




Defensive and Competitive Bidding
Overcalls (Style; Responses; Reopening)
1-level: Light 2-level: Sound
1 NT overcall (2ND/4TH; Responses; Reopening)
15-18 in both seats. Responses are same as after opening 1NT.
Jump Overcalls (Style; Responses; Unusual NT)
Weak, normally 6+ card 1x-2NT: Two lowest unbid suits
Direct and Jump Cue Bids (Style; Responses)
Over m: Both major (at least 5-5) Over M: Other major + a minor (at least 5-5) Jump cue: Ask for stopper
VS. NT (vs. Strong/Weak; Reopen: PH)
DBL=Strong 2♣=Both majors 2♦=One major 2♥/2♠=4major + a minor (5+) 2NT=Both minors
VS. Preempts (Doubles; Cue bids; Jumps; NT bids)
Informative DBL 2NT=15-18
VS. Artificial Strong Openings
VS 1♣- dbl=both majors, 1NT=both minors
Over Opponents' take out double
RDBL=10+ 1level round forcing 2level non forcing, except 2NT

Leads and Signals			
Opening Leads Style			
	Lead	In Partner's Suit	
Suit	3 rd -5 th	3 rd -5 th	
NT	3 rd -5 th	3 rd -5 th	
Subseq	Attitude when opening a new suit through declarer. 3rd-5th remaining.		
Leads			
Lead	Vs. Suit	Vs. NT	
Ace	AK/AKx/AKxx(x)	AK/AKx/AKxx(x)	
King	KQ/KQJ(x)/KQT(x)	KQ/KQJ(x)/KQT(x)	
Queen	AQJ(x)/QJ(x)/QJT(x)	AQJ(x)/QJ(x)/QJT(x)	
Jack	HJT(x)/JT(x)	HJT(x)/JT(x)	
10	HT9x/AQT(x)/T9x	HT9x/AQT(x)/T9x	
9	H9x/9xx	H9x/9xx	
X	Hxx x /HT9 x /x xxx (x)	Hxx x /HT9 x /x xxx (x)	
Signals in order of priority			
	Partners lead	Declarer	Discarding
Suit:	Attitude	Count	Attitude
2 nd	Count		Count
3 rd			
NT:	Attitude	Count	Attitude
2 nd	Count		Count
3 rd			
Signals (including Trump's):			
Hi-Low=Discrg/Even number, Low-HI=Engrg/Odd number Smith against NT. Hi-Low likes the lead from both hands. Lavinthal in obvious positions.			
Doubles			
Takeout Doubles (Style; Responses; Reopening)			
Light at one-level and balancing position. Sound at two-level.			
Special, Art and Comp Dbl/Rdbl's			
NEG+Responsive+Support DBL & RDBL			

System		
		
WBF		NBF
System:		
Players		
	Christian Bakke	Espen Flaatt
System Summary		
General Approach and Style		
SAYC Opening 5-5-4-2 Transfer responses after 1♣ 2-over-1 responses: GF except rebid suit		
Special bids that may require defence		
2♦: weak 5/6major or strong NT		
Special forcing pass sequences		
Important notes that don't fit		
See responses to 1♣		
Psychics		
Rare		

Opening	Art	Min. #	Neg. D. through	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		2	3♦	11-21 hp May have 2♣ and 4♦	1♦=4+♥, 1♥=4+♠, 1♠=6-10 hp no 4-card major or ♦, 1NT=11-12 hp, 2♣=inverted minor, 2♦/♥=very weak or strong with 6+♥/♠, 2♠=invite with 5+♣, 2NT=13-15, 3♣=preempt with ♣, 3♦/♥/♠=void in suit and 6+♣, 3NT=balanced 16/17	1♣-1♦- 2♥=13/14 and 4♥, 1♥=3♥ any hands or 4♥ and 11-12/18-19	
1♦		4	3♦	11-21hp	Inverted minor, 2Major weak, 2NT=11/12, 3♣=6-9 with ♦, 3♦=preemptive	1♦-1♠-2♦- 2♥=not forcing, 3♣=game forcing, 3♥=GF with at least 5-5 in Major	
1♥		5	3♦	11-21hp	1NT=6-12hp, 2♣/♦=GF if not rebid suit, 2NT=Jacoby GF, 2♠/3♦=mini-splinter in ♠/♣/♦, 3♣=Balanced invite w/♥, 3♥=preemptive, 3♠/4♣/4♦=splinter	1♥-2NT-3♣/♦/♠ at least 3 in the suit, 4♣/♦=void, 4♥=void in ♠ and minimum, 4♠=void and maximum, 3NT=18/19 1♥-1NT-2NT=GF	1♥-2♣=3♥ invite 1♥-2♦=4+♥ invite
1♠		5	3♦	11-21hp	Similar as for 1♥ 3♣/♠=mini-splinter in ♥/♣/♦, 3♦=balanced inv.	Same as for 1♥	Same as for 1♥
1 NT				(14)15-17 hp May have 5M or 6m, 5-4-2-2 or singleton	2♣=stayman, 2♦/♥=transfer, 2♠=search for minors, 2NT=invite, 3x = invitational, 4♣/4♦=TRSF to 4♥/♠	1NT-2♣-2♦-2♥=pass or correct to 2♠	
2♣	X	0		Strong forcing to 2NT/3M	2♦=waiting bid, 2♥/♠=5+♥/♠ and 7+hp, 2NT-7+ no 4+-card Major, 3minor=natural	2♣-2♦- 2NT=20-21, 3♥/♠=4 in major suit + longer ♦ 2♣-2♦-2NT- bid=same as after opening 2NT	
2♦	X	0		0-7 and 5/6 in 1M or strong NT	2♦- 2M=pass or correct, 2NT=asking, 3minor=natural, 3Major=preempt	No VUL: 2♦-2NT- 3♣=max (3♦=ask for suit, bid opposite suit), 3♦/♥=min with ♥/♠ 2♦-2M-2NT=25-27 balanced	
2♥		6		8-10hp with 6♥	2♥- 2♠=forcing for one round, 2NT=asking for single	2♥-2NT- 3♣=sidesuit, 3♦ = single m, 3♠ single	
2♠		6		Same as 2♥	Similar as 2♥		
2 NT				22-24	3♣=puppet stayman, 3♦/♥=TRSF	Slam Conventions	
3x		6		Preemptive	New suit forcing for a round	RCKB 0314 Exclusion blackwood	
3NT				Gambling, usually solid minor	4♣=pass or correct, 4♦=ask for cuebid, 4NT=ask for extra length.	Splinter and Mini-Splinter DOPI/ROPI	
4♣,♦		8		Preemptive	4nt=blackwood	Cuebids	
4♥,♠				Play	New suit=cuebid	Lightner DBL	
4NT	X			Ask for specific aces	5♣=0 aces, 5♦/♥/♠=that ace, 5NT=2 aces, 6♣=♣ace		