





Defensive and Competitive Bidding
<b>Overcalls (Style; Responses; Reopening)</b>
1-level: Light 2-level: Sound <b>Responses:</b> 1- and 2-level constructive, Cue-bid is a good raise in overcaller's suit. 2NT is frequently "Good/Bad" from opener.
<b>1 NT overcall (2ND/4TH; Responses; Reopening)</b>
15-18 hcp 2 <sup>nd</sup> seat and 13-16 4 <sup>th</sup> , (2NT 4 <sup>th</sup> =20-22)
<b>Jump Overcalls (Style; Responses; Unusual NT)</b>
<b>1-Suit:</b> Light jump overcalls, but NOT bad red vs. green <b>2-Suit:</b> 2NT = 2 lowest suits (5+5+) weak/strong <b>Reopen:</b> 12-15 HCP, 6+ card suit
<b>Direct and Jump Cue Bids (Style; Responses)</b>
<b>Over m:</b> Both Majors (5+-5+) <b>Over M:</b> Other Major + ♣ (5+-5+) <b>Jump cue-bid:</b> Asks for stopper
<b>VS. NT (vs. Strong/Weak; Reopen: PH)</b>
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: DON'T
<b>VS. Preempts (Doubles; Cue bids; Jumps; NT bids)</b>
Take out DBL <b>Cue-bid:</b> Ask for stopper <b>Jump in m:</b> That minor + other Major (5+-5+) <b>Over 3M:</b> 4m is natural
<b>VS. Artificial Strong Openings</b>
<b>vs. strong 1♠:</b> DBL = MM, 1NT= 4(+♠ +m, 2NT=mm <b>vs. strong 2♣:</b> DBL = MM, 2NT=mm
<b>Over Opponents' take out double</b>
Rdbl: 9+ HCP, trf after our 1M-openings

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, 98(x)	
X	Even number	xx, xxx, xxx(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
<b>Signals (including Trump's):</b> Hi-Low = Discrg/Even number, Low-Hi = Encrg/Odd number Smith (NT): Hi-Low likes the lead from both. S/P in trumps			
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	
	
<b>WBF</b>	<b>NBF</b>
<b>Category: Green</b>	
<b>NCBO/team:</b> Norway	 
<b>Event:</b>	
<b>Players:</b>	<b>Christian Bakke</b> <b>Steffen F. Simonsen</b>
System Summary	
General Approach and Style	
<b>Natural</b> , 5c M. Transfer responses to 1♣ Light openings Light preempts green vs. red <b>1NT Openings:</b> (14)15-17 HCP (5M/6m/single/5422) <b>2-over-1 Responses:</b> GF except rebid in the minors	
Special bids that may require defence	
2♦: 0-7 HCP 5/6c M OR 24+NT 2♥: 8-11 HCP, 6 card ♥ 2♠: 8-11 HCP, 6 card ♠	
Special forcing pass sequences	
Yes	
Important notes that don't fit	
After opponents overcall: 1♣-(1♦)-1♥= 4+♠ 1m-(1♥)-1♠= denies 4♠ <b>xy-NT/xyz:</b> 2♣=sign off in ♦ OR INV, 2♦=GF Passed hand: 2♦ shows a better INV than 2♣ 1 <sup>st</sup> /2 <sup>nd</sup> hand 1M-(p)-2♣= nat or inv w/supp 1M-(x)-1NT->=transfers	
Psychics	
Rare	

