




Defensive and Competitive Bidding
Overcalls (Style; Responses; Reopening)
1-level: Light 2-level: Sound
<b>Responses:</b> 1- and 2-level F1 if next hand pass, 2-level constructive if next hand bids, Cue-bid is a Good raise in overcaller's suit.
<b>1 NT overcall (2ND/4TH; Responses; Reopening)</b>
15-18, 4 <sup>th</sup> seat after 1m opening 1NT =11-14 bal
<b>Jump Overcalls (Style; Responses; Unusual NT)</b>
1-Suit: Light jump overcalls, but NOT bad red vs. green 2-Suit: 2NT = 2 lowest suits (5+5+) weak/strong
Reopen: 12-15 HCP, 6+ card suit
<b>Direct and Jump Cue Bids (Style; Responses)</b>
Over m: Both Majors (5+5+) Over M: Other Major + ♠ (5+-5+) Jump cue-bid: Asks for stopper
<b>VS. NT (vs. Strong/Weak; Reopen: PH)</b>
<b>VS weak NT (12-14 or weaker):</b> Dbl = takeout, 2 ♠ =both major 2♦ = 5 + in ♥ OR ♠ 6-11p, 2♥/2♠ = 5c+ 12 + 2NT = Both minors OR GF with any 2-suiter, 3m = Constructive
<b>VS strong NT(13-15 or stronger)</b> 2♠ = Both Majors 2♦ = ♥ OR ♠ 2♥ = ♥ and a minor (usually longer) 2♠ = ♠ and a minor (usually longer) 2NT = Both minors OR GF with any 2-suiter 4 <sup>th</sup> seat and after initial pass: DON'T
<b>VS. Preempts (Doubles; Cue bids; Jumps; NT bids)</b>
<b>VS. Artificial Strong Openings</b>
<b>Over Opponents' take out double</b>
RDBL=9+

Leads and Signals			
Opening Leads Style			
	Lead	In Partner's Suit	
Suit	3 <sup>rd</sup> -5 <sup>th</sup> =odd; 2-4 <sup>th</sup> -6 <sup>th</sup> =even	3 <sup>rd</sup> -5 <sup>th</sup> =odd; 2-4 <sup>th</sup> -6 <sup>th</sup> =even	
NT	3 <sup>rd</sup> -5 <sup>th</sup> =odd; 2-4 <sup>th</sup> -6 <sup>th</sup> =even	3 <sup>rd</sup> -5 <sup>th</sup> =odd; 2-4 <sup>th</sup> -6 <sup>th</sup> =even	
Subseq			
Leads			
Lead	Vs. Suit	Vs. NT	
Ace	AK/AKx/AKxx(x)	AK/AKx/AKxx(x)	
King	KQ/KQJ(x)/KQT(x)	KQ/KQJ(x)/KQT(x)	
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	H9x/9xx/T9	H9x/9xx/T9	
X	Hxx/HT9x/xxxx(x)	Hxx/HT9x/xxxx(x)	
Signals in order of priority			
	Partners lead	Declarer	Discarding
Suit:	encrgdiscrg	Count	Encrg\discrg
2 <sup>nd</sup>	Count	SP	Count
3 <sup>rd</sup>	SP		SP
NT:	Encrg\discrg	Smith Peter	Encrg\discrg
2 <sup>nd</sup>	COUNT	COUNT	COUNT
3 <sup>rd</sup>	SP	SP	SP
<b>Signals (including Trump's):</b> Standard count, UDCA.			
Hi-Low = Discrg/Even number, Low-Hi = Encrg/Odd number			
Smith (NT): low-hi likes the lead from both. Lavinthal in triumph			
Doubles			
Takeout Doubles (Style; Responses; Reopening)			
Light style, also reopening.			
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	
	
WBF	NBF
Card	
	
System:	
Players	
	Kåre Bogø      Espen Fasting
System Summary	
General Approach and Style	
Natural, 5c M. Transfer responses to 1♠	
Light openings, 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♦: 0-7 HCP 5/6c M OR 24+NT 2♥: 8-11 HCP, 6 card ♥, 2♠: 8-11 HCP, 6 card ♠	
Special forcing pass sequences	
Standard forcing pass sequences	
Important notes that don't fit	
1♠ - 1♦/1♥ = Transfer - 1♠ - 1♠ = ♦ or 6-9NT After opponents overcall: 1♠-(1♦)-1♥ = 4+♠ 1m-(1♥)-1♠ = denies 4♠	
xy-NT/xyz: 2♠=sign off in ♦ OR INV, 2♦=GF Passed hand: 2♦ shows a better INV than 2♠	
Psychics	
Rare	

