



Defensive and Competitive Bidding
<b>Overcalls (Style; Responses; Reopening)</b>
Aggressive 1-level; Sound 2-level
<b>1 NT overcall (2<sup>ND</sup>/4<sup>TH</sup>; Responses; Reopening)</b>
15-18 bal (subs auction as after Int opening)
NT system is on
<b>Jump Overcalls (Style; Responses; Unusual NT)</b>
2-level = 10-13hcp, 6 card
3-level = pre-emptive
(1X)-2NT = 2 lowest suits
<b>Direct and Jump Cue Bids (Style; Responses)</b>
Michaels after 1M (2 highest suits), weak or strong
(1mi) 2mi = both Majors
<b>VS. NT (vs. Strong/Weak; Reopen: PH)</b>
Yeslek
♣ - ♦ or both M
♦ - ♥ or ♠/♣
♥ - ♠ or both m
♠ - ♣ or ♦/♥
NT - ♣/♥ or ♦/♠
4 <sup>th</sup> seat : 2 ♣ = both majors. 2♦/♥/♠ = 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>
Yeslek (See Vs. NT)
<b>Over Opponents' take out double</b>
XX= 9+ hp ,
1♣ (dbl) now on the 1-level still transfers.

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	Attitude	3 <sup>rd</sup> -5 <sup>th</sup>	
Subseq	Attitude when playing a new suit		
Leads			
Lead	Vs. Suit	Vs. NT	
Ace	<u>A</u> Kx/ <u>A</u> Kxx(x)	<u>A</u> K/ <u>A</u> Kx/ <u>A</u> Kxx(x)	
King	AK/KQ/KQJ(x)/KQT(x)	KQ/KQJ(x)/KQT(x)	
Queen	QJ(x)/QJT(x)	AQJ(x)/QJ(x)/QJT(x)	
Jack	HJT(x)/JT(x)	JT(x)	
10	HT9x/T9x	HJTX /HT9x/T9x / 10x	
9	9x, (Q98(x) or J98(x))	H9x, 9xx, T9	
X	3rd /5th	Hxxx /xxx/xxxx(x)	
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 = encouraging or odd			
Lavintal			
Low smith vs NT			
Doubles			
Takeout Doubles (Style; Responses; Reopening)			
Support double / negative double /			
Sound style, light reopenings			
Special, Art and Comp Dbl/Rdbl's			
<b>RDBL in some sequences shows 3 card support at 1&amp;2 level.</b>			

System Card	
	
<b>WBF</b>	<b>NBF</b>
Category: Red	
<b>Players</b>	Ida Marie Øberg Thea Lucia Indrebø
	Norway
System Summary	
General Approach and Style	
Natural, 2/1 style.	
15-17 NT	
Transfers responses after 1♣-opening	
1♣ = 1+♣	
5 card openings in ♦/♥/♠	
Special bids that may require defence	
2 NT = both minors (5+5) 10-13 hcp or GF with both minors	
2♦ = Multi	
Special forcing pass sequences	
1X – bid –pass may be forcing.	
2♣ -bid-pass=4+HCP	
Important notes that don't fit	
1♣ (1♦) dbl = 4+♥	
1♣ (1♦) 1♥ = 4+♠	
1♣ (1♦) 1♠ = Both majors 4-4 or 5-5	
Psychics	
Very seldom	

