




Defensive and Competitive Bidding
<b>Overcalls (Style; Responses; Reopening)</b>
Style:Light Responses: F1 at 1- and 3-level New suit at 2 level F0
<b>1 NT overcall (2ND/4TH; Responses; Reopening)</b>
2 <sup>nd</sup> 15-18hcp, res as over 1NT opening 4 <sup>th</sup> same
<b>Jump Overcalls (Style; Responses; Unusual NT)</b>
Style=weak Unusual NT: 2NT=two lower unbid suits, if 1♣ might be 2-card, then in 2 <sup>nd</sup> : 2NT=m+m Leaping Michaels against weak 2 and multi
<b>Direct and Jump Cue Bids (Style; Responses)</b>
Style: 2-suited (1m)-2m=M+M, (1M)-2M=highest + ♣ If 1♣ might be 2-card, then in 2 <sup>nd</sup> : 2♣=nat, 2♦=M+M Jumpcuebid ask for stopper
<b>VS. NT (vs. Strong/Weak; Reopen: PH)</b>
Double = Penalty 2♣=M+M 2♦=5+♥/♠ 2♥=4+♥ + 5+minor 2♠=4+♠ + 5+minor Reopening: 2♣♦♥♠ same, Double=reopening
<b>VS. Preempts (Doubles; Cue bids; Jumps; NT bids)</b>
Leaping Michaels, Lebensohl, cue ask for stopper, strong jumps.
<b>VS. Artificial Strong Openings</b>
Double=M+M 1NT=m+m, 2NT=m+m longer suits
<b>Over Opponents' take out double</b>
1 level = F1, 2 level =NF 1♥-(x)-2♦=good raise, 1♠-(x)-2♥=good raise Redouble=10+hcp 2NT=9+hcp with support

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	3 <sup>rd</sup> -5 <sup>th</sup>	3 <sup>rd</sup> -5 <sup>th</sup>	
Subseq			
Leads			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(x)	AK/AKx/AKxx(x)	
King	AK/KQ(x)	KQ/KQJ(x)/AKQ(x)	
Queen	QJ(x)	AQJ(x)/QJ(x)/KQJ(x)	
Jack	HJT(x)/JT(x)	HJT(x)/JT(x)	
10	HT9x/AQT(x)/T9(x)	HT9x/AQT9/T9x	
9	9x	9x, H98(xx)	
X	xxx/xxx	xxx/xxx	
Signals in order of priority			
	Partners lead	Declarer	Discarding
Suit:	low=enc	count	low=enc
2 <sup>nd</sup>	S/P	S/P	S/P
3 <sup>rd</sup>	count	count	count
NT:	low=enc	Smith	low=enc
2 <sup>nd</sup>	S/P	S/P	S/P
3 <sup>rd</sup>	count	count	count
<b>Signals (including Trump's):</b> Smith vs NT, low=encouraging    Triumph's: Lavinthal			
Doubles			
Takeout Doubles (Style; Responses; Reopening)			
Style: light, Responses: cuebid only force, Reopening: light			
Special, Art and Comp Dbl/Rdbl's			
Neg/resp doubles through 4♥, support dbl/redbl through 2♥, 1m-(1♦)-dbl=4-cards both M, 1m-(1♥)-dbl=denies 4♠			

System Card		
		
WBFF		NBF
System: GREEN		
Players		
	Gunn Helness	Ida Wennevold
System Summary		
General Approach and Style		
Natural, 5-card ♠ Normally open lowest 4-card suit Very light openings occur 1NT (14)15-17 hcp may have 5M, 6m, 5422 Singleton possible 2-over-1 responses: GF		
Special bids that may require defence		
Special forcing pass sequences		
Pass then pull is stronger than taking initial action		
Important notes that don't fit		
XY-NT, XYZ, Walsh		
Psychics		
Rare		