Opening	Art	Min. #	Neg. D. through	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		3	4sp	11+ HCP, 3+♣, may open w/ 3-3-4-3	1♦=4+♥, 1♥=4+♣, 1♣-1♠ = 4+♦ or 6-9NT, 1nt: 10,5-12hcp INVERTED m, 2 <sup>nd</sup> level: is transfer with at least a 6-carder. Weak or Strong	Accepts TRF if 3c.  1♥/♥-2♥/♠: 11-12 balanced. 1♣-2♣; 2NT=11-12, 3♣=11-12, 4+♣, no shortage, 3♦♥♠=Shortage, 3NT=13-14 1♣-2♠ = 7-9 and clubs. After opps bid 1di over our 1club opening, 1sp =both major, can have longer heart	1♣-2♥ = 8-11 hp 5 hearts and 4+ clubs. 1♣-2♠ = Same as over.
1♦		3	4sp	11+ Hcp.3+♦.Normally good suit if 3343.	INVERTED m, 2M= weak with 6c M, 2NT=inv w/3-3-(3-4), 3♣ = 4+♦ INVERTED m, 2M= weak with 6c M, 2NT=inv w/3-3-(3-4), 3♣ = 4+♦ 7-9 with 4+♦, , 3♦= 4+♦ Pre-empt. Not inv VS 18-19 NT3x=void, 3NT=13-15 w/3-3-(3-4)	Natural answers. 1♦ - 2Maj = WJS.	2♦ = Inv Minor
1♥		5	4sp	10+ HCP 5+	1nt=6-12, 2♣ either GF with ♣ or 10-12 with 3♥. 2di=Gf except if rebid ♦. 2♠= minisplinter in either ♣ or♦.2NT=GF with 4+♥ 3♣=Balanced inv with 4♥.3 Di= singleton ♣ 3♥=pre empt. 4 <sup>th</sup> level is Void.	1♥-2NT, 3♣= nat, values, 3♦= nat, values, 3♥ minimum, ♠= nat, 3NT= 18-19, 4 <sup>th</sup> level: void  1♥-2NT, 3♣= nat, values, 3♦= nat, values, 3♥ minimum, ♠= nat, 3NT= 18-19, 4 <sup>th</sup> level: void	2♣ = 3-card raise 2♦ = 4-card raise
1♠			4sp	10+ HCP 5+	3♣= singleton in one minor, 3♦ = Balanced in with 4 card support. 3♥=singleton and game invite..	Similar as for 1♥	2♣ = 3-card raise 2♦ = 4-card raise
1 NT				(14)15-17 HCP (Good 14 to 17) May have 5c M, 6c m, (5-4-2-2) and singleton	2♣=STAY, 2♥/2♥=TRF, 2♠= TRF w. ♣, 2NT= TRF w. ♦. 3♣=5-5 minors (weak). 3♦=5-5 minor strong. 3♥/♠=shortness.	1NT-2♣, 2♦-2♥=pick a M; correct to ♠ w/ equal length. 2x-3♣=Asking bid	
2♣				Strong, HCP (22+) OR tricks (8,5+)	2♦=Weak OR waiting, 2M=GF 5+, 2NT=6+ w/4-4 minors, 3m=GF 6+.	2♣-2♦, 2M=F1, 3m=GF, 2M-3♣= 2 <sup>nd</sup> negative, can stop in 3M.	
2♦				0-7 HCP 5/6c M OR 24+NT, always 6c vul, vul=3-7hcp	2♥/2♠=Pass or 2♠/3♥, 2NT= Ask, 3♣/3♦=To play, 3♥=Pass or 3♣, 4♣=Ask for TRF, 4♦= bid your suit 2♥/2♠=Ask for TRF, 4♦= bid your suit	2♦-2NT, 3♣=max, 3♦=MIN♥, 3♥= min ♣, 3♠= 24-25NT, 3NT=26-28NT	
2♥				6c♥, 8-11 HCP	2♠=F1, 2NT=Ask for distr, 3♣=ask for strength and quality, 3♦: GF, 3♥=Preempt, 3♠/4♠/4♦=Splinter, 4NT=BW	2♥-2NT, 3♣=6-4-X-X, 3♦= 6-3-3-1(m), 3♥=6-3-2-2 min, 3♠=6-3-3-1(M), 3NT=MAX balanced,	
2♠				6c♠, 8-11 HCP	Similar as for 2♥	Similar as for 2♥	
2 NT				20-21 Hcp	3♣ = MUPPET, 3♦/3♥ = TRF, 3♠ = 44+m 2NT-4♣/4♦/4♥/4♠=Slam try with ♥/♠/♣/♦	Slam Conventions	

3x			PRE, ACC to VUL		0314Blackwood (over $\heartsuit/\spadesuit$ ) and RKCB (over $\clubsuit$ )
3NT			Solid minor, gambling	$4\clubsuit$ =p/c, $4\diamond$ =Ask for control	Exclusion RKCB, DOPI/ROPI/PEDO
$4\clubsuit, \diamond$			Pre-emp		5NT is frequently pick a slam.
$4\heartsuit, \spadesuit$			To play	Quebids after	Splinter bids
4NT			Asks for specific aces	$5\clubsuit$ =0 Ace, 5NT=2Aces, $5\diamond/5\heartsuit/5\spadesuit/6\clubsuit$ = that Ace	Cue-bids (Italian style)
					Lightner DBL