

## 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, jumps are fit jump, jump in opener's suit is Splinter, double jumps are Splinter, Cue-bid is a Good raise in overcaller's suit.

2NT is frequently "Good/Bad" from opener.  
After 1M overcall, 2NT in competition is 4c raise INV+

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

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.

### 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

**Reopen:** 11-13 HCP, 6+ card suit

(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 + ♣ (5+-5+)

**Jump cue-bid:** Asks for stopper

### 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

4<sup>th</sup> seat and after initial pass: DONT

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

Take out DBL

**Cue-bid:** Ask 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♣ (and 2♣):** DBL = ♥, 1♦ = ♠, 1♥ = 2-4♥ and 5+m, 1♠ = 2-4♠ and 5+m, 1NT = m, 2♣ = M

### Over Opponents' take out double

Rdbl: 9+ HCP, **Of 1m:** Ft-jump in M, jump in the other minor is 3+ with proper 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	3 <sup>rd</sup> /5 <sup>th</sup> (possible ATT)	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, A98(x), J98(x)
Hi-x	Even number	xx, xxx, xxxx(x)

### 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

### 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).

### 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



Category: Green

NCBO/team:  
Norway Open

Event:  
Bermuda Bowl 2009  
Sao Paulo, Brazil



Players

Boye  
Brogeland

Espen  
Lindqvist

## System Summary

### General Approach and Style

**Natural,** 5c M. Transfer responses to 1♣

Light openings, extremely light 3<sup>rd</sup> hand 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♦: 2-7 HCP 6c M (may be 5 green vs red) OR 24+NT

2♥: Good weak 2, 8-11 HCP, 6 card ♥

2♠: Good weak 2, 8-11 HCP, 6 card ♠

### 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♠

1m - (1♥) - (2♥) = 6+♠, INV+, but inverted m if passed originally.

1m - (1♥) - (2♠) = Inverted m, but fit-jump if passed originally

Switch bids (bids opposite suit when there are two suits available at the 2-level).

**xy-NT/xyz:** 2♣ = sign off in ♦ OR INV, 2♦ = GF

Passed hand: 2♦ shows a better INV than 2♣

Nilslands slinkningar when 1NT opening is doubled.

