






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, cue bidding opening suit shows support and is invitational or better
1 NT overcall (2ND/4TH; Responses; Reopening)
15-18 HCP. NT-system on.
Jump Overcalls (Style; Responses; Unusual NT)
1-Suit: Light jump overcalls, but not bad red vs. white 2-Suits: 2NT = 2 lowest suits (5+-5+) weak/strong
Direct and Jump Cue Bids (Style; Responses)
Michaels Cue bid: Highest unbid suit and an other suit (5+ 5+) weak/strong Jump Cue-bid: Strong hand, asks for stopper
VS. NT (vs. Strong/Weak; Reopen: PH)
DBL = Same strength as opener 2♣ = At least 4-4 in M 2♦/♥/♠ = Natural (at least 5 cards) 2NT = both minors 3x = Preemptive
VS. Preempts (Doubles; Cue bids; Jumps; NT bids)
Natural DBL = 13+ HCP 2NT = 15-18 with stopper in opponents suit
VS. Artificial Strong Openings
Natural and preempts
VS. 2♦ Multi
2NT = 15-18 HCP DBL = 13+ HCP

Leads and Signals			
Opening Leads Style			
	Lead	In Partner's Suit	
Suit	Attitude	Attitude	
NT	Attitude	Attitude	
Subseq	-		
Leads			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(x)	AK(x)	
King	AK, KQ(x)	KQ(x)	
Queen	QJ(x)	QJ(x), AQJx(x)	
Jack	J10(x), KJ10(x)	J10(x), AJ10(x), KJ10(x)	
10	109(x), H109(x)	109(x), H109(x)	
9	9x	9x, 98(x)	
Hi-X	xx, xxx, xxxx(x)	xx, xxx, xxxx(x)	
Signals in order of priority			
	Partners lead	Declarer	Discarding
Suit:	Attitude	-	Attitude
2 nd	-	-	-
3 rd	-	-	-
NT:	Attitude	-	Attitude
2 nd	-	-	-
3 rd	-	-	-
Signals: Attitude: Low-Hi = Encouraging No count			
Doubles			
Takeout Doubles (Style; Responses; Reopening)			
Light style, also reopenings			
Special, Art and Comp Dbl/Rdbl's			
Neg, support x up to 2 hearts 1♣ - (1♦) - DBL shows 4+♥. 1♣ - (1♥) - DBL shows 4+♠. 1♣ - (1♠) - DBL shows 4+♥. 1♦ - (1M) - DBL shows 4+ in opposite M			

System Card	
	
	
Category:	Red
Category: U16 Team: The BAST	
Players: Theodor Lillejord Brage Hansen Moe	
System Summary	
General Approach and Style	
Natural , 5c M. 3 rd hand openings may be light Transfers responses after 1♣-opening	
1NT Openings: 15-17 HCP (5M/5422)	
2-over-1 Responses: GF unless rebid	
Special bids that may require defence	
Special forcing pass sequences	
Important notes that don't fit	
Psychics	
Rare, but might occur.	

Opening	Art	Min. #	Neg. D. thru	Description	Brage H. Moe – Theodor Lillejord Responses	Subsequent Auction	Passed Hand Bidding
1♣		2		(10)11-21 HCP, 2+♣	1♦/♥ = 6+ HCP and 4+♥/♠ 1♠ = 6-13 HCP (no majors) 1NT = 11-12 HCP (no majors) 2♣ = 10-13 HCP and 5+♣ 3♣ = 3-5 HCP 5+♣ (no majors) 2♦/♥ = 3-5 HCP and 6+♥/♠ 2♠ = 6-9 HCP and at least 5-4/4-5 in the minors 2NT = 14+ HCP GF (no majors) 3NT = 14-15 HCP, 3-3-3-4	After 1♦/♥: 1♥/♠ = 11-12 HCP, 4♥/♠ OR 11-19 HCP, 3+♥/♠ 2/3/4♥/♠ = 13-14/15-16/17-19 HCP, 4♥/♠ 3NT = 20-21 HCP, shortness in ♥/♠ 4♣ = hxx in ♥/♠ and 6+♣ xyz/xyNT: 2♣ = sign off in ♦ OR inv, 2♦ = GF Artificial	
1♦		4		(10) 11-21 HCP, 4+♦	1♥/♠ = 6+ HCP and 4+ cards in the suit 1NT = 6-10 HCP (no majors) 2♣ = 11+ HCP and 4+ cards. 2♦ = 6-9 HCP 3♦ = 10-12 HCP minimum 4+ cards 2♥/♠ = 3-5 HCP and 6/7 cards in the suit 2NT = 11-12 HCP 3NT = 13-15 HCP no majors	xyz/xyNT: 2♣ = sign off in ♦ OR inv, 2♦ = GF Artificial	
1♥		5		(10) 11-21 HCP, 5+♥	1♠ = 6+ HCP and 4+ cards, 1NT = 6-10 HCP 2♣ = 12+ HCP and 3+ cards OR 9-11 HCP and 6/7 cards 2♦ = 12+ HCP and 3+ cards OR 9-11 HCP and 6/7 cards 2♥ = 6-9 HCP 3♥ = inv to game 4♥ = preempt 2♠3♠3♦ = miniplinter (support and inv or better) 2NT = 11-12 HCP 3NT = 13-15 HCP exactly 2 cards in heart	xyz/xyNT: 2♣ = sign off in ♦ OR inv, 2♦ = GF Artificial	
1♠		5		(10) 11-21 HCP, 5+♠	Similar as for 1♥	xyz/xyNT: 2♣ = sign off in ♦ OR inv, 2♦ = GF Artificial	
1NT			2♠	15-17 HCP May have 5c M, 6c m	2♣ = Stayman 2♦/2♥ = Transfer to 2♥/♠. 2♠ = Transfer to one of the minors 2NT = Inv. 3NT = To play 4♣/4♦/4NT = slam inv. 3♣/♦/♥/♠ = HHxxxx, inv	Opener bids 3M to show 5 card suit after stayman.	
2♣	∨			Strong, HCP (22+) OR tricks (8,5+)	2♦ = Weak OR waiting 2M = GF 5+ cards 3m = GF 6+ cards 2NT = 10-12 HCP	After 2NT: as after 2NT opening	
2♦		6		6-10 HCP, 6♦	2NT = Asking for shortness Suit raise is preemptive New suit = To play 3NT = To play		
2♥		6		6-10 HCP, 6♥	2NT = Asking for shortness Suit raise is preemptive New suit = To play 3NT = To play.		
2♠		6		6-10 HCP, 6♠	2NT = Asking for shortness Suit raise is preemptive New suit = To play 3NT = To play		
2NT				20-21 HCP	3♣ = Stayman 3♦/3♥ = trf 3♠ = trf. minor 4♣/4♦/4NT = slam try		
3x		7 (6)		PRE, ACC to VUL	New suit = To play 3NT = To play		
3NT	∨			Solid minor, gambling	4♣ = p/c 5♣ = p/c		
4♣		7-8		PRE, ACC to VUL	4♥♠ = To play 4NT = BW		
4♦		7-8		PRE, ACC to VUL	4♥♠ = To play 4NT = BW		
4♥♠		7-8		PRE, ACC to VUL	4♠ = To play 4NT = BW		
4NT	∨			Asking for specific aces	5♣ = none 5♦ = ace of ♦ 5♥ = ace of ♥ 5♠ = ace of ♠ 5NT = 2 unspecified aces 6♣ = ace of ♣		

High Level Bidding

RKCB (03 14 25noQ 25Q)

5NT king question