

Defensive and Competitive Bidding

Overcalls (Style; Responses; Reopening)

Light overcalls. Cue is either GF any, or good raise with support. Jump in M is invitational (nat) and jump to minor is minisplinter

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

15-18, system after opening 1NT on

Jump Overcalls (Style; Responses; Unusual NT)

Preemptive in green vs. Red. Otherwise about 14-16 with good suit

Direct and Jump Cue Bids (Style; Responses)

Micheals, after Major opening it shows other major and diamonds. Mixed range, depending on vulnerability

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

2♣- both majors

2♦- one major

2♥- heart with longer minor, hearts normally on 4 c.

2♠- same as 2♥

2NT: Both minor or game forcing hand with two suiter

Db1: equal of 1 NT range or better

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

t/o db1s, leaping micheals, (3M)- 4m michaels with other major and bidden suit

VS. Artificial Strong Openings

Db1: Strong or both majors, NT: one major and one minor, rest is natural

Over Opponents' take out double

RD: 9+, normally without support

Leads and Signals

Opening Leads Style

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

Leads

Lead	Vs. Suit	Vs. NT
Ace	AKx/AKxx(x)	AK/AKx/AKxx(x)
King	KQ/KQJ(x)/KQT(x)/AK	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	9x	98/98x/J98(xx)
X	Hxx(x)/Hxxx	Hxxx/HT9x/xxxx(x)

Signals in order of priority

	Partners lead	Declarer	Discarding
Suit:	Enc=Low	3/5th	Enc=Low
2 nd	Lavinthal	Lavinthal	3/5th
3 rd			
NT:	same	Smith Peter: High good from both hands	
2 nd			
3 rd			

Signals (including Trump's): Suit pref. or 3/5th

Doubles

Takeout Doubles (Style; Responses; Reopening)

Light, based on shape

Special, Art and Comp Db1/Rdb1's

Team De Botton



WBF

System

Card



System:

GREEN

NCBO/team:
Norway Open

Event:
EC 2012
Dublin



Players

Thomas Charlsen

Thor Erik
Hoftaniska

System Summary

General Approach and Style

Natural, 5 c M

5Card Major, 15-17 NT

Negative doubles

Special bids that may require defence

2♦: Multi 1) 24+ NT, 2) weak two in ♥ og ♠ (ca 3-8 HCP)
Gambling with a minor

3NT: Gambling with a Major

1M- (any)- 2♣: Toronto, 3+ support and 8+ HCP

Special forcing pass sequences

Forcing pass after GF established

Important notes that don't fit

3rd hand openings might be out of description, both in length and strength

Psychics

RARE

Opening	Art	Min. #	Neg. D.	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		2	7♠	9-21, any 4-3-3-3	2♥: 5-5 in major about 4-7 hcp, 2♦: 16+ with ♣, 2♠: 8-13 HCP with ♣. All about 4-7 HCP, 2♣: inv.raise 12-16 HCP, 2NT nat.inv, 3♥♠ splinter, GF void. After opp.overcall it might be singleton and inv for game	1♣-2♣-2♦: Any singleton, 2♥: 16+, 2♠: Side suit any, 2nt bal, 3♣: 5+ ♣, jump is void and double jump is Exclusion BW. 1♣-2♦-2♥: Any singleton, 6-3-2-2, 7-2-2-2 or 4-4-3-2, 2♣: 4 card Major or 2-2-4-5	1♣-2♣: limit 1♣-2♦: Inv. Unbalanced 1♣-2♠: inv. balanced
1♦		4	7♠	9-21, either 5 + ♦ or a 4 card M	2♦: inv. Raise 12-16 HCP, 2♥: 16+ with support, 2♠: 8-13 with support, 3♦: preemptive, 3x: Splinter	1♦-2♦-2♥: Unknown singleton, 2♠: (5-4-2-2) or 4-2-4-3 or 2-4-4-3. 2nt: Nat 3♣: Nat, 3♦: void ♣, 3♥♠ void.	1♦-2♦: limit 1♦-2♥: inv. Unbalanced 1♦-2♠: inv. balanced
1♥		5		9-21, 5+	1♠: nat, 1NT: 5-12 HCP, 2♣: drury, 3+ support and 8 + HP 2NT: ♣, as if in natural system bid 2♣ Jumps splinter, double jumps void	1♥-2♣-2♦: denies normaly a singleton, 6+ card suit, 2NT:RKCB, 2♠: any singleton, 3♣: 5-(5), 3♦: 6-4-2-1, 3♥: 6-4-3-0, 3♠: Any void, extras no needed, 4x: Excl.Blackwood	
1♠		5		9-21, 5+	Same principals as after opening 1♥	Same principals as after opening 1♥	
1NT			7♠	(14)15-17, might have 5c M or 6 cm	Stayman, transfers, 2♣ is either one or both minors (weak/strong) 3 level is singleton, 4♦♠ transfers to ♠♥ (also after over calls)	1nt-2♣-2♦-♥-♠: 4+ and 5+ in one major, max inv. 1 nt- 2♣- 2x- 3♦: Slammish in either minor 1 nt- 2♣- 2♦- 3♥/♠: 5-4/4-5 in majors 1nt-2♣-2x-3♣: ask for distribution	
2♣	x		7♠	18-19NT/20-21 NT/ 8+ tricks with a suit/GF	2♦-relay, 2♠♥: to play, 2nt:3 ctrls, 3 m:natural good suit, 3♥: 5-5 ♠♥ ca 8-10 HCP, 3♠: 5+5 ♣♦ and ca 8-10 HCP	2♣-2♦-2♥: ♥ or 18-19 bal, 2♣ new relay and 2NT weak with both major, 3 m to play.	
2♦	x	0		3-8 HCP with 6 card suit (might be 5 in 3 rd hand/24+NT/gambling minor	New suit P/C, 2NT asking: 3♣ is max with a major, 3♦ min with ♥, 3♥ min with ♠, 3♠ solid minor, 3nt 24+ nt.	If opp.overcall dbl is for penalties	
2♥		6		8-11, 6♥	2NT: Asking for short suit and strength, new suit NF in green, forcing in red. 3♣ ask for good suit and singletons- 3♦ answer is KD10xxx or better.	Dbl: for Pen.	
2♠		6		8-11	Same principals as after 2♥		
2NT				22-23NT	3♣: Stayman- 3♦ promising 4-4 in ♣♦ or 5+c ♦/♣ Smolen, transfers, 4♣ slamtry ♥, 4♦ slamtry ♠, 4♥ slamtry ♣, 4♠ slamtry ♦	Slam Conventions	
3x		6		Preemptive	After m, new suit forcing in red, nf in green. After ♠ new suit is cue bid	RCKB, Exclusion BW, 5NT frequently pick a slam, Cue bids. 2NT in Major sequences as RKCB, don't promise cue in all suits.	
3NT	x	7		Gambling major	4♣: double trsf., 4♦ asking for shortage, 4♠♥: To play	Splinter and Minisplinter DOPI, ROPI and DEPO	
4♣,♦		6		Preemptive	Natural		
4♥,♠		6			Cue bid		
4NT	x			Asking for spes. aces	5♣- none, 5♦- ace of ♦, 5♥- ace of ♥, 5♠- ace of ♠, 5NT, two aces, 6♣- ace of ♣.		