Opening	Art	Min. #	Neg. D. thru	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		3	4♠	10+ HCP, 3+♣, may open w/ 3-3-4-3	1♦=4+♥, 1♥=4+♠, 1♠=trf to 1NT/♦ 1nt: 10,5-12hcp INVERTED m, 2 <sup>nd</sup> level: trf, strong or weak, 2♠: GF w/♦	Accepts TRF if 3c and not 18-19NT 1♦/♥-2♥/♠: 11-12, 4c supp 1♣-2♣; 2♦= relay, 2NT=11-12, 3♣=11-12, 4+♣, 3♦♥♠=Shortage, 3NT=13-14	2♦= inverted m
1♦		3	4♠	10+ HCP, 3+♦ Normally good suit if 3-3-4-3	INVERTED m, 2M= Good 6c GF, 2NT=inv w/3-3-(3-4), 3♣=4+♦, □ PRE <b>NOT</b> INV vs 18-19NT, 3♦=4+♣, □6-9 HCP, 3x=void, 3NT=13-15 w/3-3-(3-4)	Similar as for 1♣	3♣= inverted m
1♥		5	4♠	10-22 HCP, 5+♥	1NT=6-12 HCP NF, 2♠=nat or inv w/3(4)supp, 2♦=GF except rebid, 2♥=5-9 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, positive, 3♥=min, 4m=void, 4♥=void in sp-min, 4♠=void in sp-max,	2♣= 3-card raise 2♦= 4-card raise
1♠		5	4♠	10-22 HCP, 5+♠	2♣=nat or inv w/3(4)supp, 2♦=GF except rebid, 2♥=NAT GF 2♠=5-9, 2NT=4+♠ GF, 3♣= Shortage in a m, 3♦=4c SUPP <b>without</b> shortage, INV, 3♥=Shortage in ♥, INV, 3♠=PRE, 3NT=void in ♥, 1♠-4m=void, 4♥= to play	Similar as for 1♥	2♣= 3-card raise 2♦= 4-card raise
1 NT			4♠	(14)15-17 HCP (Good 14 to 17) May have 5c M, 6c m, (5-4-2-2) and singleton	2♣=STAY, 2♦/2♥=TRF, 2♠=♣, 2NT=♦, 3X=short 4♣/4♦= TRF, 4♥/4♠=To play	1NT-2♣, 2♦-2♥=pick a M; correct to ♠ w/ equal length. 2x-3♣=Asking bid	
2♣	X			Strong, HCP (22+) OR tricks (8,5+)	2♦=Weak OR waiting, 2M=GF 5+, 2NT=6+ w/5-5 minors, 3m=GF 6+,	2♣-2♦, 2M=F1, 3m=GF, 2M-3♣= 2 <sup>nd</sup> negative, can stop in 3M.	
2♦	X			0-7 HCP 5/6c M OR 24+NT, allways 6c vul, vul=3-7hcp	2♥/2♠=Pass or 2♠/3♥, 2NT= Ask, 3♣/3♦=To play, 3♥=Pass or 3♠, 4♣=Ask for TRF	2♦-2NT, 3♣=max, 3♦=MIN♥, 3♥=min ♠, 3♠= 24-25NT/6c♥ max, 3NT=26-28NT/ 6c♠ max	
2♥		6		6c ♥, 8-11 HCP	2♠=F1, 2NT=Ask for strength and distr, 3♣=GF, 3♦: GF, 3♥=Preempt, 3♠/4♣/4♦=Splinter, 4NT=BW	2♥-2NT, 3♣=6-4-X-X, 3♦= 6-3-3-1(m), 3♥=6-3-2-2 min, 3♠=6-3-3-1(M), 3NT=MAX balanced,	
2♠		6		6c ♠, 8-11 HCP	Similar as for 2♥	Similar as for 2♥	
2 NT			4♠	20-21 HCP	3♣= MuppetSTAY, 3♦/3♥= TRF, 3♠= 44+m 2NT-4♣/4♦/4♥/4♠=Slam try with ♥/♠/♣/♦	<b>High Level Bidding</b>	
3x		6		PRE, ACC to VUL		0314 Blackwood, 4♠= blackwood if ♣	
3NT	X			Solid minor, gambling	4♣=p/c, 4♦=Ask for control	Exclusion RKCB, PEDO	
4♣		7		Pre		5NT is frequently pick a slam.	
4♦		7		Pre		Splinter bids	
4♥,♠		7		Play	4♠=To play 5m=Cuebid	Cue-bids (Italian style), a lot of last train cue-bids.	
4NT	X			Asks for specific aces	5♣=0 Ace, 5NT=Ace of cl, 5♦/5♥/5♠= that Ace	Lightner DBL	
2♦				<b>4th seat:</b> 11-13 HCP, 6+♦	2NT=INV		
2M				<b>4th seat:</b> 11-13 HCP, 6+M	As for 1-3 <sup>rd</sup> seat		