Opening	Art	Min. #	Neg. D. through	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣	X	1	3♠	11-22 hp	1♦=4+♥, 1♥=4+♠, 1♠=6-9 "NT" or any hand 4+♦ or 4+♣ or both, 1NT=(9)10/11, 2♣=GF 5+♠, 2♦=multi, 2♥/♠=4♥/♠ and 5+♣ GF, 2NT= pre-empt or slam try with both minors (5+4), 3♣=(9)10-11 hcp 6+♠, 3♦♥♠=void, 4M to play	Accept transfer with most hands with 3crd support, jump to 2 level with 4crd support and minimum opening.	1♣ - (1x) - 2x= inv+ with ♣
1♦		5	3♠	11-22 hp	Natural, 2♦ inv minor, 2M to play, 2NT 11-12, 3♣= minisplinter, 3♦ pre-empt, 3M= minisplinter, 4♣ void, 4M play		1♦-2♦= 9+, NF 1♦ - (1x) - 2x= inv+ with ♦
1♥		5	3♠	11-21 hp	1NT= 6-11hp, 2♣=(3+♣) Normally GF, invite if 3♣ is rebidded 2♦= nat F1 (usually 5+); 2♥= 5-9 with support, 2♠= minisplinter in ♠, 2NT GF w 4+♥, 3♣♦= mini splinter, 3♥= 10-12 invite with ♥ support, 3♠/4♣♦= void	1♥-2♥: 2♠3♣♦= long suit inv+, 2NT= GF 1♥-2NT: 3♣ min, 3♥= minisplinter with clubs 3♦♠= cue with extras, 4mi=void. 1♥ - 1NT - 2NT = FG	Pass - 1♥-2♣= 3+♥, 9+
1♠		5	3♠	11-21 hp	1NT= 6-11hp, 2♣= Normally GF, invite if 3♣ is rebidded 2♦= nat F1 (usually 5+), 2♥= nat F1, 2♠= 5-9, 2NT GF w 4+♠, 3♣= minisplinter ♠, 3♦= minisplinter 4crd ♠, 3♥= mini splinter, 3♠= 10-12 invite with ♠ support, 4♣♦♥= void	Same as after 1♥ 1♠ - 1NT - 2NT = FG	Pass - 1♠-2♣= 3+♠, 9+
1 NT			2♠	15-17 May have 5M, 6m, single H 5422	2♣=Stayman, 2♦♥= transfer, 2♠= minors, 2NT=minors, 3♣♦= HHxxxx invite 4♣= 55 in Ma, no slaminterest; 4♦♥= transfer	1NT-2♣ // 2♦-2♥= pick a major, to play 1NT-2♠ // 2NT/3♣= Both minors to play (5+4) 3♦= bad xx in one minor 3-3 M 3♥= 1-3 and 5-4 in minor 3♠= 3-1 and 5-4 in minor 3NT=2-2 and 5-4 in minor 1NT-2NT // 3♣/ pass = to play 3♦= to play 3♥= 1-2-5-5 3♠= 2-1-5-5 3NT= 4-4 in minors 15-16 hp	
2♣	x	0		Any strong hand. If balanced 20-21	2♦=wait (any hand), 2♥♠/3♣♦ nat GF 2NT=at least 5-4 in ♣♦ GF or F1 3♥♠= 4♥♠ and 5+♦ GF	2♣ - 2♦ // 2Ma = F1 2♣ - 2♦ // 2Ma - 3♣ = second negative	
2♦	X	0		Multi. Weak with one major 5-9 or 22+ NT	2♥= relay 2♠= 3+♥ p/c 2NT= Forcing 3♣♦= nat F1, 3♥= pre-empt p/c	2♦ - 2NT // 3♣ max 3♦ min with ♥ 3♥ min with ♠ 3NT 22-24	
2♥		6 (7)		10-13(14) with ♥	2♠3♣♦= F1, 2NT= asking for singleton, void and strength F1, 3♥=pre-empt		
2♠		6 (7)		10-13(14) with ♠	Similar as above		
2 NT				10-13 or GF with both minors (5+5+)	3♣♦= to play, 3♥♠= (5) 6+ GF, 4mi= slamtry, 4M= to play	<b>Slam Conventions</b>	
3x				PREEMPT	New suit F1	1430 RCKB, Dopi, Ropi, Depo Splinter bids, Cuebids (1 <sup>st</sup> 2 <sup>nd</sup> controls), Exclusion blackwood	
3NT					Running minor, 1 <sup>st</sup> and 2 <sup>nd</sup> no outside A or K	3NT = nonserious slamtry when Ma is agreed;	
4♣♦ 4♥♠		7 (6)		Preempt To play	4♣=♥ better than 4♥, 4♦=♠ better than 4♠		