Defensive and Competitive Bidding						
Overcalls (Style; Responses; Reopening)						
Style:Light Responses: F1 at 1- and 3-level New suit at 2 level nonF Jump shift=inv						
1 NT overcall (2ND/4TH; Responses; Reopening)						
15-18, system after opening 1NT on						
Jump Overcalls (Style; Responses; Unusual NT)						
2 M = 4 of that M and a longer minor and opening strength						
Unusual NT: 2NT=two lower unbid suits						
Leeping Michaels against weak 2 and multi						
Direct and Jump Cue Bids (Style; Responses)						
Style: 2-suited						
(1m)-2m=M+M, (1M)-2M=highest + ♣,						
If 1♣ might be 2-card, then in 2 <sup>nd</sup> 2♣=nat, 2♦=M+M						
Jumpcuebid ask for stopper						
(1M)- 3 ♣= M+♦						
(1m)- 2M= 4M and 6m opening hand						
VS. NT (vs. Strong/Weak; Reopen: PH)						
Double = Penalty						
2 <b>♣</b> =M+M						
2 ♦ =5+♥/♠						
$2 \mathbf{v} = \mathbf{v} + \text{minor}$						
2 <b>▲</b> = <b>▲</b> + minor						
Reopening: 2♣♦♥♠ same, Double=reopening						
VS. Preempts (Doubles; Cue bids; Jumps; NT bids)						
t/o dbls, leaping micheals, (3M)- 4m non-leaping michaels with other major and bidden suit.						
VS. Artificial Strong Openings						
Dbl: Strong or both majors, NT: one major and one minor, rest is natural						
Over Opponents' take out double						
RD: 9+, normally without support						

	Lead	ds and Sign	als						
Opening Leads Style									
	Lead	In Partner's Suit							
Suit	3rd-5th			3rd-5th					
NT	3 <sup>rd</sup> -5 <sup>th</sup>		3rd-5th						
Subseq		J							
Subsey									
Leads									
Lead	Vs. Suit	Vs. Suit		Vs. NT					
Ace	AKx/AKxx(x)	AKx/AKxx(x)		AK/AKx/AKxx(x)					
King	KQ/KQJ(x)/KQT(x)	KQ/KQJ(x)/KQT(x)/AK		KQ/KQJ(x)/KQT(x)/(AKD)					
Queen	AQJ(x)/QJ(x)/QJT(x)	AQJ(x)/QJ(x)/QJT(x)		AQJ(x)/QJ(x)/QJT(x)					
Jack	HJT(x)/JT(x)	HJT(x)/JT(x)		HJT(x)/JT(x)					
10	HT9x/AQT(x)/T9x	HT9x/AQT(x)/T9x		HT9x/AQT(x)/T9x					
9	9x,9	9x,9		98/98x/J98(xx)					
х	Hx <u>x</u> (x)/Hxxx <u>x</u>		$Hxx\underline{\mathbf{x}}/HT9\underline{\mathbf{x}}/x\underline{\mathbf{x}}xx(x)$						
	Signals ir	n order of	priority						
	Partners lead	De	clarer	Discarding					
Suit:	Enc=Low	HI-LO	= Even nr	Enc=Low					
2 <sup>nd</sup>			vinthal	LO-HI=Odd nr					
3 <sup>rd</sup> NT:	same	Smith Peter: High card good from bot hands							
2 <sup>nd</sup>									
3 <sup>rd</sup>									

Card WBF GREEN System: NCBO/team: Charlsen Event: Serimesterskap 2017 Thomas Charlsen Players Tor Helness System Summary General Approach and Style Natural, 5 c M 5 Card Major, (14+)15-17 NT Negative doubles. 2 over 1 GF Special bids that may require defence 3NT: Gambling with a minor 1M- (any)- 2 🕭: Toronto, 3+ support and 8+ HCP Special forcing pass sequences Forcing pass after GF established Important notes that don't fit 3<sup>rd</sup> hand openings might be out of description, both in length and strength. Psychics RARE

System

Doubles

Takeout Doubles (Style; Responses; Reopening)

