

## Defensive and Competitive Bidding

### Overcalls (Style; Responses; Reopening)

1 - level: 5-18 hcp

2 - level: Sound

### 1 NT overcall (2ND/4TH; Responses; Reopening)

1NT = 15-18

### Jump Overcalls (Style; Responses; Unusual NT)

2NT=two lowest suits (5+-5+)

Reopen: 11-14 HCP, 6+

Direct overcall shows around 13-16 with a good suit except in green vs red: Then preemptive

### Direct and Jump Cue Bids (Style; Responses)

Over m: Both M (5+, 5+) (nat if ♣=2+, then 2♦ both M)

Over M: Other Major + minor (5+-5+)

Jump cue-bid: Asks for stopper, except 1♣-3♣=nat if opening could be 2- C.

### VS. NT (vs. Strong/Weak; Reopen: PH)

Dbl = equal strength, "10-12 bal" in 4<sup>th</sup> (may be stronger)

2♣ = Both majors (could be down to 4-3+ in exception cases)

2♦ = One major (Competitive or inv+)

2M = Nat, about "11-14" hcp 2<sup>nd</sup> seat, little weaker 4<sup>th</sup> seat.

2NT = both minor or a strong 2-suiter GF

### VS. Preempts (Doubles; Cue bids; Jumps; NT bids)

X=t/o

2NT = 15-18

Leaping/Non-leaping Michaels

### VS. Artificial Strong Openings

Vs 1♣: Dbl is MM or any good hand, 1NT M+m, 2 NT mm

### Over Opponents' take out double

XX = (9)10+hp

## 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	H98x/9x
X	Hx <del>xx</del> /xx <del>x</del> (x), <del>xx</del>	Hxx <del>x</del> (x)/HT9 <del>x</del> , <del>xxx</del> (x)

### Signals in order of priority

	Partners lead	Declarer	Discarding
Suit:	Rev Att	Count	Rev Att
2 <sup>nd</sup>	Count	Lavinthal	Lavinthal
3 <sup>rd</sup>	Lavinthal		Count
NT:	Rev Att	Smith	Rev Att
2 <sup>nd</sup>	count	Lavinthal	Lavinthal
3 <sup>rd</sup>	Lavinthal	Count	Count

Signals (including Trump's): high-low = even/disc

Standard smith vs NT (high enc)

## Doubles

### Takeout Doubles (Style; Responses; Reopening)

Light

### Special, Art and Comp Dbl/Rdbl's

Support dbl/rdbl

## System



## Card

WBF



NBF

## System:

### Players



Christian Bakke

Thor Erik Hoftaniska

## System Summary

### General Approach and Style

Nat, 5542

(14+)15-17NT

2♣ = 18-21 bal or strong unbal

### Special bids that may require defence

2♦ = Multi: 6M 2-10hcp, solid m, or 24+NT

1M - 2♣ = 3+M support 8+

### Special forcing pass sequences

After GF establish or obvious opps is sacrificing

### Important notes that don't fit

2-way checkback stayman

(1/2M) - x - (pass) - trsf responses

### Psychics

Rare

Opening	Art	Min. #	Neg. D.	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣	X	2	4♥	2+♣, 11-22hp	1♦ = nat 1 level responses, 2♣ = GF C 2♦ = both MM, 2♥ = 4♥/5♠ = 0-9 hcp, 2♠ = Supp inv+, 2NT = GF, 3♣ = preempt in ♣, 3♦ = pree, 3M = void, 3nt = 13-15 bal	1m - 1x - 2NT = GF 6+m	
1♦		4	4♥	4+♦, usually 5+♦ or 4♦4M, 11-22 hp	1♥/1♠/1NT = nat, 2♣ = GF nat, 2♦ = 55MM any strength, 2♥/2♠ = as opening 1♣, 2NT = Nat inv, 3♣ = nat inv, 3♦ = preempt in ♦		
1♥		5	4♦	5+♥ 11-21hp	2♣ = 3+♥, 8+, 2♦ = GF, 2NT = GF ♣, 3♣/♦ = nat inv, 3♥ = preempt, 3♠ = void, 3NT = 3244 12-15, 4m = void	1M - 1NT - 2♣ = gazzilli (nat 11-15 or 16+), 2NT = 6-4 hand almost GF 1♥ - 1♠, 2NT = GF 6+♥	
1♠		5	4♦	5+♠ 11-21hp	2♣ = 3+ ♠, 8+, 2♦/♥ = GF, 2NT = GF ♣, 3♣/♦/♥ = nat inv, 3♠ = preempt, 3NT = 2344 12-15, 4m/♥ = void	Same as opening 1♥	
1 NT			4♥	(14)15-17 NT (5M/6m/5422, rarely sing)	Stayman/transfer, 2♠ = minor stayman, 2NT = inv (may have 4M), 3♣ = ask 5c M, 3♦/♥/♠ = short	Re-transfers after stayman and transfer bids.	
2♣	X	0	4♥	18-21 NT or strong unbalanced	2♦ = waiting bid, 2M/3m = to play opposite 18-21, 2NT = 55M+M or 6+M GF, 3M = short, GF	2♣ - 2♥ - 2♥ = 18-19 bal or Nat	
2♦	X	0		Multi, 5/6M (0)2-7 hcp or 24+NT. Promise 6 vul	2/3♥/♠ = pass or correct, 2NT = Asking, 4♣ = ask for transfer	2♦-2NT: 3♣ = Med/max with either M, 3♥ min ♥, 3♥ min ♠, 3♠ = solid m, 3NT = 24-25	
2♥		6		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, 4 x void	Dbl m: for Pen. Dbl M at: Pass or correct	
2♠		6		4-10 HCP with 5+ ♠ and 5+ ♣ or ♦	Same as above		
2 NT				22-23 bal	Puppet stayman (3♥ denies -> 3♠ = transfer 3NT, 3NT = 5♠) and transfers, 4x = slamtry in suit ±2	Slam Conventions	
3x		6		PRE, ACC to VUL	New suit on 3-level is forcing vul, constructive NF non vul	Italian Cue-bids  RKCB (0314) DOPI/ROPI	
3NT	X	7		Gambling major	4♣: double trsf., 4♦ asking for shortage, 4♠♥: To play		
4♣, ♦		6		PRE acc to vul			
4♥, ♠		6		To play			
4NT				Asking for specific aces	5♣ = 0, 5♦/♥/♠ = that ace, 5NT = ♣ ace, 6x = 2 aces		