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), last train cue-bids, 1 st round c. above game	

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
- 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
- 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 an 15+).

Note 2: Transfers after 2NT rebid

1m - 1y
2NT

- Transfers on 3-level and to both majors at 4-level. **No** Splinter.
 - Transfer to 3♦ is always accepted
 - Transfer to responder's suit is accepted with 3 cards OR Hx over 1♣, 3 cards 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
 - Jump to 4y-1 to play 4 in that M, while TRF to 3M followed by 4 in that M over 3NT is slammish (1♣ - 1♥ - 2NT - 4♦ and 1♦ - 1♠ - 2NT - 4♦ is to play with both Majors)
 - Jump to 4♣ is natural slammish

1♥ - 1♠
2NT

- Transfers on 3-level. Minor on 4-level is Splinter with ♠ as trump.
 - Transfer to 3♦ is always accepted
 - Transfer to responder's suit accepted with 3 cards
 - Jump to 4♥ og 4♠ to play, while 3♦/3♥, followed by 4♥/4♠ over 3NT is slammish

Note 3: Good raises

1M - 1NT
2♣

- 2♦ = Good raise to 2M (with doubleton support) OR 3♣

1M - 1NT
2♦

- 3♣ = Good raise to 3♦ (but natural after 1♥ - 1NT - 2♦)
- 2♠ = Good raise to 3♦ after 1♥ - 1NT - 2♦

Note 4: 1M - 1NT - 2NT: GF

1♥ - 1NT
2NT

- 3♣ = 5+♣
- 3♦ = 5+♦
- 3♥ = Hx in ♥
- 3♠ = 3244
- 3NT = 5-5 in the minors and max singleton ♥, min
- 4♣ = 5-5 in the minors and max singleton ♥, max

1♠ - 1NT
2NT

- 3♣ = 5+ in a minor (3♦ ask)
- 3♦ = 4+♥
- 3♥ = Hx in ♠
- 3♠ = 2344
- 3NT = 5-5 in the minors and max singleton ♠, min
- 4♣ = 5-5 in the minors and max singleton ♠, max

1♠ - 1NT
2NT - 3♦
3♥ = 3+♥

- 3♠ = Doubleton ♠
- 3NT = 1444
- 4♣ = Cue with 5+♥
- 4♦ = Cue with 5+♥
- 4♥ = Min with 5+♥

1♠ - 1NT
2NT - 3♣
3♥ = 4+♥

- 3♠ = 5+♣
- 3NT = 5+♦
- 4♣ = Cue and 4♥, max
- 4♦ = Cue and 4♥, max
- 4♥ = 4♥, min

Note 5: 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.

1♣ - 1♦ (transfer)
2♦

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

Reverse after 1x - 1NT

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

After 1m - 1NT - 2♠: 2NT is negative (min), other bids are GF.

After 1♥ - 1NT - 2♠: 2NT is negative (min), other bids are GF.

Note 6: 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♠: Minor suit Stayman
- 2NT: Unspecified weak doubleton (may have 4card M)
- 3♣: Shortness (may have 4card M)
- 3♦: Shortness (may have 4card M)
- 3♥: Shortness (may have 4card ♠)
- 3♠: Shortness (denies 4card ♥)
- 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 7: Opening 2♦ Multi

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

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 5-3 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 = 24-25 HCP

3♣ = 26-27 HCP

3♦ = 28-29 HCP

2♦ - 2♠

2NT = 24-25 HCP

3♣ = Minimum with ♥

3♦ = Maximum with ♥

3♥ = 26-27 HCP

3NT = 28-29 HCP

Note 8: Opening 2M

8-11 HCP with 6-card major

Svar:

- 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 ♠

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 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 9: Transfer Lebensohl/Lebensohl

Against opponents Precision 2♣, Multi 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 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