






Defensive and Competitive Bidding
<b>Overcalls (Style; Responses; Reopening)</b>
Light overcalls with good suit. Overcalls at 2-level is normally solid. After an overcall, a new suit on two-level are F0
<b>1 NT overcall (2ND/4TH; Responses; Reopening)</b>
(14)15-17 (18) in all hands Same response as after 1 NT opening
<b>Jump Overcalls (Style; Responses; Unusual NT)</b>
Preempt. Over a preemptive opening a jump overcall is strong. 2NT: Two lowest
<b>Direct and Jump Cue Bids (Style; Responses)</b>
(1♣/1♦) - 2♣/2♦ both M Cuebid of a M shows opposite M + ♣ Jump Cuebid ask for stopper
<b>VS. NT (vs. Strong/Weak; Reopen: PH)</b>
X: ♠+ other suit (at least 4-4), 2m: m + ♥ (at least 4-4), 2M: natural
<b>VS. Preempts (Doubles; Cue bids; Jumps; NT bids)</b>
VS any 2 level preempt: 4m = min 5-5 m + M
<b>VS. Artificial Strong Openings</b>
Vs 1♣: x=♦ or ♥+♠, 1♦=♥ or ♠+♣, 1♥=♠ or both m, 1NT=♣ or ♦+♥, 2 level natural Vs 2♣: x=♣
<b>Over Opponents' take out double</b>
xx: 10+ hcp 1-level: forcing, 2-level non-forcing After 1♥/1♠, 2♦/2♥ = good raise to 2♥/2♠

Leads and Signals			
Opening Leads Style			
	Lead	In Partner's Suit	
Suit	3 <sup>rd</sup> -5 <sup>th</sup> =odd; 2-4 <sup>th</sup> -6 <sup>th</sup> =even	3 <sup>rd</sup> -5 <sup>th</sup> =odd; 2-4 <sup>th</sup> -6 <sup>th</sup> =even	
NT	3 <sup>rd</sup> -5 <sup>th</sup> =odd; 2-4 <sup>th</sup> -6 <sup>th</sup> =even	3 <sup>rd</sup> -5 <sup>th</sup> =odd; 2-4 <sup>th</sup> -6 <sup>th</sup> =even	
Subseq	LOW = ENC		
Leads			
Lead	Vs. Suit	Vs. NT	
Ace	<u>AK</u> / <u>AKx</u> / <u>AKxx(x)</u>	<u>AK</u> / <u>AKx</u> / <u>AKxx(x)</u>	
King	<u>KQ</u> / <u>KQJ(x)</u> / <u>KQT(x)</u>	<u>KQ</u> / <u>KQJ(x)</u> / <u>KQT(x)</u>	
Queen	<u>AQJ(x)</u> / <u>QJ(x)</u> / <u>QJT(x)</u>	<u>AQJ(x)</u> / <u>QJ(x)</u> / <u>QJT(x)</u>	
Jack	<u>HJT(x)</u> / <u>JT(x)</u>	<u>HJT(x)</u> / <u>JT(x)</u>	
10	<u>HT9x</u> / <u>AQT(x)</u> / <u>T9x</u>	<u>HT9x</u> / <u>AQT(x)</u> / <u>T9x</u>	
9	<u>H9x</u> / <u>9xx</u> / <u>T9</u>	<u>H9x</u> / <u>9xx</u> / <u>T9</u>	
X	<u>Hxxx</u> / <u>HT9x</u> / <u>xxxx(x)</u>	<u>Hxxx</u> / <u>HT9x</u> / <u>xxxx(x)</u>	
Signals in order of priority			
	Partners lead	Declarer	Discarding
Suit:	LOW=ENC	H/L=EVEN	LOW=ENC
2 <sup>nd</sup>	H/L=EVEN	Lavinthal	H/L=EVEN
3 <sup>rd</sup>	Lavinthal		
NT:	LOW=ENC	Smith	LOW=ENC
2 <sup>nd</sup>	H/L=EVEN	H/L=EVEN	H/L=EVEN
3 <sup>rd</sup>	Lavinthal	Lavinthal	Lavinthal
<b>Signals (including Trump's):</b> Smith: LOW=LIKES from both sides. Lavinthal in Trump			
Doubles			
Takeout Doubles (Style; Responses; Reopening)			
Normal takeout doubles			
Special, Art and Comp Dbl/Rdbl's			
Responsive doubles. Supportdoubles through 2♥. Lead directing but dbl on overcaller in own suit indicates another lead			

System		Card	
			
<b>EBL</b>			
<b>Category: Green</b>			
<b>Event:</b>			
<b>NCBO:</b>			
<b>Players</b>	Ida Wennevold	Anders Fodstad	
System Summary			
General Approach and Style			
Natural system with transfer after 1♣ (14) 15 -17 2♦: Weak Multi 2♥/2♠: 6C 8-11 hcp 2NT: 20-21 NT Weak openings may occur			
Special bids that may require defence			
2♦: Weak Multi			
Special forcing pass sequences			
Standard forcing pass sequences			
Important notes that don't fit			
Psychics			
Rare			

