




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, jumps are minisplinter, double jumps Splinter, cue-bid is a good raise in overcaller's suit.	
1 NT overcall (2ND/4TH; Responses; Reopening)	
2 nd seat: 15-18 HCP. 4 th seat: 15-18 HCP Same responses as after opening 1NT.	
Jump Overcalls (Style; Responses; Unusual NT)	
1-Suit: Light jump overcalls, but not bad red vs. white 2-Suit: 2NT = 2 lowest suits (5+-5+) weak/strong	
Direct and Jump Cue Bids (Style; Responses)	
Over m: 4♠ and 5♥ <11 hp non vul, >11 hp vul Over M: Other Major + ♣ (5+-5+) Jump cue-bid: Asks for stopper	
VS. NT (vs. Strong/Weak; Reopen: PH)	
2♠ = Both Majors 2♦ = ♥ OR ♠ 2♥ = ♥ and a minor (usually longer) 2♠ = ♠ and a minor (usually longer) 2NT = Both minors OR any Strong 2-suiter 4 th seat and after initial pass: Meckwell DONT	
VS. Preempts (Doubles; Cue bids; Jumps; NT bids)	
Take out DBL Cue-bid: Ask for stopper Jump in m: That minor + other Major (5+-5+) Over 3M: 4m is natural	
VS. Artificial Strong Openings	
vs. strong 1♠: DBL: Both Majors 1NT: Both minors	vs. strong 2♠: DBL: Both Majors 2NT: Both minors
Against 2♦ Multi	
2NT = 15-18 balanced DBL = 13+, TO vs ♠	

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 (possible ATT)	3 rd /5 th	
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)	
Hi-X	Even number	xx, xxx, xxxx(x)	
Signals in order of priority			
	Partners lead	Declarer	Discarding
Suit:	Encrg/Discrg	Count	Encrg/Discrg
2 nd	Count	Count	Count
3 rd	Count	Count	Count
NT:	Encrg/Discrg	Count	Encrg/Discrg
2 nd	Count	Count	Count
3 rd	Count	Count	Count
Signals (including Trump's): Hi-Low = Discrg/Even number, Low-Hi = Encrg/Odd number Smith (NT): Hi-Low likes the lead from both. Lavinthal: Obvious positions, and possibly when declearer leads.			
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+♥. 1♣ - (1♦) - 1♠ shows 4♠ and 4+♥. 1m - (1♥) - DBL shows 4+♠, 1m - (1♥) - 1♠ denies 4+♠, 1m - (1♠) - DBL strongly suggests at least 4♥			

	System Card	
		
WBF		NBF
Category: Green		
NCBO/team: Nord-Trøndelag 1		
Event: Seriemesterskapet 2017		
Players:	Anders Gundersen	Geir Enge
System Summary		
General Approach and Style		
Natural , 5c M. 3 rd hand openings may be light Transfer responses to 1♣. Light preempts green vs. red		
1NT Openings: (14)15-17 HCP (5M/6m/single/5422) 2-over-1 Responses: GF except rebid in the minors		
Special bids that may require defence		
Transfer responses to 1♣: 1♦=♥, 1♥=♠, 1♠= 6-9 HCP (no majors), or any w/ ♦, 1NT= 10-12 HCP, 1M - 2♠ = nat or 10-12 w/3 card support 2♦ = weak multi, 2M = 6 card suit 8-10(11) HCP		
Special forcing pass sequences		
When GF is established After 1m-(p)-2m-(2/3x) After 1M-(p)-2NT-(3x)		
Important notes that don't fit		
Transfer responses to 1♣: 1♦=♥, 1♥=♠, 1♠= 6-9 HCP (no majors), or any w/ ♦. 1NT= 10-12 HCP. xy-NT/xyz: 2♠=sign off in ♦ OR INV, 2♦=GF		
Psychics		
Rare		

