




Defensive and Competitive Bidding
Overcalls (Style; Responses; Reopening)
1-level: Aggressive if good suit 2-level: Sound Response: Cue-bid = good raise or better 2NT response after 1M overcall shows 4card support, some values. Mini splinter
1 NT overcall (2ND/4TH; Responses; Reopening)
(14)15-18 hcp, balanced, response: NT-system is ON
Jump Overcalls (Style; Responses; Unusual NT)
Preemptive 2nt=55 in lower unbid suits
Direct and Jump Cue Bids (Style; Responses)
Direct Cue Bid =Michaels (Majors over minor, O/M + Clubs over Major) If opener might be less than 3 cards: Overcall is natural, (1C, 2+)-2D=both majors
VS. NT (vs. Strong/Weak; Reopen: PH)
Meckwell-DONT: X=one minor or both majors, 2C=C+1 major 2D=D+1 major 2M=natural 2NT=both minors
VS. Preempts (Doubles; Cue bids; Jumps; NT bids)
Take out doubles thru 4H
VS. Artificial Strong Openings
NT=both minors, X=both majors
Over Opponents' take out double
RD=10+HCP 2NT=At least invitational in openers suit 2M-1=Good raise to 2M

Leads and Signals			
Opening Leads Style			
	Lead	In Partner's Suit	
Suit	3 rd -5 th =odd	3 rd -5 th =odd	
NT	3 rd -5 th =odd, ilnvitational style	3 rd -5 th =odd	
Subseq	3 rd -5 th =odd (lnvitational through declearer)		
Leads			
Lead	Vs. Suit	Vs. NT	
Ace	ΔKx(x)	ΔK(x)	
King	A K /KQ(x)	K Q(x)	
Queen	Q J(x)	A Q J(x)/ Q J(x)	
Jack	H J T(x)/ J T(x)	H J T(x)/ J T(x)	
10	H T 9(x)/ T 9(x)	H T 9(x) T 9(x)	
9	H 9 8(x), 9 x	H 9 8(x), 9 x	
X	Hx x x/xx x x(x)	Hx x x/x x xx(x)	
Signals in order of priority			
	Partners lead	Declarer	Discarding
Suit:	Hi=Disc	Count	Hi=Disc
2 nd	Count		Count
3 rd	Lavinthal		Lavinthal
NT:	Hi=Disc		Hi=Disc
2 nd	Count	Count	Count
3 rd	Lavinthal		Lavinthal
Signals (including Trump's): Count: Hi-Low=Even, High Smith			
Doubles			
Takeout Doubles (Style; Responses; Reopening)			
May be light with classic shape Cue=F until a suit is bid twice			

Special, Art and Comp Dbl/Rdbl's
Comp doubles, Responsive doubles, Support doubles/redoubles.

<div><div></div><div>System Card</div></div>		
EBL		
System: Green		
Event: EC teams 2024 NCBO: Norway	STEIN BJERKSET	JON-EGIL FURUNES
Players		
System Summary		
General Approach and Style		
<p>Natural, 5-card Majors, transfer after 1C opening 1 Club = 1+ (1 only when 4441)/ 1D=5+ cards 1N = (14)15-17 HCP 2 over 1 = GF except for 1M-2C OR when responder repeats the suit 2D = multi, either 2-7 hcp and a (5)6-card M or 24+ bal 2M = 8-11 hcp, 6-card suit</p>		
Special bids that may require defence		
<p>2 D = Multi, either (5)6-card in a major, 2-7 hcp OR 24+ balanced 1H-2C can be 3-cards (when nat) 1S-2C can be 2-cards (when nat) 3NT=Gambling</p>		
Special forcing pass sequences		

Important notes that don't fit

Xy and xyz, switch over lx- (1S)

Psychics

Rare

Opening	Art	Min. #	Neg. D. thorough	Description	Responses	Subsequent Auction	Competitive & Passed Hand Bidding
1♣		1	4H	1 club only when 4441	1D/H=xfer; 1S=6-10 NT or D/both minors; 1NT=10-11(12); 2C=inverted; 2D/H=6H/S, 2-5 or 15+ hcp; 2S=(6)7 D, 2-5 hcp, 2NT=C, 3C=C 6-9 hcp, 3D/H/S=void	XY, XYZ 3 rd Suit if F1, 4 th Suit is GF	1C-(1H)-X=4+ spades 1C-(1H)-1S=max 3 spades 1C-(1D)-x=H;1H=S;1S=max 3 S
1♦		5	4H	5-cards	2D=inverted; 2H/S=fit jump (8-10 hcp); 2NT=balanced 11-12, 3C=D fit 6-9 hcp; 3D=max 5 hcp w D fit; 3H/S and 4C void w D fit	XY, XYZ 3 rd Suit if F1, 4 th Suit is GF	1D-(1H)-X=4+ spades 1D-(1H)-1S=max 3 spades
1♥		5	4S	5-cards	2C=nat GF OR nat NF if rebid of suit OR 10-12 w 3(4) card supp. 2S=minispl w single c or d, 3C= inv w supp;3D=minispl w single S; Jacoby 2NT	1H-1NT/2NT=GF.	2C Drury with 3/4 card support
1♠		5	4H	5-cards	2C=nat GF OR nat NF if rebid of suit OR 10-12 w 3(4) card supp. 3C=minispl w single c or d; 3D=inv w supp; 3H=minispl w single H	1S-1NT/2NT=GF	2C Drury with 3/4 card support
1 NT			4H	(14)15-17 balanced	2C=Stayman, 2D/H=Transfer, 2SP=Minor ASK 3C/D=Natural invitational, 3H/S=Nat (6+), slam inv, no short suit; 4mi=transfer to major.	2S/2NT=Repeated ASK	Lebensohl Neg- doubles 3x=singleton
2♣	x	0		Strong	2D=Weak og waiting 2M=Natural 2NT=both minors, GF	2 nd Negative	2C - (x) - D= 0-4 hcp 2C - (x) - P= GF
2♦	x	0		Weak 2 in H or S, 2-7 HCP OR 24+ bal	2NT=Ask for strength and suit 3minor=Natural forcing	2D-2NT-3C=Max, then 3D asks. 3H/S shows S/H. 2D-2NT-3D=min w H, 3H=min w S	
2♥		6		8-11 hcp	2NT=Asks for singleton;3C asks for max/min and suit quality	2H-2NT / 3X - 3H = NF	In 4 th hand natural, 10-12 hcp
2♠		6		8-11 hcp	2NT=Asks for singleton;3C asks for max/min and suit quality	2S-2NT/3X -3S = NF	In 4 th hand natural, 10-12 hcp
2 NT				(19)20-21 HCP, Balanced	Muppet Stayman, Transfers. 4C/D/H/S slam inv w H/S/C/D	High Level Bidding	
3x		(6)7		Preemptive	Minor=Cue-bid over 3M	RKCB (0314), DOPI/ROPI	
3NT		7		Gambling 1/2	4C=Stop in minor, 4D=asking. After 3NT-4D is 4M=short, 4NT 22(72), 5m short I other minor	After 3NT-4D is 4M=short, 4NT 22(72), 5m short I other minor	

4♣,♦				Shows solid M (C=H, D=S) 1/2. Pre else	
4♥,♠				Preemptive	
4NT				Blackwood	