



Defensive and Competitive Bidding
Overcalls (Style; Responses; Reopening)
1-level: Light 2-level: Light Responses: 1- and 2-level F1 if next hand pass, 2-level constructive if next hand bids, jumps is Splinter, double jumps are Splinter, Cue-bid is a Good raise in overcaller's suit.
1 NT overcall (2ND/4TH; Responses; Reopening)
15-18hcp Same responses as after opening 1NT.
Jump Overcalls (Style; Responses; Unusual NT)
1-Suit: Light jump overcalls, but NOT bad red vs. green 2-Suit: 2NT = 2 lowest suits (5+-5+) weak/strong Reopen: 8-11 HCP, 6+ card suit
Direct and Jump Cue Bids (Style; Responses)
(1M) - 2M = other M + ♣ (5+-5+) weak/strong (1m) - 2m = both M (5+-5+) weak/strong Jump cue-bid: Asks for stopper
VS. NT (vs. Strong/Weak; Reopen: PH)
VS strong(12-15+): X=both m/♦/both M/strong w ♠, 2♣/♦=(4)5/♦+ and 4+ in a M, 2♥/♠=Nat Vs weak: X=penalty, 2♣=both M, 2♦=weak with one M, 2M=Natural
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+)
VS. Artificial Strong Openings
Vs pres 1♣: X=both M, NT=both m
Over Opponents' take out double
XX: 9+ HCP Aftfer 1m opening jump to 2-level in new suit is fit jump Aftfer 1M opening transfer from 1NT

Leads and Signals			
Opening Leads Style			
	Lead	In Partner's Suit	
Suit	3rd/5th	3rd/5th	
NT	3rd/5th	3rd/5th	
Subseq	Attitude		
Leads			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(x)	AK(x)	
King	AK, KQ(x)	KQ(x), AKQ(x), AKJT(x)	
Queen	QJ(x)	HQJ(x), QJ(x)	
Jack	JT(x), HJT(x)	HJT(x), JT(x)	
10	HT9x, T9x	HT9(x), T9(x)	
9	9x	9x, 98(x)	
Hi-X	Even number	xx, xxxx	
Signals in order of priority			
	Partners lead	Declarer	Discarding
Suit:	Encrg/Discrg	Count	Encrg/Discrg
2 nd	Count	S/P	Count
3 rd	S/P		S/P
NT:	Encrg/Discrg	Smith	Encrg/Discrg
2 nd	Count	Count	Count
3 rd	S/P	S/P	S/P
Signals (including Trump's):			
Hi-Low = Discrg/Even number, Low-Hi = Encrg/Odd number Smith (NT): Low-Hi 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		
		
WBF		NBF
Category: Green		
Players	Erik Berg	Even Morken
System Summary		
General Approach and Style		
Natural , 5c M. Transfer responses to 1♣ Light openings, extremely light 3rd hand openings Light preempts green 1NT Openings: (13)15-17HCP (5M/6m/single/5422) 2-over-1 Responses: GF if not rebid		
Special bids that may require defence		
2♦: 0-7HCP 5/6c M or 24+NT 2♥: (6)8-11HCP and 6♥ 2♠: (6)8-11HCP and 6♠		
Special forcing pass sequences		
Important notes that don't fit		
After opponents overcall 1♣ - (1♦) - 1♥ = 4+♠ 1♠ = 4+♥ and 4♠, 2♦/♥ = 6♥/♠+ and 9HP+ 2♠ = INV m 1m - (1♥) - 1♠ = denies 4♠ 2♥ = 6♠+ and 9HP+ 2♣ = INV m		
xy-NT/xyz: 2♣ = sign off in ♦ OR INV, 2♦ = GF		
Psychics		
Can occur		

