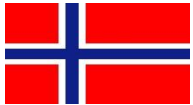


Defensive and Competitive Bidding
<b>Overcalls (Style; Responses; Reopening)</b>
1 - level: 5-17hp
2 - level: Sound, usually opening strength
<b>1 NT overcall (2ND/4TH; Responses; Reopening)</b>
1NT = 15-18
Balancing 1NT = 11-14 over ♣/♦
Balancing 1NT = 15-18 over ♥/♠
<b>Jump Overcalls (Style; Responses; Unusual NT)</b>
2NT=two lowest suits (5+-5+), both minor if ♣=2+
Reopen: 11-14 HCP, 6+
<b>Direct and Jump Cue Bids (Style; Responses)</b>
Over 1♣: NAT if 2+ (2♦ = 5+-5+ M), 5-5 M if 3+ (2♦ = Weak)
Over 1♦: Both Majors (5+-5+)
Over M: Other Major + ♣ (5+-5+)
Jump cue-bid: Asks for stopper, except 1m-3m =nat, if m=2+
<b>VS. NT (vs. Strong/Weak; Reopen: PH)</b>
Dbl = equal strength+ (or tricks)
2♣ = both major
2♦ = 5+ ♥ or ♠
2M = 4(5)M + 5+minor
2NT = both minor or strong 2-suiter
4 <sup>th</sup> hand or after pass: x = 1suiter, 2m = m + M, 2♥=both M, 2♠ = nat, fight
Vs weak nt(up to 14) 2♦ = 1M opening hand, 2M=fight ("8-12"), x/2♣ as vs strong
<b>VS. Preempts (Doubles; Cue bids; Jumps; NT bids)</b>
X=t/o
2NT = 15-18
Leaping/Non-leaping Michaels: 4m after 2x/3x= m + OM (♥ if M unknown), 5+5+, GF
<b>VS. Artificial Strong Openings</b>
vs 1♣: X=t/o, 1NT=4+♠ + a minor, 2♦ =55+M, 2NT55+m
vs 2♣/2♦: X=both M, 2NT=both m
<b>Over Opponents' take out double</b>
XX = 10+hp. After 1m: 1lvl = system on, 2lvl = trsf
After 1M: transfers from 1NT to 2M, 2M-1 = 8-11, 2M = 3-7, 3♦ = 7-9 4+M

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	ATT, 4 <sup>th</sup> best (1 <sup>st</sup> /2 <sup>nd</sup> bad suit)	3 <sup>rd</sup> -5 <sup>th</sup>	
Subseq	Low = enc		
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)/KQ109(x)/KQJ(x)	
Jack	HJT(x)/JT(x)	HJT(x)/JT(x)	
10	HT9x/AQT(x)/T9x	HT9x/AQT9(x)/T9x(x)	
9	KJ98/9/9x	HH98/9x	
X	HxXX/ xxX(x), Xx	HxxX(x)/HT9x, XXX(x)	
Signals in order of priority			
	Partners lead	Declarer	Discarding
Suit:	Low = enc	Low = 3/5 <sup>th</sup>	Low = enc
2 <sup>nd</sup>	Low = 3/5 <sup>th</sup>	Lavinthal	Low = 3/5 <sup>th</sup>
3 <sup>rd</sup>	Lavinthal		Lavinthal
NT:	Low = enc	Smith	Low = enc
2 <sup>nd</sup>	Low = 3/5 <sup>th</sup>	Low = 3/5 <sup>th</sup>	Low = 3/5 <sup>th</sup>
3 <sup>rd</sup>	Lavinthal	Lavinthal	Lavinthal
<b>Signals (including Trump's):</b> Smith: low from leader = enc, high from partner = enc (switched if we lead p suit)			
Doubles			
Takeout Doubles (Style; Responses; Reopening)			
Light			
Special, Art and Comp Dbl/Rdbl's			
Support dbl/rdbl			

System Card	
	
<b>WBF</b>	<b>NBF</b>
System:	
<b>Players</b>	 Tor Eivind Grude
	 Christian Bakke
System Summary	
General Approach and Style	
Nat, 5533	
Transfer responses to 1♣ opening	
(14+)15-17NT	
Usually sound openings/preempts, but green vs red might be very light	
Special bids that may require defence	
Transfer responses to 1♣ opening	
2♦ = Multi (6M 4-10hp) or 24+NT or GF any 4441	
2♥/2♠ = 5-cards ♥/♠ 5-10 hp	
1M - 1M/NT - 2♣ = Gazzili (11-15 6+M or 16+ "any")	
4m opening VUL = Good 4M (♣=♥, ♦=♠)	
Special forcing pass sequences	
Some places	
Important notes that don't fit	
2-way checkback stayman	
Psychics	
Rare	