Opening	Art	Min. #	Neg. D. thru	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		2	4♠	10-23 HCP, 2+♣	1♦=4+♥, 1♥=4+♠, 1♠= 6-9 HCP (no majors), or any HCP with ♦. 1NT= 10-12. Inverted minors. 2♦ = 0-6, with 6♦, 2♥= 0-6, with 6♥ 2♠= 0-6 with 6♠, 2NT= 13-15 or 19-20 HCP Bal, 3♣=preempt	1♣-2♣, 2♦ = denies 4+♣, 2♥ = GF w/ 4-5♣, 2♠ = 15-16 w/ a shortage, 2NT=min w/ 4♣, 3♣= min w/ 5-6♣, 3♦♥♠=17-19 w/ Shortage, 3NT=18-19 w/ 4-5♣ 1♣-1♦-1♥=3+♥ 1♣-1♦-1♠/NT= denies 3+♥	TRF at the 1-level 1♣-2♣= 6-9 w/4+♣ 1♣-2♦= 10-11 w/4+♣
1♦		4	4♠	10-23 HCP, 4+♦	INVERTED m, 2M= 0-6, 6card suit, 2NT=11-12, 3♣ = GF w/6+♣, 3♦= pre-empt in ♦ Double jump shifts = shortage	Similar as for 1♣	1♦-2♦= 6-9 w/4+♦ 1♦-3♣= 10-11 w/4+♦
1♥		5	4♠	10-22 HCP, 5+♥	1NT=6-12 HCP NF, 2♣= GF if not rebid or 10-12 HCP w/support. 2♠=shortage in one m. 2NT=4+♥ GF. 3♣ = 9-11 HCP with 4+♥. 3♦= shortage in ♠. 3♥= pre-empt. 3♠=void. 4♣/4♦=void	1♥-2NT, 3♣ = 11-14 HCP 1♥-2NT, 3♦ = (14)15+ without shortness	1♥-2♣ = 3-card raise 1♥-2♦ = 4-card raise
1♠		5	4♠	10-22 HCP, 5+♠	Similar as for 1♥ except, (3♣ = shortage in m. 3♦ = 9-11 w/4♠. 3♥= shortage) 3♠=void. 4♣/♦/♥=void.	Similar as for 1♥	1♠-2♣ = 3-card raise 1♠-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♣=Stayman, 2♦/2♥=TRF, 2♠= one or both m, weak or strong, 2NT= inv. 3♣/♦= 6 card suit inv, 3♥♠=Shortage w/3-4 card in the other M 4♣/4♦= TRF, 4♥/4♠=To play	1NT-2♣, 2♦-2♥=pick a M; pass w/ equal length. 1NT-2♣, 2♦♠-3♣=Asking bid, 1NT-2♣, 2♥-2NT asking bid, 1NT-2♣, 2♦/♥-2♠= weak w/ 4♠ and 5+ in one m	
2♣	∨			Strong, HCP (22+) OR tricks (8,5+)	2♦=Weak OR waiting, 2M=GF 5+, 2NT=6+ w/5-5 minors, 3m=GF 5+	2♣-2♦, 2M=F1, 3m=GF, 2M-3♣= 2 nd negative, can stop in 3M.	
2♦	∨			Weak multi, (2-7 hp)	2♥ = pass/correct, 2♠= nat NF, 2NT= Asking, 3♦ = bid your Major suit. 3♥/3♠= to play 3NT= To play. 4♣= asks for transfer, 4♦ = bid your Major suit. 4♥/♠=To play	2♦-2NT-3♣ = max 2♦-2NT-3♦ = min with ♥ 2♦-2NT-3♥ = min with ♠	
2♥		6		6♥, 8-10(11) HCP	2NT = Asking for shortage 3♣ = ask for points and quality	2♥-3♣-3♦ = min p/min q 2♥-3♣-3♥ = min p/max q 2♥-3♣-3♠ = max p/min q 2♥-3♣-3NT = max p/max q	
2♠		6		6♠, 8-11 HCP	2NT = Asking for shortage 3♣ = ask for points and quality	Similar as for 2♥.	
2 NT			4♠	20-21 HCP	3♣ = Muppet Stayman, 3♦/3♥ = TRF, 3♠ = 44+m, 2NT-4x = double transfer slam try	2NT-3♣, 3♦=At least one 4c M, 3♥= Denies 4/5 c M /3♠=5c, 3NT=5c ♥	
3x		6		PRE, ACC to VUL	Natural		
3NT	∨			Solid minor, gambling	4♣=p/c, 4♦ =Ask for control	High Level Bidding	
4♣				PRE, ACC to VUL	4♦=cuebid, 4♥♠=To play, 4NT=BW	RKCB 0314	
4♦				PRE, ACC to VUL	4♥♠=To play, 4NT=BW	Exclusion RKCB, DOPI/ROPI/	
4♥,♠		6		PRE, ACC to VUL	4♠=To play 5m=Cuebid	5NT is frequently pick a slam.	
4NT	∨			Asks for specific aces	5♣=0 Ace, 5NT=2 Aces, 5♦/5♥/5♠/6♣= that Ace	Splinter bids	
2♦		6		4th seat: 11-13 HCP, 6+♦	2NT=INV	Cue-bids (Italian style)	
2M		6		4th seat: 11-13 HCP, 6+M	2NT=Ask for singleton	Lightner DBL	