

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: Both Majors (5+-5+) 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: 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♣: Eides DBL: 5(+)♥ 1♦ = 5(+)♠ 1♥ = 2-4♥ and a minor 1♠ = 2-4♠ and a minor 1NT = Major + minor 2♣ = Both minors 2♦ = Both Majors	vs. strong 2♣: Eides DBL: 5(+)♥ 2♦ = 5(+)♠ 2♥ = 2-4♥ and a minor 2♠ = 2-4♠ and a minor 2NT = Major + minor 3♣ = Both minors 3♦ = Both Majors
Against 2♦ Multi	
2NT = 15-18 DBL = take out dbl of spades	

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, (H)98(x)	
Hi-X	Even number	Xx	
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 4-4 majors 1m - (1♥) - DBL shows 4♠, 1m - (1♥) - 1♠ shows 5+♠, 1m - (1♠) - DBL strongly suggests at least 4♥			

	System Card	
		
WBFF		
Category: Green		
NCBO/team: Lofoten og Vesterålen 1		
Event: 1. Div		
Players:	Lars Eide	Harald Eide
System Summary		
General Approach and Style		
Natural , 5c M. 3 rd hand openings may be light 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		
2♦: (2)5-7 HCP w/ (5) 6♥ /♠ OR 24+NT 2♥: Good weak 2, 8-11 HCP, 6+ card ♥ 2♠: Good weak 2, 8-11 HCP, 6+ card ♠ 1♥-2♣=Good raise to 2♥ OR NAT 1♠-2♣=Good raise to 2♠ OR NAT		
Special forcing pass sequences		
When GF established After 1m-(p)-2m-(2/3x) After 1M-(p)-2NT-(3x)		
Important notes that don't fit		
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♣		3	4♠	10+ HCP, 3+♣	1NT= 6-11. Inverted minor GF. 2-level 8-11hcp 6+ card suit 2NT= 11-12 3♣ 6-9 HCP. Double jump shifts = short, not GF		1♠-2♣= 6-9 w/4+♣ 1♠-2♦= 10-11 w/4+♣
1♦		3	4♠	10+ HCP, 3+♦	INVERTED GF m, 2M= 8-11 6-card, 2NT=11-12, 3♣ = Weak pre-empt in ♦, 3♦= 6-9 HCP. Double jump shifts = short, not GF		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♣= (9)10-12 raise in ♥ or nat GF if not rebid. 2♦= natural GF in ♦ (if not rebid). 2♥=4-9 . 2♠=shortage in m. 2NT=4+♥ GF. 3♣= 6-9 or 10-11 w/4+♥. 3♦= shortage in ♠. 3♥= pre-empt. 3♠=to play 3NT=void in ♠. 4♣/4♦=void	1M-1NT-2NT: FG	1♥-2♣= 3-card good raise 1♥-2♦= 4-card good raise
1♠		5	4♠	10-22 HCP, 5+♠	Similar as for 1♥	Similar as for 1♥	1♠-2♣= 3-card good raise 1♠-2♦= 4-card good 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♠=TRF to♣, 2NT= Both minors, weak or strong. 3♣= TRF to♦, 3♦=Nat game try, normally good suit. 3♥♠=Shortage. 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♦/♥-2♠= weak w/ 4♠ and 5+ in one minorsuit	
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♦				(2)5-7 HCP w/ (5)6 ♥/♠ or 24+HCP and (semi)balanced (Depends on pos. and vulnerable)	2♥/2♠= pass/correct, 2NT= Forcing, 3♣♦=To play, 3♥= pass/correct.	2♦-2NT, 3♣= Minimum w/♥, 3♦= minimum w/♠, 3♥= max w/♠, 3♠= max w/♥.	
2♥		6		6+ ♥, 8-11 HCP	2♠=Constructive, 2NT=Ask for shortage 3♣= Ask for strength/suit quality, 3♦= NAT GF. 3♥=Preempt (can be raised), 3♠/4♣/4♦=Splinter, 4NT=BW	2♥-3♣= 3♦ min./min., 3♥= Good suit, min. HCP, 3♠ bad suit, max HCP, 3NT max both. 2♥-2NT-4♣,4♦=Void	
2♠		6		6+ ♠, 8-11 HCP	2NT=Ask for shortage, 3♣= Ask for strength/suit quality, 3♦, 3♥= NAT GF, 3♠= Preempt (can be raised), 4♣/4♦=Splinter, 4NT=BW	Similar as for 2♥. 2♠-2NT-4♣,4♦,4♥=Void	
2 NT			4♠	20-21 HCP	3♣ = Puppet Stayman, 3♦/3♥ = TRF, 3♠ = 44+m, 2NT-4♣/4♦/♥/♠ slam try in ♥/♠/♣/♦	2NT-3♣, 3♦=At least one 4c M, 3♥/3♠=5c, 3NT=Denies 4/5 c M	
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	1430 Blackwood (over ♦/♥/♠) and RKCB (over ♣)	
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=2Aces, 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	