## Psychics

Can occur

Opening	Art	Min. #	Neg. D. thru	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		2	4♠	11+ HCP, 2+♣ May have 2 cards ♣ and 4 cards ♦	1♦=4+♥, 1♥=4+♠, 1♠= <b>No M/not</b> 10+ hcp w/5+♣ INVERTED m [Note 1], 2♦=0-7 w/one M, 2M=Good 6c GF, 1NT= 11-12, 2NT=13-15 OR 19-20 w/3-3-(3-4), 3♣= PRE <b>NOT</b> INV vs 18-19NT, 3x=void w/5+♣, 3NT=16-18, 3-3-(3-4)	Accepts TRF if 3c and not 18-19NT [Note 2]. Jumps w/4-card & extra(14+/shape), Reverse [Note 5], 1♣-2♣, 2♦=GF var. hands, 2M=Nat, GF, 2NT=11-12, 2-3♣, 3♣=11-12, 4+♣, no shortage, 3♦♥♠=Shortage, 3NT=13-14, 2-3♣	TRF at the 1-level 1♣-2♣= 6-9, 5+♣ 1♣-2♦= 9+, 5+♣
1♦		4	4♠	11+ HCP, 4+♦ Normally good suit if 3-3-4-3	INVERTED m [Note 1], 2M= Good 6c GF, 2NT=13-15 OR 19-20 w/3-3-(3-4), 3♣= 4+♦, □6-9 HCP, 3♦= PRE <b>NOT</b> INV vs 18-19NT, 3x=void, 3NT=16-18 w/3-3-(3-4)	Similar as for 1♣	1♦-2♦= 6-9+ w/4+♦ 1♦-3♣= 9+ w/4+♦
1♥		5	4♠	10-22 HCP, 5+♥	1NT=6-12 HCP NF, 2♣=GF except rebid, 2♦=Weak raise to 2♥ (0-7) OR NAT, 2♥=8-11 HCP, 2♠= Shortage in a m, INV, 2NT=4+♥ GF, 3♣=4c SUPP <b>without</b> shortage, INV, 3♦= Shortage in ♠, INV, 3♥=PRE, 3♠/4m=void, 3NT=16-18 w/3-3-(3-4)	1♥-2NT, 3x=NAT, not MIN 1♥-2NT, 3x-3♥= asks for singleton 1♥-2NT, 3x-3NT= asks for cue Good raises[Note 3]1M-1NT-2NT:FG [Note 4]	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♥=Weak raise to 2♠ OR NAT, 2♠=8-11, 2NT=4+♠ GF, 3♣= Shortage in a m, 3♦=4c SUPP <b>without</b> shortage, INV, 3♥=Shortage in ♥, INV, 3♠=PRE, 3NT=16-18 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 HCP (Good 14 to 17) May have 5c M, 6c m, (5-4-2-2) and singleton [Note 6]	2♠=STAY, 2♦/2♥=TRF, 2♠=mSTAY, 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	
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+	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) [Note 7]	2♥/2♠=Pass or 2♠/3♥, 2NT= Ask, 3♣/3♦=To play, 3♥=Pass or 3♠, 4♣=Ask for TRF	2♦-2NT, 3♣=any MAX, 3♦=MIN ♥, 3♥= MIN ♠, 2♦-2NT, 3♣-3♦, 3♥=♠, 3♠=6♥	
2♥		6		Good weak 2, 6c ♥, 8-11 HCP [Note 8]	2♠=F1, 2NT=Ask for shortage/strength, 3m=GF, 3♥=Preempt (can be raised), 3♠/4♣/4♦=Splinter, 4NT=BW	2♥-2NT, 3♣=6-4 hand w/any side suit, 3♦= Shortage in a m, 3♠= Shortage, 3♥=MIN, 3NT=MAX no shortage, 2♥-2NT-4♣, 4♦=Void	
2♠		6		Good weak 2, 6c ♠, 8-11 HCP [Note 8]	2NT=Ask for shortage/strength, 3x=NAT GF, 3♠=Preempt (can be raised), 4♣/4♦=Splinter, 4NT=BW	2♠-2NT, 3♣=6-4 hand w/any side suit, 3♦= Shortage m, 3♥= Shortage, 3♠=MIN, 3NT= MAX no shortage, 2♠-2NT- 4♣, 4♦, 4♥=Void	
2 NT			4♠	20-21 HCP	3♣= PuppetSTAY, 3♦/3♥= TRF, 3♠= 44+m 2NT-4♣/4♦/4♥/4♠=Slam try with ♥/♠/♣/♦	2NT-3♣, 3♦=At least one 4c M, 3♥=Denies 4/5c M, 3♠=5c♠, 3NT=5c♥	
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♣	✓			8-9 tricks with good ♥ (max one loser)	4♦=Slam try with ♥	1430 Blackwood (over ♦/♥/♠) and RKCB (over ♣)	
4♦	✓			8-9 tricks with good ♠ (max one loser)	4♥=Slam try with ♠	Exclusion RKCB, DOPI/ROPI/DEPO	
4♥,♠		6		PRE, ACC to VUL	4♠=To play 5m=Cuebid	5NT is frequently pick a slam.	
4NT	✓			Asks for specific aces	5♣=0 Ace, 5NT=2Aces, 5♦/5♥/5♠/6♣= that Ace	Splinter bids	
2♦		6		<b>4th seat:</b> 11-13 HCP, 6+♦	2NT=INV	Cue-bids (Italian style), a lot of last train cue-bids.	
2M		6		<b>4th seat:</b> 11-13 HCP, 6+M	2NT=Ask for singleton	Lightner DBL	

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

### Note 1: Inverted minor

#### 1♣ - 2♣ (10+)

- 2♦ = Natural / 13-14 Bal with 4+ ♣ / 18-19 Bal
- 2M = Natural, GF
- 2NT = 11-12, 2-3 ♣
- 3♣ = 11-12, 4+ ♣
- 3♦ / ♥ / ♠ = Shortness, **NOT** GF
- 3NT = 13-14, 2-3 ♣

#### 1♣ - 2♣

#### 2♦ - 2♥ = relay

- 2♠ = 13-14 Bal with 4+ ♣
- 2NT = 18-19, 4+ ♣
- 3♣ = 2245
- 3♦ = 5♦ and 6 ♣
- 3M = Shortness (with ♣ and ♦)
- 3NT = 18-19, 2-3 ♣

#### 1♦ - 2♦ (10+)

- 2♥ = Natural / 13-14 Bal with 4+ ♦ / 5-4 minor / 18-19 Bal
- 2♠ = Natural, GF
- 2NT = 11-12
- 3♣ = Shortness, **NOT** GF
- 3♦ = 11-12, not suitable to bid 2NT
- 3M = Shortness, **NOT** GF
- 3NT = 13-14, no weakness

#### 1♦ - 2♦

#### 2♥ - 2♠

- 2NT = 18-19 **NOT** 3343
- 3♣ = 13-14 bal, 4 + ♦
- 3♦ = 5-4 in ♦ and ♥, GF
- 3♥ = 5 ♥ and 6 ♦
- 3♠ = 5-4 in ♦ and ♣, GF
- 3NT = 18-19, 3343

If it is possible to bid 3 in a minor as F1, bidding a M from the responder shows a singleton.  
If it is **NOT** possible to bid 3 in a minor as F1, bidding a M from the responder shows a stopper.