Op eni ng	A rt	M i n . #	N e g D	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		3	4♦	11-22hcp 3-cards only if 4333	2♣=inverted minor, 2♦♥♠=6-card 16+hcp, 2NT=ca 12 hcp, bal, 3/4♣=pre, 3♦♥♠=void, 3NT= 33(43) 13-15hcp, 4♦♥♠=pre, 4NT=four ace Blackwood.	1♣-1x-2♣-2♦=relé, 1♣-1M-2M-3x=shortness, inv. 2NT=inv	2♦♥♠=5-card + 4-card ♣, inv
1♦		4	4♣	11-22hcp	2♣=nat GF, 2♦=inverted minor, 2♥♠=6-card 16+hcp, 2NT=ca 12 hcp, bal, 3♣=6-card inv, 3/4♦=pre, 3♥♠4♣=void, 3NT= 33(43) 13-15hcp, 4♣♥♠=pre, 4NT=four ace Blackwood.	1♦-1x-2♦-3♣=art GF 1♦-1M-2M-3x=shortness, inv. 2NT=inv	2♦♥♠=5-card + 4-card ♦, inv
1♥		4	3♠	11-22hcp	2♣♦=nat GF, 2♥=4-9hcp, 2♠=6-card 16+hcp, 2NT=GF with ♥, 3♣♦= 6-card inv, 3♥=inv, 3NT=void in a minor 5-10hcp, 3♠=void, 4♣♦=void 10+hcp, 4♠5♣♦=exclusion, 4NT=four ace Blackwood	1♥-2NT-3x-3/4y=single, 1♥-2NT-3x-3♥=ask for single 1♥-2NT-3x-3NT=ask for cue	2♣=Drury 2NT=Jacoby, GF 3♥=pre, 2♠3♣♦=single
1♠		5	3♥	11-22hcp	2♣♦♥=nat GF, 2♠ 4-9hcp, 2NT=GF with ♠, 3♣♦♥=6-card inv, 3♠=inv, 3NT=void in ♣, ♦ or ♥ 5-10hcp, 4♣♦♥=void 10+hcp, 4NT=Blackwood, 5♣♦♥=exclusion	1♠-2NT-3x-3/4y=single, 1♠-2NT-3x-3♠=ask for single 1♠-2NT-3x-3NT=ask for cue	2♣=Drury 2NT=Jacoby, GF 3♠=pre, 3♣♦♥=single
1 NT			3♠	(14)15-17hcp may have 5M, 6m, single, 5422	2♣=stayman, 2♦♥=transfer, 2♠=minorstayman, 2NT=inv, 3x=single, 4♣♦=transfer to ♥♠, 4M=to play, 4NT=inv	1NT-2♣-2♦♠-3♣=relé, 3♥=slamtry in ♣ 1NT-2♣-2♥- 2NT=relé, 3♣= slamtry in ♣ 1NT-2♦♥-2♥♠-3♥♠=GF	
2♣	x			Strong, art, F 2NT or 3M	2♦=relé, 2♥♠=5-card GF, 2NT=♣+♦, 3♣♦=nat GF	2♣-2♦-2M-3♣=2 <sup>nd</sup> negative 2♣-2♦-2NT (22-23hcp)-3♣=puppet, 3♦♥=transfer	
2♦		(5) 6		Weak 2, constructive unless 1. hand non vol	2♥♠3♣=nat F0, 2NT=ask for singleton, 3♥♠=nat GF, 3/4♦=nat pre, 4♥♠=to play	2♦-2NT-3♥♠=single, 3♦=min, 3NT=max, no single	
2♥		(5) 6		Weak 2, 3-9hcp	2♠3♣♦=nat F0, 2NT=ask for singleton, 3♥=pre, 3♠=nat GF, 3NT=to play, 4♥♠=to play		
2♠		(5) 6		Weak 2, 3-9hcp	2NT=ask for singleton, 3♣♦=nat F0, 3♥=nat GF, 3♠=pre, 3NT=to play, 4♥♠=to play		
2 NT				5M, 6m or stiff H20-21hcp, bal, may have	3♣=puppet, 3♦♥=transfer, 3♠=minor, 3NT=to play, 4♣=♥, 4♦=♠, 4♥=♣, 4♠=♦, 4NT=inv	<b>Slam Conventions</b>	
3x		6		Preemptive, free style	3x =nat GF	RKCB(03/14), Exclusion RKCB, Splinters, Cuebids 1th and 2 <sup>nd</sup> mixed, Jacoby, DOPI, ROPI, 5NT=usually "pick a slam", 3NT after majorsupport normally denies shortness, ask for cue	
3NT	x	7	Solid m, no side A or K	4♣=p/c, 4♦=ask for single, 4♥♠=to play, 4NT=? Length, 5♣=p/c			
4♣,♦		6	Nat preemptive	4♥♠=to play			
4♥,♠		6	Nat preemptive	4♠5♣♦♥=cue, 4NT=RKC			
4NT	x		Ask for spesific aces	5♣=0, 5♦=♦, 5♥=♥, 5♠=♠, 5NT=2, 6♣=c			