

Defensive and Competitive Bidding
Overcalls (Style; Responses; Reopening)
1-level: Light 2-level: Sound Responses: 1- og 2-level F1 if next hand pass. Jump in openers suit = splinter, cue-bid = good raise.
1 NT-overcall (2nd./4th.; Responses; Reopening)
15-18hcp. Same responses as after opening 1NT.
Jump overcalls (Style; Responses; Unusual NT)
Jump overcall: Light. 2NT= Two lowest suits 5+ 5+ (weak/strong)
Direct and Jump Cue Bids (Style; Responses)
Over m: Both majors (min. 54/45). Over M: Other major + 1 minor. Jump cuebid: Asks for stopper
VS. NT (vs. Strong/Weak; Reopen; PH)
Vs 1NT 12-14 and 15-17, Multi-Landy With passed hand or 3 rd seat against 15-17NT: DONT 2/3/4/5♣ = ♦ OR ♥/♠ (Yeslek) 2/3/4/5♦ = ♥ OR ♠+♣ 2/3/4/5♥ = ♠ OR ♣+♦ 2/3/4/5♠ = ♣ OR ♦+♥ 2/3/4/5NT = ♣+♥ OR ♦+♠
VS. Preempts (Db1; Cue bids; Jumps; NT-bids)
Take-out DBL Cue-bid: Asks for stopper Jump in minor: That minor + other major (5+-5+)
Vs. Artificial Strong Openings
Vs. strong 1♣/2♣: Yeslek
Over opponents take out double
RDBL=10+ hcp

Leads and Signals			
Opening Leads Style			
	Lead	In Partner's Suit	
Suit	3 rd /5 th	3 rd /5 th	
NT	ATT (possible 3 rd /5 th)	3 rd /5 th	
Further	Attitude		
Leads			
Card	VS. suit	VS. NT	
Ace	AKx(x)	AK(x)	
King	AK/KQ(x)	KQ(x)/AKJT(x)/KQT9(x)	
Queen	QJ(x)	AQJ(x)/QJ(x)/QJT(x)	
Jack	KJT(x)/JT(x)	HJT(x)/JT(x)	
10	HT9(x)/T9(x)	HT9(x)/T9x	
9	9x/H98x	9x/H98x	
X	3 rd /5 th	Hxxx/HT9x/xxxx(x)	
Signals in order of priority			
	Partners lead	Declarers lead	Discarding
Farge: 1	Encrg/Discrg	Count	Encrg/Discrg
2	Count	S/P	Count
3	S/P		S/P
NT: 1	Encrg/Discrg		Encrg/Discrg
2	Count	Count	Count
3	S/P	S/P	S/P
Signals (including Trumps) Hi/Low=Discrg/Even number, Low/Hi=Encrg/Odd number High/Low smith (VS NT), when discarding/follow, low card from leader is a signal they like the lead. Opposite from partner.			
Doubles			
Takeout Doubles (Style; Responses; Reopening)			
Light style, also reopenings			
Special, Art and Comp Db1/Rdbl's			
Negative, Responsive, Support DBL to 2♥, competitive DBL, 1m-(1♥)-DBL=4+♠, 1m-(1♠)-DBL=4+♥.			

System-Card		
		
WBF		NBF
Category: Red		
Players	Thomas Tøsse (NO42052)	Christian Fredrik Johnsen (NO41934)
	Norway U21	Norway U21
System Summary		
General Approach and Style		
Natural, 5 card M. 1♣= 2+ (with transfer responses) 1♦=4+ Light preempts white vs red. 1NT=15-17. 2 over 1 GF except rebid in the minors.		
Special bids that may require defense		
2♦: 0-7 hcp 6-card M 2♥/2♠: 8-11 hcp 6-card M		
Special forcing pass sequences		
Important notes that don't fit		
xy-NT/xyz: 2♣= sign off in ♦ or inv. 2♦=GF.		
Psychics		
May occur, especially in third seat.		

