

Defensive and Competitive Bidding
<b>Overcalls (Style; Responses; Reopening)</b>
Normally sound, but may be weak 1-level (lead direction)
<b>1 NT overcall (2<sup>nd</sup>/4<sup>th</sup>; Responses; Reopening)</b>
2 <sup>nd</sup> : 15-18 NT system ON.
4 <sup>th</sup> : 12-15 NT system ON
<b>Jump Overcalls (Style; Responses; Unusual NT)</b>
Weak.
2NT: 2 lowest unbid suits, weak or strong
<b>Direct and Jump Cue Bids (Style; Responses)</b>
Michaels after 1M (other M+mi), weak or strong (1mi) 2mi = both Majors
<b>VS. NT (vs. Strong/Weak; Reopen: PH)</b>
2 cl both majors, rest natural
<b>VS. Preempts (Doubles; Cue bids; Jumps; NT bids)</b>
Take-out DBL
Over 3mi - 4mi = both M (3M) - 4NT = both minor
<b>VS. Artificial Strong Openings</b>
Nat
<b>Over Opponents' take out double</b>
XX= 9+ hp ,

Leads and Signals			
Opening Leads Style			
	Lead	In Partner's Suit	
Suit	3 <sup>rd</sup> -5 <sup>th</sup>	3 <sup>rd</sup> -5 <sup>th</sup>	
NT	4 <sup>th</sup> (promise 10 or better)	3 <sup>rd</sup> -5 <sup>th</sup>	
Subseq	Attitude when playing a new suit		
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)/QJT(x)	
Jack	HJT(x)/JT(x)	HJT(x)/JT(x)	
10	HT9x/T9x	HT9x//T9x	
9	9x, (Q98(x) or J98(x) if shown 3+ in bidding)	9x, 9xx, 98xx(x)	
X	3rd /5th	HxX/ HxxX(x)/xxx/xxx	
Signals in order of priority			
	Partners lead	Declarer	Discarding
Suit:	Enc/Discrg	Count	Enc/Discrg
2 <sup>nd</sup>	Count	S/P	Count
3 <sup>rd</sup>	S/P		S/P
NT:	Enc/Discrg	Count	Enc/Discrg
2 <sup>nd</sup>	Count	S/P	Count
3 <sup>rd</sup>	S/P		S/P
<b>In General:</b> low/high = encouraging (or odd)			
Doubles			
<b>Takeout Doubles (Style; Responses; Reopening)</b>			
Support double / negative double / Sound style, light reopenings			
<b>Special, Art and Comp Dbl/Rdbl's</b>			
RDBL in some sequences shows 3 card support at 1&2 level.			

System	
	
WBF	NBF
	Card
<b>Category: Green</b>	
<b>Players</b>	Erleta Plata
	John Helge Herland
<b>System Summary</b>	
<b>General Approach and Style</b>	
Natural, 2/1 style. 15-17 NT	
<b>Special bids that may require defence</b>	
1♥/♠- 2♣ = 9/10 - 11/12, 3 card support OR FG with ♣/OR balanced GF	
<b>Special forcing pass sequences</b>	
1X - bid -pass may be forcing. 2♣ -bid-pass=4+HCP	
<b>Important notes that don't fit</b>	
<b>Psychics</b>	
Very seldom	

Opening	A r t	M i n . #	N e g . D	Description	Responses	Subsequent Auction	Passed Hand Bidding
1		3	3♠	11-22 hp (usually 1♣ with same length in ♣&♦)	1 level nat, 1NT 6-10, 2♣=inv minor 4+♣, 2♦/♥/♠ = weak, 2NT=11-12 bal, 3♣ pre-empt 5+♣, 3♦♥♠ =void, 4M to play		1♣-2♣=9+, NF 1♣ - (1x) - 2x= inv+ with ♣
1		3	3♠	11-22 hp	Natural, 2♦ inv minor, 2M to play, 2NT 11-12, 3♣ = 6/7 -9 with ♦, 3♦ pre-empt, 3M = splinter, 4♣ void, 4M play		1♦-2♦= 9+, NF 1♦ - (1x) - 2x= inv+ with ♦
1		5	3♠	11-21 hp	1NT= 6-11hp, 2♣= 9/10 - 11/12, 3 card support OR FG with ♣ OR balanced GF 2♦= nat FG (usually 5+); 2♥= 5-9 (us. 3), 2♠/3♣♦= 7/8-10 minisplinter, 2NT inv + w 4+♥, 3♥= 4-7 4+♥, 3♠/4♣♦ = void	1♥-2♥: 2♠3♣♦ = «long suit» inv+ , 2NT= any hand inv+. 1♥-2NT 3-nat extra. (3cards+) 1♥ - 1NT - 2NT = FG 4mi=void.	Pass - 1♥-2♣ = 3+♥, 9+ 1♥ - (dbl) - 2♣= inv+ with usually 3 card support
1♠		5	3♠	11-21 hp	1NT= 6-11hp, 2♣ = 9/10 - 11/12, 3 card support OR FG with ♣ OR balanced GF, 2♦= nat FG (usually 5+), 2♥= nat FG, 2♠= 5-9 (us. 3), 2NT inv+ w 4+♠, 3♣/♦/♥ = 7/8-10 minisplinter, 3♠= 4-7 4+♠, 4♣♦♥ = void	Same as after 1♥ 1♠ - 1NT - 2NT = FG	Pass - 1♠ - 2♣ = 3+♠, 9+ 1♠ - (dbl) - 2♣= inv+ with usually 3 card support
1 NT			2♠	15-17 May have 5M, 6m, single H 5422	2♣=Stayman, 2♦♥= transfer, 2♠= interest in minors, 2NT= invite, 3♣/♦/♥/♠ = slam inv 4♣/♦ = transfer ♥/♠ 4mi=	1NT-2♣ // 2♦-2♥= pick a major, to play 1NT-2♠ // 2NT= ♦ preference, 3♣=♣ preference	
2	x	0		Any strong hand. If balanced 20-21	2♦ =wait (any hand) , 2♥♠/3♣♦ nat GF 2NT=at least 5-5 in ♣♦ GF 3♥♠= 0/1 in suit, 3 / 4 in oM, 5-8	2♣ - 2♦// 2Ma = F1 2♣ - 2♦// 2Ma - 3♣ = second negative	
2		6 (5)		Weak (6-10) with ♦	2Ma/3♣ = F1 2NT= asking for singleton		
2		6 (5)		Weak (6-10) with ♥	2♠3♣♦ = F1, 2NT= asking for singleton or void, 3♥= preempt		
2♠		6 (5)		Weak (6-10) with ♠	Similar as above		
2 NT				20, 21 balanced May have 6m/5M (5422)	2♣= puppetstayman, 3♦♥= transfer, 3♠=minor 4mi = transfer Ma slamtry (♣=♥), 4M= slamtry mi (♥=♣)	<b>Slam Conventions</b>	
3x				PREEMPT	New suit F1	0314 RCKB, Dopi, Ropi, Splinter bids, Cueb 2 <sup>nd</sup> controls), Exclusion blackwood	
3NT					Running minor, 1 <sup>st</sup> and 2 <sup>nd</sup> no outside A or K		
4 , 4 ♠		7 (6)		Preempt To play			