Light, based on shape

Special, Art and Comp Dbl/Rdbl's

Support doubles, no support rdb

Opening	Art	Min. #	Neg. D. through	Description	Responses	Subsequent Auction	Passed Hand Bidding
1*		2	7♠	(9)11-21, any 4-3-3-3	24♥♠: Strong natural 2 ♠: inv.raise, 2NT nat.inv, 34♥♠ splinter, GF void. After opp.overcall it might be singleton and inv for game	Splinters, Exclusion BW, natural	
1•		4	7♠	(9)11-21, either 5 + ♦ or a 4 card M	2 ♦: inv. Raise 12-16 HCP, 2 ♥♠: Strong natural 3 ♠: Natural invitational to game, 3 ♦: preemtive, 3 x: Splinter	Splinters, Exclusion BW, natural	
1•		5 (4)		(9)11-21, 5+ In 3 <sup>rd</sup> hand might be four card suit	nat inv, double jumps void	1♥-2♣-2♦: denies normaly a singleton, some extras+, 2NT:6-4, 2 ♠: any singleton, 3 ♠: 5-(5), 3 ♦: 5-(5), 3 ♥: invite without shortage, 3 ♠/4 ♠/4 ♦: Any void, extras not needed.	
1♠		5 (4)		(9) 11-21, 5+ In 3 <sup>rd</sup> hand might be four card suit	Same principals as after opening 1 ♥. 3 ♥: invite with unknown singleton. 3NT: 2-4-(4-3)	Same principals as after opening 1 ♥	
1 NT			7≜	(14)15-17, no 5c M but possible with 6 c m.	Stayman, transfers, 2♠ is either one or both minors (weak/strong) 3 level is singleton, 4 ♠ transfers to ♠♥ (also after over calls)	1nt-2 $\Rightarrow$ -2 $\Rightarrow$ / $\forall$ -2 $\Rightarrow$ : 4 $\Rightarrow$ and 5 $+$ in one major, max inv. 1 nt-2 $\Rightarrow$ -2x-3 $\diamond$ : Slammish in either minor 1 nt-2 $\Rightarrow$ -2 $\diamond$ -3 $\forall$ / $\Rightarrow$ : 5C in the other major 1nt-2 $\Rightarrow$ -2x-3 $\Rightarrow$ : ask for distribution 1nt-2 $\Rightarrow$ -3 $\Rightarrow$ : ok with $\diamond$	
2*	x		7♠	18-19NT/20-21 NT/ 8+ tricks with a suit/GF	2♦-relay, 2♠♥: to play vs 18-19NT with no support, 2nt::one or both M, 3 m:natural GF good suit, 3 ♥♠: Splinter	2.2.2.2.2.2.2.2.2.2.2.2.2.2.2.2.2.2.2.	
2♦		6(5)		3-11 HCP with 6 card suit (might be 5 in 3 <sup>rd</sup> hand	New suit NF, 2NT asking for shortage.	If opp.overcall dbl is for penalties 2NT: Forcing bid, others NF	
2•		6(5)		3-11 HCP with 6 card suit (might be 5 in 3 <sup>rd</sup> hand	New suit NF, 2NT asking for shortage.	Dbl M: for Pen. Dbl M: Pass or correct	
2		6(5)		3-11 HCP with 6 card suit (might be 5 in 3 <sup>rd</sup> hand	New suit NF, 2NT asking for shortage.		
2 NT				22-23NT	3♣: Puppet stayman	Slam Conventions	
3x		6		Preemptive	After m, new suit forcing in red, nf in green. After $\blacklozenge$ new suit is cue bid	RCKB, Exclusion BW, 5NT frequently pick a slam, Cue bids.	
3NT	x	7		Gambling minor	4 ♠: P/C, 4 ♦asking for shortage, 4 M: Natural	Splinter and Minisplinter DOPI, ROPI and DEPO	
4♣,♦		6		Preemptive	Natural		
4♥,♠		6			Cue bid		
4NT	x			Asking for spes. aces	5 ♣- none, 5 ♦- ace of ♦, 5 ♥- ace of ♥, 5 ♠- ace of ♠, 5 NT, two aces, 6 ♣- ace of ♣.		