

Defensive and Competitive Bidding
<b>Overcalls (Style; Responses; Reopening)</b>
Light overcalls. Cue is either GF any, or good raise with support. Jump in M is invitational (nat) and jump to minor is minisplinter
<b>1 NT overcall (2ND/4TH; Responses; Reopening)</b>
15-18, system after opening 1NT on
<b>Jump Overcalls (Style; Responses; Unusual NT)</b>
VS 1 ♠: 2 ♦ ca 14-16 with 6 card suit 2 ♥♠: 5+-5 ♦ 2 NT: 5+-5+ ♠ and ♦ If 1 ♠ opening is on 2 or less, 2 ♠ is natural. If so 2 ♦ is Michaels
Vs 1 ♦: 2 ♥♠: 5+-5+ ♠ 2 NT: 5+-5+ ♠ and ♦ 3 ♠: 14-16 with 6 card suit 1M- 3 m/3hj: ca 14-16 and natural. Green vs. red: Pre-emptive
<b>Direct and Jump Cue Bids (Style; Responses)</b>
<b>Over m:</b> Both Majors (5+-5+) <b>Over M:</b> Other Major + ♦ (5+-5+) <b>Jump cue-bid:</b> Asks for stopper Mixed range, depending on vulnerability
<b>VS. NT (vs. Strong/Weak; Reopen: PH)</b>
2♣-♠ and ♥ have occurred on 4-3 in M, but normally 5-4+ 2♦- m one major , 2♥♠ - 4 card (5) and longer minor 2NT: Both minor or game forcing hand with two suiter Dbl: Good hand
<b>VS. Preempts (Doubles; Cue bids; Jumps; NT bids)</b>
t/o dbls, leaping michaels, (3M)- 4m non-leaping michaels with other major and bidden suit.
<b>VS. Artificial Strong Openings</b>
Dbl: Strong or both majors, NT: one major and one minor, rest is natural
<b>Over Opponents' take out double</b>
RD: 9+, normally without support

Leads and Signals			
Opening Leads Style			
	Lead	In Partner's Suit	
Suit	3rd-5th	3rd-5th	
NT	3rd-5th	3rd-5th	
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,9	98/98x/J98(xx)	
X	Hxx(x)/Hxxx(x)	Hxx(x)/HT9x/xxxx(x)	
Signals in order of priority			
	Partners lead	Declarer	Discarding
Suit:	Enc=Low	HI-LO= Even nr	Enc=Low
2 <sup>nd</sup>	Lavinthal	Lavinthal	LO-HI=Odd nr
3 <sup>rd</sup>			
NT:	same	Smith Peter: High card good from both hands	
2 <sup>nd</sup>			
3 <sup>rd</sup>			
<b>Signals (including Trump's):</b> Suit pref. or 3/5 <sup>th</sup> - optional			
Doubles			
Takeout Doubles (Style; Responses; Reopening)			
Light, based on shape			
Special, Art and Comp Dbl/Rdbl's			
Support doubles, no support rdb			

System		Card
		
<b>WBF</b>		<b>NBF</b>
<b>System:</b>	<b>GREEN</b>	
NCBO/team: <b>Norway Open</b>		
Event: 1 Division 2016-2017		
<b>Players</b>	<b>Fredrik Helness</b>	<b>Thor Erik Hoftaniska</b>
System Summary		
General Approach and Style		
Natural, 5 c M 5 Card Major, (14+)15-17 NT Negative doubles. Over 1 m- (1sp)-x is trf to 1NT. Normally not a singlesuited GF hand. After pre-pass standard negative. 2 over 1 GF		
Special bids that may require defence		
2♦: Multi 1) 24+ NT, 2) weak two in ♥ or ♠ (ca 3-11 HCP) 3) Gambling with a minor 3NT: Gambling with a Major 1M- (any)- 2 ♠: Toronto, 3+ support and 8+ HCP Gazilli after 1M-1NT and 1♥-1♠		
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		

Opening	Art	Min. #	Neg. D. through	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		2	7♠	(9)11-21, any 4-3-3-3	2♥: 5♠+4♥ about 4-7 hcp, 2♦ 5-5♠ and ♥ about 4-7 hp, 2♠: Invitational with 5+♣. 2♣: inv.raise, 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)11-21, either 5 + ♦ or a 4 card M	2♦: inv. Raise 12-16 HCP, 2♥: 5-5 im maj and about 4-7 hp, 2♠: Invitational with support, 3♣: Natural invitational to game, 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♦: 5+♦, 3♥♠ void.	1♦- 2♦: limit 1♦- 2♠: inv. balanced
1♥		5 (4)		(9)11-21, 5+ In 3 <sup>rd</sup> hand might be four card suit	1♠: nat, 1 NT: 5-12 HCP, 2♣: drury, 3+ support and 8 + HP 2NT: GF with ♣. 2♠: Invite+ with ♥, unknown singleton. 3 m: 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♣-2♦/♥-♠: 4+ and 5+ in one major, max inv. 1 nt- 2♣- 2x- 3♦: Slammish in either minor 1 nt- 2♣- 2♦- 3♥/♠: 5C in the other major 1nt-2♣-2x-3♣: ask for distribution 1nt-2♣- 3♣: ok with ♦ 1 nt- 2♦-2♥-2♠: transfer to 2NT (accept 2c H)	
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♥: 5-5♠ ca 3-4 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 and 2 NT weak with both minors 2♣-2nt:3♣-3♦: 6+♥, 3♥ 6+♠, 3♠: Both M extras, 3NT: Both M minimum	
2♦	x	0		3-11 HCP with 6 card suit (might be 5 in 3 <sup>rd</sup> 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  2NT: Forcing bid, others NF	
2♥	x	5		4-10 HCP with 5+ ♥ and 5+ ♠ or ♦	2NT: Asking for suit and strength. 3♣ min with ♠, 3♦ min with ♥, 3♥ :6-5- 3♠ max with ♣. 3 NT max with ♦ New suit NF. 3♠ p/c	Dbl M: for Pen. Dbl M: Pass or correct	
2♠		5		4-10 HCP with 5+ ♠ and 5+ ♣ or ♦	Same principals as after 2♥		
	x						
2 NT				22-23NT	3♣: Stayman- 3♦ promising 4-4 in ♣♦ or 5+c ♦/♠, Smolen, transfers, 4♣ slamtry ♥, 4♦ slamtry ♠, 4♥ slamtry ♣, 4♠ slamtry ♦	<b>Slam Conventions</b>	
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	
4♣, ♦		6		Preemptive	Natural	DOPI, ROPI and DEPO	
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 ♣.		