

## 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 = 11-14, 2-3♣
- 3♣ = 11-12, 4+♣
- 3♦ / ♥ / ♠ = 11-14, Shortness, **NOT** 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♦ = 2=2=4=5, GF
- 3M = 15+, Shortness
- 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 = 11-14
- 3♣ = 11+, Shortness, **NOT** GF
- 3♦ = 11-12, not suitable to bid 2NT
- 3M = 11-14, Shortness, **NOT** GF
- 3NT = 18-19, double stopper in all suits

1♦ - 2♦

2♥ - 2♠

- 2NT = 18-19 **NOT** 3343
- 3♣ = 13-14 bal, 4+♦
- 3♦ = 2=4=5=2, GF
- 3M = 15+, Shortness
- 3NT = 2=2=5=4, GF

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 at 4-level. **No** Splinter.
  - Transfer to 3♦ is always accepted
  - Transfer to responder's suit accept with 3 card
  - 1♣ - 1♥ - 2NT - 3♦: 3♥ is 4 cards, 3♠ is 3 cards
  - 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 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.
  - Transfer to 3♦ is always accepted
  - Transfer 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♦ (but natural after 1♥ - 1NT - 2♦)

## 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♣ = 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 and 2NT will be negative*. 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♣ = FG
- 3♦ = 4+♦, GF
- 3♥ = Natural GF, 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 (length in the minors)

4♦: Transfer to 4♥

4♥: Transfer to 4♠

4♠: Slam try with 5♣

4NT: Slam try with 5♦

5NT: Quantitative to 7NT

## Note 7: Opening 2♦ Multi

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

### Responses:

- 2♥ = Pass/Correct
- 2♠ = Pass/Correct (opener bids 3♦ med ♥ and max)
- 2NT = F1
  - 3♣ = Minimum with ♥ → 3♦ shows game interest
  - 3♦ = Minimum with ♠ → 3♦ shows game interest
  - 3♥ = Maximum with ♠
  - 3♠ = Maximum with ♥
  - 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♠ = 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

3♦ = 28-29 HCP

2♦ - 2♠

2NT = 24-25 HCP (3♥ = 26-27 HCP, 3NT = 28-29 HCP)

3♣ = Minimum with ♥

3♦ = Maximum with ♥

## 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 (INV with spades over 2♥)
- 3NT = To play (2NT followed by 3NT suggests to play)
- 4♣ = Poor Man's BW
- 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
- 4♠ = Void in ♥, minimum

If opponents DBL 2M, we use transfers from 2NT. Transfer to a minor may be lead directing. Transfer to 3 in the Major is a good raise (INV+). RDBL shows interest in penalty doubles OR may be competitive/tactical.

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