




Defensive and Competitive Bidding
<b>Overcalls (Style; Responses; Reopening)</b>
1 - level: 5-17hp 2 - level: Sound
<b>1 NT overcall (2ND/4TH; Responses; Reopening)</b>
1NT = 15-18
<b>Jump Overcalls (Style; Responses; Unusual NT)</b>
2M = 4 card suit and 5+m (normally club) 11-16 2NT=two lowest suits vs 1m (5+-5+), both minor if ♣=2+, 2 highest suits vs 1M opening 3♣ = 2-suiter 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: 2-suiter
<b>VS. NT (vs. Strong/Weak; Reopen: PH)</b>
Dbl = equal strength 2♣ = both major 2♦ = 5+ ♥ or ♠ 2♥ = 4(5)♥ + 5+minor 2♠ = 4(5)♠ + 5+minor 2NT = both minor or strong 2-suiter
<b>VS. Preempts (Doubles; Cue bids; Jumps; NT bids)</b>
X=t/o 2NT = 15-18
<b>VS. Artificial Strong Openings</b>
vs 1♣: X= majors, 1NT= minors, 2NT55+m vs 2♣/2♦: X=both M, 2NT=both m
<b>Over Opponents' take out double</b>
XX = 10+hp System on, some 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	3 <sup>rd</sup> -5 <sup>th</sup>	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	Hx $\underline{x}$ x/ xx $\underline{x}$ (x), $\underline{x}$ x	Hxx $\underline{x}$ (x)/HT9x, xx $\underline{x}$ (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: high = enc			
Doubles			
Takeout Doubles (Style; Responses; Reopening)			
Light			
Special, Art and Comp Dbl/Rdbl's			
Support dbl/rdbl			

System Card		
		
<b>WBF</b>		
System:		
<b>EC 2024</b>		
<b>Norway Open</b>		
<b>Players</b>	<b>Tor Eivind Grude</b>	<b>Geir Helgemo</b>
System Summary		
General Approach and Style		
Nat, 5533 (14+)15-17NT Usually sound openings/preempts, but green vs red might be very light		
Special bids that may require defence		
3♣ overcall is 2-suiter (may be non forcing)		
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	2♣= inverted minor inv+, 2♦=5♥ and 4♠ 4-9hp, 2♥/2♠= 6-card, 3-8 hcp, 3♣ = preempt in ♣,		
		3	4♥	3+♦ (4432) 11-22 hp	1♥/1♠/1NT = nat, 2♣ = GF nat, 2♦ = inverted minor inv+, 2♥/2♠= 6-card, 3-8 hp, 2NT = Nat inv, 3♣=nat inv, 3♦ = preempt in ♦		
1♥		5	4♦	5+♥ 11-21hp	2/1 = GF, 2♠=4-8 6♠, 2NT= GF Jacoby, 3♣ = nat inv, 3♦ =nat inv, 3♥ = inv		2♣ = 8-11 3+♥, 2♦= 5♦+2♥
1♠		5	4♦	5+♠ 11-21hp	2/1 = GF, 2NT = GF Jacoby, 3♣ = nat inv, 3♦ = nat inv, 3♥ = nat inv, 3♠ = inv		2♣ = 8-11 3+♠, 2♦= 5♦+2♠
1 NT			4♦	(14)15-17NT (5M/6m/5422, rarely sing)	Stayman/transfer, 2♠ = ask minors or weak ♦, 2NT = 6+♣, 3x= singleton		
2♣	X	0		22-23NT or strong unbalanced	2♦ = waiting bid, 2♥ = 5+♥ 5+hp, 2♠ = 5+♠ + 5+hp		
2♦	X	0		6(5)♦ 5-9HP	2♥/♠ = not forcing, 2NT = Asking short, 3♣ =asking points and suit		
2♥	X	5		6(5)♥ 5-9HP	2♠ = not forcing, 2NT = Asking short, 3♣ =asking points and suit		
2♠	X	5		6(5)♠ 5-9HP	2NT = Asking short, 3♣ =asking points and suit		
2 NT				20-21 bal	Puppet stayman and transfers	Slam Conventions	
3x		6		PRE, ACC to VUL		(Mini)-Splinter	
3NT	X			Solid major	4♣=p/c, 4♦=Asks for control	Italian Cue-bids	
4♣,♦	X	6		PRE		Jacoby	
4♥,♠	X	6		To play		RKCB (0314)	
4NT				Asking for specific aces	5♣=0, 5♦/♥/♠= that ace, 5NT=2 aces 6♣ = ace of ♣,	DOPI/ROPI (but xx on 4nt is to play)	