## Note 2: Transfers after 2NT rebid

1m - 1y  
2NT

- Transfers on 3-level and to both majors on 4-level. **No** Splinter!
  - Transfers to 3♦, always accept
  - Transfers to responders suit accept with 2card
  - 1♣ - 1♥ - 2NT - 3♦: Opener makes a preference between ♠ and ♥, 3♥ may be 3 card
  - 1♣ - 1♠ - 2NT - 3♠: Both minors, in search for the best game, OR may be stronger
  - Jump to 4y for play 4 in that M, while 3y followed by 4 in that M 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!
  - Transfers to 3♦, always accept
  - Transfers to responders suit accept with 2card
  - Jump to 4♥ og 4♠ to play, while 3♦/3♥, followed by 4♥/4♠, 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♦

1♠ - 1NT  
2♥

- 3♣ = Good raise to 3♥ with club honours
- 3♦ = Good raise to 3♥ with diamond honours
- 3♥ = Light INV
- 3♠ = Hx i ♠, INV
- 4♥ = Enough for game, **NOT** consentrated values in a specific minor

1♠ - 1NT  
2♣

- 2♦ = 5+♥
- 2♥ = Good raise to 2♠ (with doubleton support) OR 3♣

#### Note 4: 1M – 1NT – 2NT: GF

1♥ - 1NT  
2NT

- 3♣ = 5+♣
- 3♦ = 5+♦
- 3♥ = 5-5 in the minors and doubleton ♥, min OR max (3♠ from opener is slammish)
- 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♥ = 5-5 in the minors and doubleton ♠, min OR max (3♠ from opener is slammish)
- 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♣ = 5+♣ and 4♥, max
- 4♦ = 5+♦ and 4♥, max
- 4♥ = 5card minor and 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 and 2NT will be negativ*. Rebid of own suit on 2-level is F1, on 3-level GF. 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♣ = F1
- 3♦ = 4+♦, F1
- 3♥ = Natural F1, at least two honours (A, K, Q) 6th
- 3♠ = Splinter with ♦ as trump

### Reverse after 1x - 1NT

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

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

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

## Note 6: Opening 1 NT

Opening 1NT shows (14)15-17. 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: Weakness any place (may have 4card M)
- 3♣: Shortness (may have 4card M)
- 3♦: Shortness (may have 4card M)
- 3♥: Shortness (may have 4card ♠)
- 3♠: Shortness (normally denies 4card ♥)
- 3NT: Natural
- 4♣: Transfer to 4♥
- 4♦: Transfer to 4♠
- 4♥: To play
- 4♠: To play
- 4NT: Quantitative to 6NT
- 5NT: Quantitative to 7NT

## 1.2 Stayman

Opener bids a M if he has (starts with 2♥ with both), otherwise 2♦.

### 1NT - 2♣ - 2♦ - ?

- 2♥: Weak with both majors OR INV with 5-card ♠ and 4-card ♥.  
(Opener bids 2♣ with 3-3 in the Majors.)
- 2♠: GF with a minor.  
(Opener bids 2NT in search for the minorsuit.)
- 2NT: Natural INV (do **NOT** promise a major)
- 3♣: Further asking bid (3♦ shows a 5-card minor, 3♥ 2344, 3♠ 3244 and 3NT 3-3-3-4)
- 3♦: GF with 4-card ♠ and 5-card ♥
- 3♥: GF with 4-card ♥ and 5-card ♠
- 3♠: Slammish with a 6-card minor and 4-card ♠.  
(Opener bids 3NT in search for the minorsuit.)
- 3NT: Natural
- 4♣: Slammish with 6-card ♣ and 4-card ♥.
- 4♦: Slammish with 6-card ♦ and 4-card ♥.
- 4NT: Quantitativ to 6NT

