



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)
VS 1 ♠: 2 ♦ ca 14-16 with 6 card suit 2 ♥♠: 5+-5 ♦ 2 NT: 5+-5+ ♠ and ♦ If 1 ♠ opening is on 2 or less, 2 ♣ is natural. If so 2 ♦ is Michaels
Vs 1 ♦: 2 ♥♠: 5+-5+ ♠ 2 NT: 5+-5+ ♠ and ♦ if opening less than 4 ♦ 3 ♣: 14-16 with 6 card suit 1M- 3 m/3hj: ca 14-16 and natural. Green vs. red: Pre-emptive
Direct and Jump Cue Bids (Style; Responses)
Over m: Both Majors (5+-5+) Over M: Other Major + ♦ (5+-5+) 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 (Muliti) 2♥♠ - 4c M and 5+ m 2NT: Both minor or game forcing hand with two suiter Dbl: ♥ and ♠ less distribution, take out vs 13-15 or weaker. After pre passing and balancing position it shows balanced maximum hand
VS. Preempts (Doubles; Cue bids; Jumps; NT bids)
t/o dbls, leaping micheals, (3M)- 4m non-leaping michaels with other major and bidden suit.
VS. Artificial Strong Openings
Dbl: Strong or both majors, 1 NT: one major and one minor, rest is natural. 2NT minors
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/H9T9x/xxx(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			



WBFF

System
Card






NBF

System:


GREEN

NCBO/team:
De Botton

Event: Spring Fours



Thomas Charlsen



Thor Erik Hoftaniska

Players

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

2♥: Multi 1) 24+ NT, 2) weak two in ♥ or ♠ (ca 3-11 HCP) 3) Gambling with a minor
3NT: Gambling with a Major
1M- (any)- 2 ♣: Toronto, 3+ support and 8+ HCP
Gazilli after 1M-1NT

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♣		2	7♣	(9)11-21, any 4-3-3-3	2♥: 5♣+4♥ about 4-7 hcp, 2♦ 5-5♣ and ♥ either weak or GF, 2♠: Invitational with 5+♣. 2♣: inv.raise, 2NT nat.inv, 3♦♥♠ splinter, f1 normally void. After opp.overcall it might be singleton and inv for game	1♣-2♣-2♦: Any singleton, 2♥: 16+, 2♠: Side suit any, 2nt bal, 3♣: 5+♣, jump is void and double jump is Exclusion BW.	1♣- 2♣: limit 1♣- 2♠: inv. balanced
1♦		4	7♣	(9)11-21, either 5 + ♦ or a 4 card M	2♦: inv. Raise 12-16 HCP, 2♥: 5-5 im maj and about 4-7 hp, 2♠: Invitational with support, 3♣: Natural invitational to game, 3♦: preemptive, 3x: Splinter, f1, normally void	1♦-2♦-2♥: Unknown singleton, 2♠: (5-4-2-2) or 4-2-4-3 or 2-4-4-3. 2nt: Nat 3♣: Nat, 3♦: 5+♦, 3♥♠ void.	1♦-2♦: limit 1♦-2♠: inv. balanced
1♥		5 (4)		(9)11-21, 5+ In 3 rd hand might be four card suit	1♠: nat, 1NT: 5-12 HCP, 2♣: drury, 3+ support and 8 + HP 2NT: GF with ♣. 2♠: Invite+ with ♥, unknown singleton. 3m: nat inv, double jumps void	1♥-2♣-2♦: denies normaly a singleton, some extras+, 2NT:6-4, 2♠: any singleton, 3♣: 5-(5), 3♦: 5-(5), 3♥: invite without shortage, 3♠/4♠/4♦: Any void, extras not needed.	
1♠		5 (4)		(9) 11-21, 5+ In 3 rd hand might be four card suit	Same principals as after opening 3NT: 2-4-(4-3)	Same principals as after opening 1♥	
1 NT			7♣	(14)15-17, 5c M and 6 c m possible	Stayman, transfers, 2♣ minorstayman 3♠♥ is singleton in opposite major with ♦, 3♣ puppet, 3♦ singleton ♣, 4♦♠ transfers to ♠♥ (also after over calls)	1nt-2♣-2♦-2♥: Weak both majors 1 nt- 2♣- 2x- 2♠: Inv ♣ 1 nt- 2♣- 2♦- 3♥/♠: 5C in the other major 1 nt- 2♦-2♥-2♠: transfer to 2NT (accept 2c H) 1 nt- 3♣: Puppet- 3♦: ♦, 3M: Nat, 3 NT: no maj 1 NT- 3♠: Short clubs, normally 5+ ♦ 1NT- 3M: Short in the other major	
2♣	x		7♣	18-19NT/20-21 NT/ 8+ tricks with a suit/GF	2♦-relay, 2♠♥:3♣♦ to play vs 18-19NT with no support, 2nt:one or both M. inv. to slam vs 18-19NT if one major, , 3♥: 5-5♥ ca 3-4 HCP, 3♠: 5+5♣♦ and ca 8-10 HCP	2♣-2♦-2♥: ♥ or 18-19 bal, 2♠ new relay and 2NT weak with both minors,3♥5♣ less than 3♥ 2♣-2nt:3♣-3♦: 6+♥, 3♥ 6+♠, 3♠: Both M short ♣, 3NT: Both M short ♦	
2♦	x	0		3-11 HCP with 6 card suit (might be 5 in 3 rd hand)/24+NT/ gambling minor	New suit P/C, 2NT asking: 3♣ is max with a major, 3♦ min with ♥, 3♥ min with ♠, 3♠ solid minor, 3nt 24+ nt.	If opp.overcall dbl is for penalties 2NT: Forcing bid, others NF	
2♥	x	5		4-10 HCP with 5+ ♥ and 5+ ♠ or ♦	2NT: Asking for suit and strength. 3♣ min with ♠, 3♦ min with ♥, 3♥ 6-5- 3♠ max with ♣. 3 NT max with ♦ New suit NF. 3♠ p/c 3♦: Inv+ with support to major. Replies: 3♥ minimum, 4x void	Dbl M: for Pen. Dbl M: Pass or correct	
2♠	x	5		4-10 HCP with 5+ ♠ and 5+ ♣ or ♦	Same principals as after 2♥		
2 NT				22-23NT	3♣: Puppet- 3♦: one or both majors, 3♥: denies M, 3 NT: 5♥, transfers, 4♠ slamtry ♥, 4♦ slamtry ♠, 4♥ slamtry ♣, 4♠ slamtry ♦ 3♠: Minor search 5-4+	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 ♣.		