






Defensive and Competitive Bidding
Overcalls (Style; Responses; Reopening)
Light overcalls.Cue is either GF any, or good raise with support. Jump in M is invitational (nat) and jump to minor is minisplinter
1 NT overcall (2ND/4TH; Responses; Reopening)
15-18, system after opening 1NT on
Jump Overcalls (Style; Responses; Unusual NT)
Preemptive in green vs. Red. VS 1 ♣: 2 ♦ ca 14-16 with 6 card suit 2 ♥♠: 5+- 5 ♦ 2 NT: 5+-5+ ♣ and ♦ Vs 1 ♦: 2 ♥♠: 5+-5+ ♣ 2 NT: 5+-5+ ♣ and ♦ 3 ♣: 14-16 with 6 card suit
Direct and Jump Cue Bids (Style; Responses)
Over m: Both Majors (5+-5+) Over M: Other Major + ♦ (5+-5+) Jump cue-bid: Asks for stopper Mixed range, depending on vulnerability
VS. NT (vs. Strong/Weak; Reopen: PH)
2♣- ♣ and a M (4+-4+), both majors against 12-14 or weaker 2♦- ♦ and a M (4+-4+), one major against 12-14 or weaker 2♥♠ - Natural, 4 card with longer m against 12-14 or weaker 2NT: Both minor or game forcing hand with two suiter Dbl: ♥ and ♠, 4+-4+, strong against 12-14 or weaker
VS. Preempts (Doubles; Cue bids; Jumps; NT bids)
t/o dbls, leaping micheals, (3M)- 4m 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

Leads and Signals			
Opening Leads Style			
	Lead	In Partner's Suit	
Suit	3 rd -5 th =odd	3 rd -5 th =odd	
NT	3 rd -5 th =odd	3 rd -5 th =odd	
Subseq			
Leads			
Lead	Vs. Suit	Vs. NT	
Ace	AKx/AKxx(x)	AK/AKx/AKxx(x)	
King	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)	
Jack	HJT(x)/JT(x)	HJT(x)/JT(x)	
10	HT9x/AQT(x)/T9x	HT9x/AQT(x)/T9x	
9	9x	98/98x/J98(xx)	
X	Hx <u>x</u> (x)/Hxxx <u>x</u>	Hxx <u>x</u> /HT9 <u>x</u> /x <u>x</u> xx(x)	
Signals in order of priority			
	Partners lead	Declarer	Discarding
Suit:	Enc=Low	3/5th	Enc=Low
2 nd	Lavinthal	Lavinthal	3/5th
3 rd			
NT:	same	Smith Peter: High good from both hands	
2 nd			
3 rd			
Signals (including Trump's): Suit pref. or 3/5th			
Doubles			
Takeout Doubles (Style; Responses; Reopening)			
Light, based on shape			
Special, Art and Comp Dbl/Rdbl's			
Support doubles, no support rdb			

 WBFF	System Card		
System:		GREEN	
NCBO/team: Norway Open			
Event: 1.divisjon			
Players	Thomas Charlsen	Thor Erik Hoftaniska	
System Summary			
General Approach and Style			
Natural, 5 c M 5Card Major, 15-17 NT Negative doubles			
Special bids that may require defence			
2♦: Multi 1) 24+ NT, 2)weak two in ♥ og ♠ (ca 3-11 HCP) Gambling with a minor 3NT: Gambling with a Major 1M- (any)- 2 ♣: Toronto, 3+ support and 8+ HCP			
Special forcing pass sequences			
Forcing pass after GF established			
Important notes that don't fit			
3rd hand openings might be out of description, both in length and strenght			
Psychics			
RARE			