Opening	Art	Min. #	Neg. D. through	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		3	4♥	3+♣, 11-22hp	1♦ = 4+♥, 1♥ = 4+♠, 1♠ = 6-10 bal or any with ♦, 1NT = 11-12, 2♣ = inverted minor GF, 2♦ = unbalanced inv with ♣, 2♥/2♠ = 6-card, 8-11 hcp, 2NT = 13-15 or 19-20 3♣ = preempt in ♣, 3nt = 16-18	1♣-1♦: 1♥ = usually 3, 2♥ = 4 11-14, 2♦ = 2,5 M or nat strong	2M = fitjump
1♦		3	4♥	3+♦ (4432) 11-22 hp	1♥/1♠/1NT = nat, 2♣ = nat GF, except rebid, 2♦ = inverted minor GF, 2♥/2♠ = 6-card, 8-11 hp, 2NT = Nat inv, 3♣ = unbalanced inv with ♦, 3♦ = preempt in ♦		2M = fitjump
1♥		5	4♦	5+♥ 11-21hp	2/1 = GF if not rebid, 2♠ = minisplinter in any, 2NT = GF Jacoby, 3♣ = limit raise in ♥, 3♦ = mixed raise, 3♥ = preempt	Gazzilli: 1♥ -1♠/NT 2♣ = 11-14(15) 6+♥ or 16+ "any"	2♣ = (9)10-11 3+♥, 2♦ = (7)8-9 3+♥
1♠		5	4♦	5+♠ 11-21hp	2m = GF if not rebid, 2NT = GF Jacoby, 3♣ = limit raise in ♠, 3♦ = 7-9 4+ ♠, 3♥ = nat inv, 3♠ = preempt	Gazzilli: 1♠ - 1NT 2♣ = 11-14(15) 6+♠ or 16+ "any" 2♦ = 5♠3♥ (41/50/15/05), 11-15	2♣ = (9)10-11 3+♠, 2♦ = (7)8-9 3+♠
1 NT			4♦	(14)15-17NT (5M/6m/5422, rarely sing)	Stayman/transfer, 2♠ = bal inv or 6+♣, 2NT = weak with both m or 6+♦, 3♣ = ask 5c M, 3♦ = GF 5-5 in minors, 3♥/♠ = singleton with 3(+) in other M		
2♣	X	0	4♦	22-23NT or strong unbalanced	2♦ = waiting bid, 2♥ = 5+♥, 2♠ = 5+♠ 2NT = 5+♣ 6+hcp, 3♣ = 5+♦ 6+hcp, 3♦ = 5+5+ minors, 6+ hcp		
2♦	X	0		Multi (6M 4-10hp) or 24+NT or GF 4441 any	2/3♥/♠ = pass or correct, 2NT = Asking, 4♣ = ask for trf	2♦-2NT: 3♣ = any max, 3♦/♥ = min ♥/♠, 3♠ = AKQxxx in ♥/♠, 3NT = 24-25	
2♥	X	5		5♥ 5-10HP, VUL normally + a m 4+ Might be light 1 <sup>st</sup> green vs red	2NT = asking for strength and distribution, 3♣ = pass or correct to better m, 3♦ = inv+ with 5+♠, normally 6+♠	After x: 3m = nat NF, 2NT ask for better minor	
2♠	X	5		5♠ 5-10HP, VUL normally with a m 4+ Might be light 1 <sup>st</sup> green vs red	2NT = asking for strength and distribution, 3♣ = pass or correct to better minor, 3♦ = inv+ with 5+♥, normally 6+♥		
2 NT				20-21 bal	Puppet stayman: 3♣ - 3♥ deny 4+M, 3NT = 5♥ 3♦/♥ transfers, 3M usually deny fit	Slam Conventions	
3x		6		PRE, ACC to VUL Usually 7c/sound style VUL, non vul 1 <sup>st</sup> /3 <sup>rd</sup> might be agg	4♣(4♦ over 3♣) = KeyCard	(Mini)-Splinter, Jacoby	
3NT	X			Running minor, max Q on side	4♣ = p/c, 4♦ = Asks for control	Italian Cue-bids RKCB (0314)	
4♣,♦	X	6		PRE in green, aggressive 1 <sup>st</sup> seat, good 4M in VUL, 8,5-9 tricks max 1 loser			
4♥,♠		6		To play		DOPI/ROPI (but xx on 4nt is to play) DEPO if bids higher than 5 in trump suit	
4NT				Asking for specific aces	5♣ = 0, 5♦/♥/♠ = that ace, 5NT = ace of ♣, 6x = 2 aces (CRO)		