

Defensive and Competitive Bidding
<b>Overcalls (Style; Responses; Reopening)</b>
Light - medium
<b>1 NT overcall (2<sup>ND</sup>/4<sup>TH</sup>; Responses; Reopening)</b>
14 – 18 balanced
<b>Jump Overcalls (Style; Responses; Unusual NT)</b>
Medium
<b>Direct and Jump Cue Bids (Style; Responses)</b>
Medium/strong
<b>VS. NT (vs. Strong/Weak; Reopen: PH)</b>
Multilandly in 1 <sup>st</sup> /2 <sup>nd</sup> seat: X=sugg punitive, 2♣=both M, 2♦=1M, 2♥=♥ and a m, 2♠=♠ & a m, 2nt= both minors DONT in 4 <sup>th</sup> seat passed hand:x= suit, 2♣=♣+♦/♥/♠, 2♦=♦+♥/♠, 2♥=♥+♠, 2♠= normally weaker than x, 2nt= strong bicolour
<b>VS. Preempts (Doubles; Cue bids; Jumps; NT bids)</b>
Strong
<b>VS. Artificial Strong Openings</b>
Natural
<b>Over Opponents' take out double</b>
Natural, xx= 9hcp+

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, 4 <sup>th</sup> may occur	3 <sup>rd</sup> -5 <sup>th</sup> =odd; 2-4 <sup>th</sup> -6 <sup>th</sup> =even, 4 <sup>th</sup> may occur	
NT	3 <sup>rd</sup> -5 <sup>th</sup> =odd; 2-4 <sup>th</sup> -6 <sup>th</sup> =even, 4 <sup>th</sup> may occur	3 <sup>rd</sup> -5 <sup>th</sup> =odd; 2-4 <sup>th</sup> -6 <sup>th</sup> =even, 4 <sup>th</sup> may occur	
Subseq			
Leads			
Lead	Vs. Suit	Vs. NT	
Ace	<u>AK</u> / <u>AKx</u> / <u>AKxx(x)</u>	<u>AK</u> / <u>AKx</u> / <u>AKxx(x)</u>	
King	<u>KQ</u> / <u>KQJ(x)</u> / <u>KQT(x)</u>	<u>KQ</u> / <u>KQJ(x)</u> / <u>KQT(x)</u>	
Queen	<u>AQJ(x)</u> / <u>QJ(x)</u> / <u>QJT(x)</u>	<u>AQJ(x)</u> / <u>QJ(x)</u> / <u>QJT(x)</u>	
Jack	<u>HJT(x)</u> / <u>JT(x)</u>	<u>HJT(x)</u> / <u>JT(x)</u>	
10	<u>HT9x</u> / <u>AQT(x)</u> / <u>T9x</u>	<u>HT9x</u> / <u>AQT(x)</u> / <u>T9x</u>	
9	<u>H9x</u> / <u>9xx</u> / <u>T9</u>	<u>H9x</u> / <u>9xx</u> / <u>T9</u>	
X	<u>Hxxx</u> / <u>HT9x</u> / <u>xxxx(x)</u>	<u>Hxxx</u> / <u>HT9x</u> / <u>xxxx(x)</u>	
Signals in order of priority			
	Partners lead	Declarer	Discarding
Suit:	attitude	count	attitude
2 <sup>nd</sup>	count	lavinthal	lavinthal
3 <sup>rd</sup>	lavinthal	attitude	count
NT:	attitude	count	attitude
2 <sup>nd</sup>	count	lavinthal	lavinthal
3 <sup>rd</sup>	lavinthal	attitude	count
<b>Signals (including Trump's):</b> Smith echo (low card = like)			
Doubles			
Takeout Doubles (Style; Responses; Reopening)			
NORMAL			
Special, Art and Comp Dbl/Rdbl's			
Supp x and xx to 2♥			

