Defensive and Competitive Bidding

Overcalls (Style; Responses; Reopening)

may be weak 1-level (lead direction)

1 NT overcall (2ND/4TH; Responses; Reopening)

15-18 NT system ON.

Jump Overcalls (Style; Responses; Unusual NT)

2NT: 2 lowest unbid suits, weak or strong

Direct and Jump Cue Bids (Style; Responses)

Michaels after 1M (other M+♣), weak or strong, both after 1♦

(1 - 2 = 4, 1 - 2) both Majors)

VS. NT (vs. Strong/Weak; Reopen: PH)

Vs strong (from 13 + NT)

X=strenght

2**♣**= both M

2♦=♥/4♠+longer minor, 2♥= 4♥/+longer minor

PASS HAND DONT

VS. Preempts (Doubles; Cue bids; Jumps; NT bids)

Take-out DBL

Over 3mi - 4mi = both M

2M/3mi/M.. 4m=m+ one M

(3M) - 4NT = both minor

VS. Artificial Strong Openings

Over 1♠: Dbl = majors, NT= minors

Over Opponents' take out double

XX = 9 + hp ,

Leads and Signals											
Opening Leads Style											
	Lead		In Partner's Suit								
Suit	3rd-5th		3rd-5th								
NT	3rd-5th		3rd-5th								
Subseq	Attitude when p	Attitude when playing a new suit									
Leads											
Lead	Vs. Suit		Vs. NT								
Ace	AKx/AKxx(x)	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)/QJT(x)								
Jack	HJT(x)/JT(x)		HJT(x)/JT(x)								
10	HT9x/T9x	HT9x/T9x		HT9x//T9x							
9	9x, (H98(x))		9x, 9xx, 98xx(x), H98x(x)								
X	3rd /5th		Hxx / Hxx <u>x</u> /xxx/ <u>xx</u> xx								
Signals in order of priority											
	Partners lead De		:larer	Discarding							
Suit:	Enc/Discrg Count		ount	Enc/Discrg							
2 _{nd}	Count	S	S/P	Count							
3rd	5/1			S/P							
NT:	Enc/Discrg	Count		Enc/Discrg							
2 _{nd}	Count	Count S		Count							
3 _{rd}	S/P			S/P							
In General: low/high = encouraging											
Doubles											
Talaasit Davidaa (Ctulas Baaranaa Baaraniaa)											

Takeout Doubles (Style; Responses; Reopening)

Support dbl / negative dbl / Sound style, light reopenings

Special, Art and Comp Dbl/Rdbl's

RDBL in transfer seg shows STRENGTH



System Card



WBF

System:

Svein Karlberg 26241

Players

Kåre Bogø

System Summary

General Approach and Style

Natural, 2/1 style. (5542)

15-17 NT

Transfers responses after 1♣-opening

Special bids that may require defence

1**♣** - 2**♦** = inv MM (at least 5-5)

Special forcing pass sequences

1X - bid -pass may be forcing. 2♣ -bid-pass=4+hp

Important notes that don't fit

 $1 \clubsuit (1 \spadesuit) 1 \heartsuit = 4 + \spadesuit$

 $1 \clubsuit (1 \spadesuit) 1 \spadesuit = \text{exactly } 4 \spadesuit \text{ and } 4 + \heartsuit$

1♣/1♦ (1♥) -1♠ = denies 4+♠

XYZ

Gazilli

Psychics

occurs

Opening	Art	Min. #	Neg. D.	Description	Responses	Subsequent Auction	Passed Hand Bidding
1 ♠		2	3 ♠	11-22 hp (usually 1♣ with same length in ♣&◆)	1♦=4+♥, 1♥=4+♠, 1♠=6-10"NT" or any hand 4+♠, 1NT=11/12, 2♠=8-11 5+♠, 2♠=MM Inv,2♥=GF 4+supp, 2♠ = inv 6+♠, 2NT=12-13 bal, 3♠ pre-empt 5+♠, 3♦♥♠ =preempt, 4M to play	Accept transfer with most hands with 3crd (or 4crd) support, jump to 2 level with 4crd support and 11-13 opening.	1♣-2♥♠= inv 5card+ support
1 ♦		4	3♠	11-22 hp	2♦ 4+ supp 6-10hp 2♥=GF 4+supp, 2♠ = inv 4+♦ 2NT=12-13 bal, 3♦ pre-empt, 3♣♥♠ =preempt, 4M t/p		As 1 ♣
		5	3♠	11-21 hp	1NT= 6-11hp, $2 \triangleq$ natural F1 or inv w $3 \checkmark$, $2 \triangleq$ nat F1 2NT FG w $4 + \checkmark$, $2 \triangleq$ 5-8 single?, $3 \triangleq$ inv with $4 \implies$ 3 \(= \text{inv with } \(3 \end{array} \) preempt	1♥-2♥: 2♠3♣♦= shortness inv+, 2NT= any hand inv+. 1♥-2NT: 3♠=min, 3♦=14+no sing, 3 ♥=sin ♠, 3♠=sing ♦, 3NT =singel ♠, 4♣♦ = void	2N inv with support + any singel
1♠		5	3♠	11-21 hp	1NT= 6-11hp, 2♣=natural F1 or inv w 3♠, 2♠= nat F1, 2♥=nat GF, 2♠=nat 5-8,2NT FG w 4+♠, 3♣=inv with ♠ 3♠= inv with ♠, 3♥4♣♦ = void , 3♠ preempt	Same as after 1♥	2N inv with support + any singel
1 NT			2♠	15-17 May have 5M, 6m, single H 5422	2♣=Stayman, 2♦♥♠NT= transfer 3 D/H/S single 3C PUPPET	1NT-2♣ // 2♦-2♥= pick a major, to play, 2♠ inv. 1NT-2♠ // 2NT=support,// new suit shortness ST 1NT-2♠//2♦ -3♥♠/ Smolen	
2♣	x	0		Any strong hand. If balanced 22-24	2♦ =wait (any hand), 2♥♠/3♣♦ nat GF 2NT=at least 5-5 in ♣♦ GF 3♥♠= max 1 card. 3nt = 5+5+ in ♥♠, no slaminterest	2♣ - 2♦// 2Ma = F1 2♣ - 2♦// 2Ma - 3♣ = second negative 2♣-2♦, 3M = 4 card, 5+ ♦	
2♦	х			Weak (3-9)	6 cards ♥♠ in red. Could be 5 in green	2NT= Forcing and ? , 3♥/4♥ pass or correct 4♣=PD bid transfer t your suit,	
2♥		6		10-13 with ♥	2♠/3♦ = F1, 2NT= asking for singleton or void, 3♣=?: 3♦ = Min Hcp/bad suit 3♥= pre-empt		
2♠		6		10-13 with ♠	Similar as above		
2 NT				20-21 balanced May have 6m/5M (5422)	3♣= puppetstayman, 3♦♥= transfer, 3♠=minors, 4mi= transfer M slamtry (♣=♥), 4M= slamtry mi (♥=♣)	Slam Convention	S
3x				Preempt	New suit F1	0314 RCKB, Dopi Ropi, Splinter bids, Cuebids (1st 2nd cont	rolls)
3NT				Solid Major	4♣ ask for suit below		
4♣,♦				Preempt			
4♥,♠				play			