

Defensive and Competitive Bidding
Overcalls (Style; Responses; Reopening)
1 - level: 5-17hp
2 - level: Sound
1 NT overcall (2ND/4TH; Responses; Reopening)
1NT = 15-18
Balancing 1NT = 11-14 over ♣/♦
Balancing 1NT = 15-18 over ♥/♠
Jump Overcalls (Style; Responses; Unusual NT)
2NT=two lowest suits (5+5+), both minor if ♣=2+
Reopen: 11-14 HCP, 6+
Direct and Jump Cue Bids (Style; Responses)
Over 1♣: NAT if 2+ (2♦ = 5+-5+ M), 5-5 M if 3+ (2♦ = Weak)
Over 1♦: Both Majors (5+-5+)
Over M: Other Major + ♣ (5+-5+)
Jump cue-bid: Asks for stopper, except 1♣-3♣=nat, if ♣=2+
VS. NT (vs. Strong/Weak; Reopen: PH)
Dbl = equal strength
2♣ = both major
2♦ = 5+ ♥ or ♠
2♥ = 4(5)♥ + 5+minor
2♠ = 4(5)♠ + 5+minor
2NT = both minor or strong 2-suiter
Dont in 4 th hand or after pass
Vs weak nt(up to 14) 2♦ = fight in 1M, 2M=constructive
VS. Preempts (Doubles; Cue bids; Jumps; NT bids)
X=t/o
2NT = 15-18
Leaping/Non-leaping Michaels
VS. Artificial Strong Openings
vs 1♣: X=t/o, 1NT=4+♠ + a minor, 2♦ =55+M, 2NT55+m
vs 2♣/2♦: X=both M, 2NT=both m
Over Opponents' take out double
XX = 10+hp
After 1M: transfers from 1NT, mini-splinter

Leads and Signals			
Opening Leads Style			
	Lead	In Partner's Suit	
Suit	3 rd -5 th	3 rd -5 th	
NT	ATT, 4 th best	3 rd -5 th	
Subseq	Low = enc		
Leads			
Lead	Vs. Suit	Vs. NT	
Ace	AKx/AKxx(x)	AK/AKx/AKxx(x)	
King	AK/KQ/KQJ(x)/KQT(x)	KQ/KQJ(x)/KQT(x)	
Queen	AQJ(x)/QJ(x)/QJT(x)	AQJ(x)/QJ(x)/KQ109(x)/KQJ(x)	
Jack	HJT(x)/JT(x)	HJT(x)/JT(x)	
10	HT9x/AQT(x)/T9x	HT9x/AQT9(x)/T9x(x)	
9	KJ98/9/9x	HH98/9x	
X	Hx \underline{x} x/ xx \underline{x} (x), \underline{x} x	Hxx \underline{x} (x)/HT9 \underline{x} , \underline{x} \underline{x} (x)	
Signals in order of priority			
	Partners lead	Declarer	Discarding
Suit:	Low = enc	Low = 3/5 th	Low = enc
2 nd	Low = 3/5 th	Lavinthal	Low = 3/5 th
3 rd	Lavinthal		Lavinthal
NT:	Low = enc	Smith	Low = enc
2 nd	Low = 3/5 th	Low = 3/5 th	Low = 3/5 th
3 rd	Lavinthal	Lavinthal	Lavinthal
Signals (including Trump's): Smith: low from leader = enc, high from partner = enc (switched if we lead p suit)			
Doubles			
Takeout Doubles (Style; Responses; Reopening)			
Light			
Special, Art and Comp Dbl/Rdbl's			
Support dbl/rdbl			

System Card	
	
WBF	NBF
System:	
Players	 
	Tor Eivind Grude Christian Bakke
System Summary	
General Approach and Style	
Nat, 5533	
Transfer responses to 1♣ opening	
(14+)15-17NT	
Usually sound openings/preempts, but green vs red might be very light	
Special bids that may require defence	
Transfer responses to 1♣ opening	
2♦ = Multi (6M 5-10hp) or 24+NT	
2♥/2♠ = 5-cards ♥/♠ 5-10 hp	
Special forcing pass sequences	
Some places	
Important notes that don't fit	
2-way checkback stayman	
Psychics	
Rare	

Opening	Art	Min. #	Neg. D. through	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		3	4♥	3+♣, 11-22hp	1♦ = 4+♥, 1♥ = 4+♠, 1♠ = 6-10 bal or any with ♦, 1NT = 11-12 2♣ = inverted minor GF, 2♦ = unbalanced inv with ♣, 2♥/2♠ = 6-card, 8-11 hcp, 2NT = 13-15 or 19-20 3♣ = preempt in ♣, 3nt = 16-18	1♣-1♦: 1♥ = usually 3, 2♥ = 4 11-14	2M = fitjump
1♦		3	4♥	3+♦ (4432) 11-22 hp	1♥/1♠/1NT = nat, 2♣ = GF nat, 2♦ = inverted minor GF, 2♥/2♠ = 6-card, 8-11 hp, 2NT = Nat inv, 3♣ = unbalanced inv with ♦, 3♦ = preempt in ♦		2M = fitjump
1♥		5	4♦	5+♥ 11-21hp	2/1 = GF if not rebid, 2♠ = minisplinter in any, 2NT = GF Jacoby, 3♣ = limit raise in ♥, 3♦ = mixed raise, 3♥ = preempt	Gazzilli	2♣ = (9)10-11 3+♥, 2♦ = (7)8-9 3+♥
1♠		5	4♦	5+♠ 11-21hp	2/1 = GF if not rebid, 2NT = GF Jacoby, 3♣ = minisplinter in any, 3♦ = limit raise in ♠, 3♥ = mixed raise, 3♠ = preempt	Gazzilli	2♣ = (9)10-11 3+♠, 2♦ = (7)8-9 3+♠
1 NT			4♦	(14)15-17NT (5M/6m/5422, rarely sing)	Stayman/transfer, 2♠ = 6+♣, 2NT = 6+♦, 3♣ = puppet stayman, 3♦ = GF 5-5 in minors, 3♥/♠ = singleton with 3 in other M		
2♣	X	0	4♦	22-23NT or strong unbalanced	2♦ = waiting bid, 2♥ = 5+♥, 2♠ = 5+♠		
2♦	X	0		Multi (6M 5-10hp) or 24+NT	2/3♥/♠ = pass or correct, 2NT = Asking, 4♣ = ask for transfer	2♦-2NT: 3♣ = any max, 3♦/♥ = min ♥/♠, 3♠ = AKQxxx in ♥/♠, 3NT = 24-25	
2♥	X	5		5♥ 5-10HP, VUL normally with a minor (4+)	2NT = asking for strength and distribution, 3♣ = pass or correct 3♦ = inv+ with 5+♠, normally 6+♠	After x: 3m = nat NF	
2♠	X	5		5♠ 5-10HP, VUL normally with a minor (4+)	2NT = asking for strength and distribution, 3♣ = pass or correct 3♦ = inv+ with 5+♥, normally 6+♥		
2 NT				20-21 bal	Puppet stayman and transfers	Slam Conventions	
3x		6		PRE, ACC to VUL		(Mini)-Splinter	
3NT	X			Running minor, max Q on the side	4♣ = p/c, 4♦ = Asks for control	Italian Cue-bids	
4♣,♦		6		PRE, ACC to VUL		Jacoby	
4♥,♠		6		To play		RKCB (0314)	
4NT				Asking for specific aces	5♣ = 0, 5♦/♥/♠ = that ace, 5NT = ace of ♣, 6♣ = 2 aces	DOPI/ROPI (but xx on 4nt is to play)	