### 1NT - 2♣ - 2♥ - ?

- 2♠: GF with a minor.  
(Opener bids 2NT in search for the minorsuit.)
- 2NT: Natural INV (do **NOT** promise 4-card ♠)
- 3♣: Further asking bid (3♦ shows a 4-card minor, 3♥ 5-card, 3♠ 4-card and 3NT 3433)
- 3♦: INV with 3-card+ ♥.  
(Opener bids 3♥ with min, and **NO** bid over 3NT with only 4-card ♥.)
- 3♥: GF with 4-card ♥ without shortness
- 3♠: Splinter in an unknown suit.  
(Opener bids 3NT in search for the Splintersuit.)
- 3NT: Natural
- 4♣: Slammish with 6-card ♣ and 4-card ♠.
- 4♦: Slammish with 6-card ♦ and 4-card ♠.
- 4NT: Quantitativ to 6NT

### 1NT - 2♣ - 2♠ - ?

- 2NT: Natural INV (do **NOT** promise 4-card ♥)
- 3♣: Further asking bid (3♦ shows 4-card minor, 3♥ bad 5-card ♠, 3♠ good 5-card ♠ and 3NT 4333)
- 3♦: GF with a minor.  
(Opener bids 3♥ in search for the minorsuit.)
- 3♥: At least INV with 3-card+ ♠.  
(Opener bids 3♠ with min, and **NO** bid over 3NT with only 4-card ♠.)
- 3♠: GF with 4-card ♠ without shortness
- 3NT: Natural
- 4♣: Splinter
- 4♦: Splinter

4♥: Splinter (in the suit right next to trump shows a better hand than when "last train" is available.)

4NT: Quantitative to 6NT

### Minor Suit Stayman

Opener responds 2NT with better ♣, and 3♣ with better ♦ OR equal minors.

Major on 3-level from responder shows shortness, jump to 4 in a M is void. 3NT shows 22(54) with weakness in both Majors.

### 2NT - Weakness any place

1NT - 2NT Weakness any place (may have 4card M)

3♠ asks where the weakness is. 3♦ weakness in ♥, 3♥ in ♠, 3♣ in ♣ and 3NT in ♦.

After revealing an open suit, we bid natural to the best game. By bidding the shown weak suit opener wants to know more about responder's hand.

By bidding 3♦/3♥/3♣ directly over 2NT, opener shows a good 5card suit and max.

### 1.3 Bidding after transfers

New suit from responder is natural GF (except 2♠ which is exactly INV).

3 in the transfer suit is GF without shortness (OR not strong enough to jump to the suit directly under the triumphsuit).

After transfer and new suit from responder the opener bids naturally. With 3-card major support and 4-card minor support bid 3 in the M.

1NT - 2♦  
2♥ - 3♣  
?

- 3♦ = 5-card ♦
- 3♥ = 3-card ♥ (may have 4-card ♣), NOT min
- 3♣ = 5-card ♣
- 4♣ = 4-card ♣ (denies 3-card ♥) and a hand suitable for playing in trumps

1NT - 2♦  
2♥ - 3♦  
?

- 3♥ = 3-card ♥ (may have 4-card ♦), NOT min
- 3♣ = 5-card ♣
- 4♣ = 4-card ♦ (denies 3-card ♥) and a hand suitable for playing in trumps, cue in ♣
- 4♦ = 4-card ♦ (denies 3-card ♥) and a hand suitable for playing in trumps, no cue in ♣

1NT - 2♥  
2♠ - 3♥ (5-5 in Majors)  
?

- 3♠ = 3card ♠, NOT min

- $4\clubsuit/4\diamond = 3\text{card} + \heartsuit$ , NOT min, cue

## 1.4 How to break the transfers (same principle as after 2NT)

Jump to 3 in the major suit shows 4-card support (NOT 4-3-3-3) and min.

Opener super-accepts (4-card support and max) with  $2\spadesuit$  over  $2\diamond$ , and  $3\clubsuit$  over  $2\heartsuit$ .

2NT shows 3-card support and max. With an own good 5-card suit this may be bid at the 3-level instead of 2NT.

After super-accept, 2NT and 3 in a new suit the suit under the major at the 3-level is a new transfer (if not possible, the suit under the major at the 4-level is a new transfer).

A new suit from responder shows shortness, jump is void. 3 in the major shows shortness in the suit below, except when this bid is to play (over the responses  $3\diamond$  after  $2\diamond$  and  $3\heartsuit$  after  $2\heartsuit$ ).

After super-accept from opener 3NT is a balanced slam try, asking for cue. Over 2NT and 3 in a new suit 3NT is a suggestion to play (more so than after a transfer to a major and then bid 3NT).

