


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)
Direct and Jump Cue Bids (Style; Responses)
Over m: Both Majors (5+-5+) Over M: Other Major and another suit Jump cue-bid: Asks for stopper Mixed range, depending on vulnerability
VS. NT (vs. Strong/Weak; Reopen: PH)
2♣-♠ and ♥ have occurred on 4-3 in M, but normally 5-4+ 2♦ - one major (Multi) weak or good 2♥♠ - intermaediate 2NT: Both minor or game forcing hand with two suiter Dbl: Cards, for penalties
VS. Preempts (Doubles; Cue bids; Jumps; NT bids)
t/o dbls, leaping michaels, (3M)- 4m non-leaping michaels with other major and bidden suit.
VS. Artificial Strong Openings
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	3 rd -5 th	
NT	3 rd -5 th	3 rd -5 th	
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)/(AKD)	
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,9	98/98x/J98(xx)	
X	Hxx(x)/Hxxx	Hxx/H9x/xxxx(x)	
Signals in order of priority			
	Partners lead	Declarer	Discarding
Suit:	Enc=Low	HI-LO= Even nr	Enc=Low
2 nd	Lavinthal	Lavinthal	LO-HI=Odd nr
3 rd			
NT:	same	Smith Peter: High card good from both hands	
2 nd			
3 rd			
Signals (including Trump's): Suit pref. or 3/5 th - optional			
Doubles			
Takeout Doubles (Style; Responses; Reopening)			


Light, based on shape
Special, Art and Comp Dbl/Rdbl's
Support doubles, no support rdb



WBF

System
Card





NBF

System:

GREEN

NCBO/team:
De Botton

WBT Masters

Players **Tor Helness** **Thor Erik Hoftaniska**

System Summary

General Approach and Style

Natural, 5 c M
5 Card Major, (14+)15-17 NT
Negative doubles. 2 over 1 GF

Special bids that may require defence

Weak 2 in D-H-S
3NT: Gambling with a minor
1M-1NT- 2NT GF

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♣		3	7♠	(9)11-21	2 D: 5-5 in M, natural responding 1 level		
1♦		3	7♠	(9)11-21	2 D: 5-5 in M, natural responding 1 level		
1♥		5 (4)		(9)11-21, 5+ In 3 rd hand might be four card suit	2 NT: GF relay, 3 level bids are invites, 2/1 GF		
1♠		5 (4)		(9) 11-21, 5+ In 3 rd hand might be four card suit	2 NT: GF relay, 3 level bids are invites, 2/1 GF		
1 NT			7♠	(14)15-17, 5c M and 6 c m possible	Stayman, transfers, 2♠ minorstayman 3 x is singleton		
2♣	x		7♠	Strong	2♦-relay, others natural positive hand		
2♦		5		Weak 2	2 NT: Asking relay for min/max and shortage		
2♥	x	5		Weak 2	2 NT: Asking relay for min/max and shortage		
2♠	x	5		Weak 2	2 NT: Asking relay for min/max and shortage		
2 NT				20-21NT	Puppet, transfers, 3 S as minors	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♣,♦	x	6/7	Preemptive	Natural			
4♥,♠		6			Cue bid		
4NT	x			Asking for spes. aces	5♣- none, 5♦- ace of ♦, 5♥- ace of ♥, 5♠- ace of ♠, 5 NT, two aces, 6♣- ace of ♣.		