Opening	Art	Min. #	Neg. D.	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		2	7♠	9-21, any 4-3-3-3	2♥: 5♠+4♥ about 4-7 hcp, 2♦ 5-5♠ and ♥ about 4-7 hp, 2♠: 8-13 HCP with ♣. All about 4-7 HCP, 2♠: inv.raise HCP, 2NT nat.inv, 3♥♠ splinter, GF void. After opp.overcall it might be singleton and inv for game	1♣-2♣-2♦: Any singleton, 2♥: 16+, 2♠: Side suit any, 2nt bal, 3♠: 5+ ♣, jump is void and double jump is Exclusion BW.	1♣- 2♣: limit 1♣- 2♠: inv. balanced
1♦		4	7♠	9-21, either 5 + ♦ or a 4 card M	2♦: inv. Raise 12-16 HCP, 2♥: 16+ with support, 2♠: 8-13 with support, 3♦: preemptive, 3x: Splinter	1♦- 2♦- 2♥: Unknown singleton, 2♠: (5-4-2-2) or 4-2-4-3 or 2-4-4-3. 2 nt: Nat 3♣: Nat, 3♦: void ♣, 3♥♠ void.	1♦- 2♦: limit 1♦- 2♠: inv. balanced
1♥		5		9-21, 5+	1♠: nat, 1 NT: 5-12 HCP, 2♠: drury, 3+ support and 8 + HP 2NT: ♣, as if in natural system bid 2♣ Jumps splinter, double jumps void	1♥-2♣-2♦: denies normaly a singleton, 6+ card suit, 2NT:RKCB, 2♠: any singleton, 3♠: 5-(5), 3♦: 6-4-2-1, 3♥: 6-4-3-0, 3♠: Any void, extras no needed, 4x: Excl.Blackwood	
1♠		5		9-21, 5+	Same principals as after opening 1♥	Same principals as after opening 1♥	
1 NT			7♠	(14)15-17, might have 5c M or 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♣-2♦/♥-♠: 4+ and 5+ in one major, max inv. 1 nt- 2♣- 2x- 3♦: Slammish in either minor 1 nt- 2♣- 2♦- 3♥/♠: 5-4/4-5 in majors 1nt-2♣-2x-3♠: ask for distribution	
2♣	x		7♠	18-19NT/20-21 NT/ 8+ tricks with a suit/GF	2♦-relay, 2♠♥: to play, 2nt:3 ctrls, 3 m:natural good suit, 3♥: 5-5♠♥ ca 8-10 HCP, 3♠: 5+5♣♦ and ca 8-10 HCP	2♣-2♦-2♥: ♥ or 18-19 bal, 2♠ new relay and 2NT weak with both major, 3 m to play.	
2♦	x	0		3-11 HCP with 6 card suit (might be 5 in 3 rd hand/24+NT/gambling minor	New suit P/C, 2NT asking: 3♣ is max with a major, 3♦ min with ♥, 3♥ min with ♠, 3♠ solid minor, 3nt 24+ nt.	If opp.overcall dbl is for penalties	
2♥		5		4-10 HCP with 5+ ♥ and 5+ ♠ or ♦	2NT: Asking for short suit and strength. 3♠ min with ♣, 3♦ min with ♥, 3♥ :6-5- 3♠ max with ♣. 3 NT max with ♦ New suit NF	Dbl: for Pen.	
2♠		5		4-10 HCP with 5+ ♠ and 5+ ♣ or ♦	Same principals as after 2♥		
2 NT				22-23NT	3♣: Stayman- 3♦ promising 4-4 in ♣♦ or 5+c ♦/♣ Smolen, transfers, 4♠ slamtry ♥, 4♦ slamtry ♠, 4♥ slamtry ♣, 4♠ slamtry ♦	Slam Conventions	
3x		6		Preemptive	After m, new suit forcing in red, nf in green. After ♠ new suit is cue bid	RCKB, Exclusion BW, 5NT frequently pick a slam, Cue bids. 2NT in Major sequences as RKCB, don't promise cue in all suits.	
3NT	x	7		Gambling major	4♣: double trsf., 4♦ asking for shortage, 4♠♥: To play	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 ♣.		