## 1.5 Opponents showing the majors

If the opponents overcall  $2\clubsuit$  or  $2\diamond$  showing both majors, we use:

- $2\heartsuit = \text{Transfer to } \clubsuit$  (to play or stronger)
- $2\spadesuit = \text{Transfer to } \diamond$  (to play or stronger)
- 2NT = Natural
- $3\clubsuit = 5\text{-card M}$   
( $3\diamond$  ask which major. Responder bids the other major, as after Puppet Stayman.)
- $3\diamond = \text{At least one weakness in the majors}$   
(Opener bids 3NT with stoppers in both majors, otherwise shows stopper.)
- $3\heartsuit = \text{Shortness}$
- $3\spadesuit = \text{Shortness}$

## 1.6 Lebensohl (transfers)

We use the same principles in all lebensohl positions. It is lebensohl after:

- 1NT, followed by an overcall (but **NOT** after  $2\clubsuit$  or  $2\diamond$  as both majors)
- (1M) - dbl - (2M) (also if partner has passed first)
- (1M) - pass - (2M) - dbl
- Take out DBL at the 2-level, but **NOT** by a passed hand (when the doubler has passed first, we use 2NT as scrambling)

1NT - ( $2\heartsuit$ )
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- 2NT = Transfer to  $\clubsuit$ . May have  $\clubsuit$ , OR a weak hand for play on the 3-level, OR GF with 4-card in unbid major, OR singel in the overcall suit. If the responder bids a higher suit on the 3-level than a suit for play, this is 4-card and GF.
- $3\clubsuit = 5+\diamond$ , INV+. Natural bids from opener.
- $3\diamond = \text{No } \heartsuit\text{-stopper}$
- $3\heartsuit = 5+\spadesuit$ , INV+. Natural bids from opener.
- $3\spadesuit = \text{Both minors. Slammish OR extreme distribution.}$

- 3NT = Promise ♥-stopper.
- 4♣ = Transfer →♥ (not the case in this position, but for example after opponents Multi)
- 4♦ = Transfer →♠
- 4♥ = To play (not the case in this position, but for example after opponents Multi)
- 4♠ = To play

1NT - (2♥) - 2NT - (P) 3♣ - (P)
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- P = ♣
- 3♦ = To play
- 3♥ = Singleton ♥. Typically 3-1-5-4 OR 3-1-4-5.
- 3♠ = 4-card ♠ and ♥-stopper, GF
- 3NT = Slam try with ♣

If a DBL has indicated at least 3-card in a suit, a transfer will show only 4-card, but same strength as over. For example (2♥) - dbl - (P) - 3♥ - (P) - 3♠ - (P) - 3NT shows 4-card ♠. Otherwise the system is the same.

## Note 7: Opening 2♦ Multi

- (2)3-7 HCP with a 6-card major (may have 5-card green vs red) OR a strong NT (24+)

### Responses:

- 2♥ = Pass OR correct
- 2♠ = Pass OR correct (opener bids 3♦ med ♥ and max)
- 2NT = F1
  - 3♣ = Max →3♦ ask partner to bid the other major (than the 6(5)card suit)
  - 3♦/♥ = Transfer, min
  - 3♠ = 26+
  - 3NT = 24-25
- 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♠ = Slam try with ♣
- 4♣ = Asks for transfer to opener's Major
- 4♦ = Slam try with ♦
- 4♥ = Natural, to play
- 4♠ = Natural, to play

### If opener is strong:

2♦ - 2♥/♠	
2NT	= 24-25 HCP
3♣	= 26-27 HCP
3NT	= 28-29 HCP
4NT	= 30-31 HCP

## Note 8: Opening 2M

8-11 HCP with 6-card major

### Svar:

- 2♠ = Natural, forcing one round (2NT, 3♥ and 3♠ is passable)
- 2NT = Asks for shortage and another suit
- 3♣ = Natural, GF
- 3♦ = Natural, GF
- 3♥ = Natural, GF (preempt over 2♥, which may be raised to game with at least 6-4)
- 3♠ = Preempt which may be raised to game with at least 6-4/Splinter over 2♥
- 3NT = To play (2NT followed by 3NT suggests to play)
- 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♥ = Min with no shortage
- 3♠ = Shortage
- 3NT = Max 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♠ = Min with no shortage
- 3NT = Max with no shortage
- 4♣ = Void
- 4♦ = Void
- 4♥ = Void
- 4♠ = Void in ♥, min

If opponents DBL, we use transfers from 2NT. Transfers to minor may be leaddirecting. Transfer to 3 in the Major is a good raise (INV). RDBL shows interest in business/penaltyDBL.

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