Opening	Art	Min. #	Neg. X through	Description	Responses	Subsequent Auction	Passed hand bidding
1♣		2	4♠	10-22hcp, 2+♣.	1♦=4+♥, 1♥=4+♠, 1♠=6-9NT or one/both minor, 1NT=10-12, inverted minor, 2ru=6♥, 2♥=6♠, 2♠=both minors 2NT=both major GF, 3♣=preempt, 3x=splinter.	1♣-1♦-1♥ shows 3 cards or 4 card and 13-15 hcp. 1♣-1♦-1NT=balanced 11-14. XYZ	
1♦		4	4♠	10-22hcp, 4+♦	Inverted minor, 2NT=inv., 3♦=preempt, 3M=splinter.	XYZ over 1♦-1♥-1♠.	
1♥		5	4♠	10-22hcp, 5+♥	1NT=6-11(12) hcp NF, 2♣/2♦=GF except rebid minor, 2♥=6-10hcp, 2♠ = 4-card support and inv + singleton, 2NT=4+♥ GF, 3♣ = 4 card support without singleton inv, 3♦ = 3 card support and inv, 3♥=preempt, 3♠/4m=void	1♥-2♠-2NT(asks), 3♣/♦/♥ = singleton	AFTER PASSED HAND: 1♥-2♣ = 3-card ♥ inv. 1♥-2♦ = 4-card ♥ inv. 1♥-2NT = NAT, INV
1♠		5	4♠	10-22hcp, 5+♠	2m=GF except rebid at 3-level. 2♥=nat, 2♠=6-10, 2NT=4+♠ GF, 3♣=4-card support and a singleton, 3♦=4 card support without singleton inv., 3♥ = 3-card support and inv, 3♠=preempt, 4m/♥=void	1♠-3♣-3♦(asks), 3♥/♠/NT=singleton 1♠-3♣-3♥(asks), 3♠=min, 4♠=max	AFTER PASSED HAND: 1♠-2♣/1♠-2♦ = 3/4-korts ♠ inv. 1♠-2NT = NAT, INV
1 NT			4♠	15-17hcp. May have 5M/6m/Single	2♣=stayman, 2♦/2♥=trf., 2♠=♣, 2NT=♦, 3♣/3♦=both minors weak/both minors strong, 3♥/3♠ =singleton, 4♣/4♦=trf., 4♥/4♠=to play.	1NT-2♣, 2♦-2♥=pick 1 Major 1NT-2♣, 2♦-2♠=relay. 1NT-2♣, 2♥-3♣=relay. 1NT-2♣, 2♠-3♣=relay.	
2♣	x			20+hcp or 8,5+tricks	2♦=0-5/6+ no suit to bid, 2M=GF 5+ card, 2NT=nat GF, 3m=nat GF, 3M=4 card and longer diamond GF.	2♣-2♦, 2M=F1, 3m=GF often with side suit, 2M-3♣=second negative, forcing to 3M.	
2♦	x			0-7 hcp, 6M (may have 5 white vs red)	2♥=pass or correct, 2♠=inv to 4♥ (if partner has ♥), 2NT=ask, 3♣/♦ = nat forcing, 3♥=pass or correct, 3♠ = nat forcing, 4♦=bid your major, 4♥/♠=to play.	2♦-2NT, 3♣=Bad suit, bad hand. 3♦=Good suit, bad hand 3♥ = Bad suit, good hand. 3♠ = Good suit, good hand	
2♥		5		8-11 hcp, 6♥	2♠=Natural F1, 2NT=ask for shortness	2♥-2NT-3♥=balanced hand	
2♠		5		8-11hcp, 6♠	2NT=ask for shortness	2♠-2NT-3♠=balanced hand	
2 NT				20-21 hcp. May have 5M/6m/Single	3♣=puppet stayman, 3♦/3♥=trf., 3♠ = Slam invite with both minors, 3NT=to play, 4♣/♦ = trf to 4♥/♠, 4♥/♠ = Slam invite in ♣/♦		
3x		6		Preempt	3m-3M=GF. 3M-4m=cue-bid.	High level bidding	
3NT	x			Solid minor gambling. No outside A/K.		1430 RKCB (unless when clubs is trumps), Exclusion 1430 RKCB, 5 NT is often "pick a slam"	
4♣,♦				Preempt		Splinter	
4♥,♠		6		Preempt	4♠=to play, 5m=cuebid	Cue-bids	
4NT	x			Asks for specific aces	5♣ =0 aces, 6♣=2 aces, 5♦ /5♥ /5♠/5NT =That Ace	Lightner DBL	