Defensive and Competitive Bidding

Overcalls (Style; Responses; Reopening)

Can be very light on 1 level (4 card suit)

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

15-18 / 14-17 in balancing, sys on.

Jump Overcalls (Style; Responses; Unusual NT)

Light

Jump to 2 NT = two lowest (3+clubs is hearts and diamonds)

Direct and Jump Cue Bids (Style; Responses)

Michaels, Minor on minor shows both majors, major on major shows other major and clubs. Jump cue show solid suit and asks for stopper

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

Against 15+ NT :

Double is minors or majors, 2minor = minor + 1 major, 2major = natural

Against max 16 NT:

2 Clubs = both Majors, 2 Diamonds = one major, 2 hearts and spades = suit and longer minor, normally 4c major, but can be 5 if bad suit

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

Takeout X

VS. Artificial Strong Openings

YESLEK

Over Opponents' take out double

XX= 9 + with defensive values, new suit F1, jump after minor pre–empt, after major Fit–jump, jumpsupport is preemptive

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Leads and Signals

Opening Leads Style

	Lead	In Partner's Suit
Suit	3rd-5th	3rd-5th
NT	Attitude	3rd-5th
Subseq		

Leads

Lead	Vs. Suit	Vs. NT
Ace	A**K**/**A**Kx/**A**Kxx(x)	A**K**/**A**Kx/**A**Kxx(x)
King	**K**Q/**K**QJ(x)/**K**QT(x)	**K**Q/**K**QJ(x)/**K**QT(x)
Queen	**A**QJ(x)/**Q**J(x)/**Q**JT(x)	**AQ**J(x)/**Q**J(x)/**Q**JT(x)
Jack	H**J**T(x)/**J**T(x)	H**J**T(x)/**J**T(x)
10	H**T**9x/**A**QT(**x**)/**T**9x	H**T**9x/**A**QT(**x**)/**T**9x
9	H9**x**/9x**x**/**T**9	H9**x**/**9**x**x**/**T**9
X	Hx**x**x/H**T**9x/xxx**x**(**x**)	Hx**x**x/H**T**9**x**/x**x**xx(x)

Signals in order of priority

	Partners lead	Declarer	Discarding
Suit:	Attitude	Distribution	Attitude
2nd	Lavinthal	Lavinthal	Lavinthal
3rd			
NT:	Attitude	Oddball	Lavinthal
2nd	Distr /Lavinthal	Distr /Lavinthal	Distribution
3rd			

Signals (including Trump's): Oddball, low card enc, lavinthal

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Doubles

Takeout Doubles (Style; Responses; Reopening)

Might be light

Special, Art and Comp Dbl/Rdbl's

Responsive, competitive, 3 card support

WBF

System Card

NBF

System: **GREEN**

NCBO/team:
Norway Open

Event:

EC 2012 Dublin

Players   Jan Tore Berg   Odin Svendsen

System Summary

General Approach and Style

Weak NT in green

5-5-4-2 (may choose to open 1 club with 4 diamonds and 2 clubs)

2/1 light

Special bids that may require defence

8-12 NT in green 1. and 2. hand

9-15 NT in green 3.hand

2 diamonds : Weak 3-7 with one major, might be 5 card

Special forcing pass sequences

Important notes that don't fit

XY NT, XYZ

Psychics

Very rare

Opening	Art	Min. #	Neg. D.	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		2	~	Can be 2 if 4-4-3-2 and also with 4c diamonds	Transfer on 1 level, 1♠ diamonds / 6-9 without M 1NT:10-11, Inverted minor,2♦ = 7-9 raise with clubs, jumps are preempt, 2NT 12-13, 3♣ preemptive	After 1♣-2♣ in red: new suit nat and gf / strong NT, 2NT/3♣min (not forc), 3NT 13-14NT, jump= splinter In green : same but 2 NT is 15+ NT	
1♦		4		Nat	3♣ = 7-9 with support, else as 1♣	As 1♣. After opponents bid, we use jumpfit	
1♥		5	3rd	Nat	2x: GF unless rebid suit, 2♠=Minisplinter in a minor, Stenberg GF, 3♣= Limit raise 9-11, 3♦ = Minisplinter in ♠, 3♥ =preemptive, 3NT = Sound preempt with ♥	After opponents bid, we use jumpfit	Toronto (two-ways) after 3rd and 4th seat openers
1♠		5		Nat	2x: GF unless rebid suit, 2NT=Stenberg GF with support, 3♣= Minisplinter in a minor, 3♦= Limit raise 9-11, 3♥= Mini-splinter in ♥, 3♠=Premptive, 3NT = Sound preempt with ♠	After opponents bid, we use jumpfit	Toronto(two ways) after 3rd and 4th seat openers
1 NT				15-17 hcp Bal/8-12hcp 1./2. green /9-15 hcp 3. green	Stayman, transfers, 3 ♣ = puppet, 3x = shortness / 2♣ max inv stayman, 2♦ GF, 2M nat, 2NT minors, 3x : Nat and openor can support		
2♣	x	0		Strong, 20+ bal	2♦ wating, 2M toplay against 20-21NT, 2NT minors, 3x semisolid suit with no side values.	2♣- 2♦- 2♥ : hearts / 22-23 NT	
2♦	x	0		3-7 with one major, might have 5	2NT ask		
2♥		6		8-11	2 NT ask for shortness		
2♠		6		8-11	2 NT ask for shortness		
2 NT				24-25 Bal	Puppet, transfers, 3♠ minor = both minors, 4x : dobbel transfer slamtry (4♣ is slamtry ♥)	Slam Conventions	
3x		6		Preempt		Splinter, minisplinter, dopi, ropi, RKC, Exclusion Blw	
3NT				1st, 2nd Gambling			
4♣,♦		7		Sound preempt in ♥,♠			
4♥,♠		6		Preempt			
4NT				Ask for specific aces	5♣ none, 6♣ club ace, 5NT is two		