Opening	Art	Min. #	Neg. D. through	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		3	4♠	9-21HCP, 3+♣ May open w/3-3-4-3	1♦=4+♥, 1♥=4+♠, 1♠= 6-9NT or ♦, 2♣=INVERTED m, 2♦/♥=6♥/♠+ weak/strong, 2♠=0-5HCP w/5♣+, 2NT=INV w/both m, 1NT= 10-12, 3♣=6-9HCP w/5♣+, 3x=Splinter, 3NT=13-15HCP, 3-3-(3-4)	Accepts TRF if 3c and not 18-19NT. 1♦/♥-2♥/♠=13-14, 4c supp 1♣-2♣: 2NT=11-14NT, 3♣=11-13, 4+♣, unbal, 2♦: 18-19NT or ♦, 3♦♥♠=Shortage, 3NT=bad 18-19NT	1♣-2♦ = INV m
1♦		3	4♠	9-21HCP, 3+♦	2♦=INVERTED m, 2M= Good 6c GF, 2NT=10-12HCP bal., 3♣=0-5HCP w/5♦+, 3♦=6-9HCP w/5♦+, 3x=Splinter, 3NT=13-15 w/3-3-(3-4)	Similar as for 1♣	1♦-3♣ = INV m
1♥		5	4♠	9-21HCP, 5+♥	1NT=6-12HCP NF, 2♣/♦=nat GF if not rebid, 2♥=4-10HCP and 3+♥, 2♠= Mini-spiliter in one suit, 2NT=4+♥ GF, 3♣=9-11HCP and 4+♥, 3♦=5-8HCP and 4+♥, 3♥=PRE, 3♠/4m=void, 3NT=13-15 w/3-3-(3-4)	1♥-2NT: 3♣/♦/♠=nat, 3♥=min, 3NT=18-19NT, 4x=void	1♥-2♣ = 3-card raise 1♥-2♦ = 4-card raise
1♠		5	4♠	9-21HCP, 5+♠		Similar as for 1♥	
1 NT				(13)15-17HCP May have 5c M, 6c m, (5-4-2-2) and singleton	2♣=STAY, 2♦/2♥/2♠ /2NT=TRF, 3♣=ask 5c M, 3♦=strong both m, 3M= good 6c GF, 4♣/4♦= TRF, 4♥/4♠=To play	1NT-2♣, 2♦-2♥=pick a M; correct to ♠ w/ equal length. 2x-3♣=Asking bid	
2♣	v		4♠	Strong, HCP (20+) or playing strength	2♦=Weak OR waiting, 2M=GF 5+, 2NT=6+ w/5+4+ minors, 3m=GF 6+, 3M=7c with A or K, 3NT=7c+ running suit	2♣-2♦: 2M=F1, 2NT=22-23NT, 3x=GF, 2♣-2♦-2M-3♣= 2nd negative, can stop in 3M.	
2♦	v			0-7HCP 5/6c M or 24+NT	2/3♥/2♠=p/c, 2NT= Ask, 3♣/3♦=To play, 4♣=Ask for TRF	2♦-2NT: 3♣=max 5c, 3♦= min ♥, 3♥=min ♠ 3♠= max ♥ 3NT=max ♠	
2♥		6		(6)8-11HCP 6c ♥	2♠=F1, 2NT=Asking, 3♣/♦=Nat GF, 3♥=Preempt, 3♠/4♣/4♦=Splinter, 4NT=BW		
2♠		6		(6)8-11HCP 6c ♠	Similar as for 2♥		
2NT	v			20-21HCP or equal playing strength	3♣=muppetSTAY, 3♦/♥=TRF, 3♠=minorSTAY, 4x=slam try two steps higher	Slam Conventions	
3x		5		PRE, ACC to VUL	4♣=SI+ with supp (4♦=SI+ with supp afther 3♣)	0314 Blackwood	
3NT	v			Solid minor, gambling	4♣=p/c, 4♦=Ask for control, 4M= To play	Exclusion RKCB, PEDO/PERO	
4♣,♦		7		PRE, ACC to VUL		Minorwood	
4♥,♠		7		PRE, ACC to VUL		Splinter bids	
4NT	v			Asks for specific aces	5♠=0 Ace, 5NT=2Aces, 5♦/5♥/5♠/6♣= that Ace	Cue-bids	
2♦		6		4th seat: 8-13HCP, 6+c	2NT=INV	Lightner DBL	
2♥,♠		6		4th seat: 8-13HCP, 6+c	2NT=Ask for singleton	Last train	