System		
		
<b>WB</b>		
<b>System:</b>		
<b>Players</b>	Kåre Bogø	Anne Birgitte Fossum
	29525	35371
	Topbridge	Topbridge
System Summary		
General Approach and Style		
Natural, 5533, 2/1 GF (except ambiguous 2♣ after 1M opening)		
Transfers after 1♣		
Xyz, lebensohl and transfers following 3 level interference after our nt, lebensohl transfers after opps weak 2 bids, switch after interference 3♦ after our nt, Good/bad		
Special bids that may require defence		
2♦ = weak multi = 2-7 hcp (5) 6 card in one M or 24-25 hcp balanced,		
Special forcing pass sequences		
Important notes that don't fit		
Psychics		
Almost never		

Opening	Art	Min. #	Neg. D. through	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		3	4♥	Better minor, 9-21	Transfers, invitational inverted minor, splinters, 2♠=♦&forcing, 1nt up to 12, 2nt= 13-15,	1♣ -1♦=4+♥, 1♥=4+♠, 1♣- 1♠asks descr. hand, 1♣ (1♦) 1♠=♥&♠, may have 5♥	
1♦		3	4♥	Better minor, 9-21	Natural, invitational inverted minor, splinters	1♦ - 1♥ (natural)	
1♥		5	4♠	Natural 9-21	2♣=drury (9+) or nat GF, 2nt=Jacoby GF, 2♠=short in a minor, 3♣= invit w 4c supp, 3♦= short in ♠	After drury: 2♦=13-17 catch all, 2♥=11-12, 2♠= nat rev, 2nt 18-19, 3♣=supp&GF, 3♥sets trump asks cue, 3♦= 5k&16-19, 3♠= short & ♣-supp. Jacoby:3x= nat&extra, 3♥=min, 4♥=void♠&min, 4♠=void ♠&max, 4x=void, 3♥ from p asks shortness	Drury, 2♣/♦=3/4c supp, 2♥= min, 2x asks for help, 2y may deny help-shows value y. After opps x of 1♥ 2♦=good raise in ♥
1♠		10	4♥	Natural 9-21	2♣=drury (9+) or nat GF, 2nt Jacoby GF,3♣= short in a minor, 3♦ inv with 4card- supp, 3♥=splinter	After drury: 2♦=13-17 catch all, 2♠= 11-12, 2nt=18-19, 3♣=supp&GF, 3♠=sets trump asks cue, 3♦=5k&16-19, 3♥= short& ♣supp.Jacoby: 3x=nat&extra, 3♠= min 4♠=void♥,4x=void, 3♠ from p asks shortness	Drury, 2♣/♦=3/4c supp, 2♠=min, 2x asks for help, 2y may deny help-shows value y. After x of 1♠ 2♥=good raise in spades
1 NT				(14)15-16 may incl shortness, 5M & 6m	Stayman (may not have 4card M), transfers, 2♠ tr to ♣, 2nt tr to ♦, 3♣=puppet, 3M=short&GF, 3♦= 5/5 ♣/♦&GF. 4♣/♦=♥/♠ also after interference	After Major search opposite M is slaminvit.	
2♣	x			Artificial, if balanced 22+	2♦ relais/waiting,2nt= both minors, others positive	3♣ second negative	
2♦	x	(5) 6		2-7, (5)6c M or 24-25 hcp bal	After 2nt 3♣= max, 3♦/♥ = min ♥/♠, 4♣ asks transfer to suit, 4♦=bid suit, 4M play,	After (3x) - 4♣ asks for tr, 4♦ asks for suit	
2♥				8-11, 6 cards	2nt artificial forcing asks shortness, new suit natural GF, except 2♥ - 2♠		
2♠				8-11, 6 cards	2nt artificial forcing asks shortness, new suit natural GF		
2 NT				Balanced - semi balanced (19) 20-21	Puppet, transfers,	<b>Slam Conventions</b>	
3x		6		preempt	New suit natural forcing	RCKB 0314, Exclusion BW, cue bids, DOPI, ROPI, 5nt pick-a-slam, Last Train	
3NT				Gambling, minor, 3 <sup>rd</sup> /4 <sup>th</sup> hand anything	4,5,6,7♣ = pass or correct, 4♦ asks for shortness. 4M to play		
4♣♦♥♠		6		preempt	Natural, 4M to play after ♣♦		
4NT				Asks specific ace	5♣=0, 5♦=♦A, 5♥=♥A, 5♠=♠A, 5nt= 2 A,6♣= ♣A		

