




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 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
VS. NT (vs. Strong/Weak; Reopen: PH)
Dbl = equal strength, "10-12 bal" in 4 th (may be a little stronger) 2♣ = Stayman (typically both M or 1M + 1m) 2♦ = One major (Competitive or inv+) 2M = Nat, "11-14" hcp 2 nd seat, little weaker 4 th seat. 2NT = both minor or strong 2-suiter
VS. Preempts (Doubles; Cue bids; Jumps; NT bids)
X=t/o 2NT = 15-18 Leaping/Non-leaping Michaels
VS. Artificial Strong Openings
Yeslek (but jumps are natural)
Over Opponents' take out double
XX = 10+hp Transfers after 1M - (x) up to 2M

Leads and Signals			
Opening Leads Style			
	Lead	In Partner's Suit	
Suit	3 rd -5 th	3 rd -5 th	
NT	ATT	3 rd -5 th	
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 xx /xx x (x), xx	Hxx x (x)/HT9x, xx (x)	
Signals in order of priority			
	Partners lead	Declarer	Discarding
Suit:	Rev Att	Count	Rev Att
2 nd	Count	Lavinthal	Lavinthal
3 rd	Lavinthal		Count
NT:	Rev Att	Smith	Rev Att
2 nd	count	Lavinthal	Lavinthal
3 rd	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	Thomas Charlsen
System Summary		
General Approach and Style		
Nat, 5542 Transfer responses to 1♣ opening (14+)15-17NT 2♣ = 18-21 bal el sterk ubal		
Special bids that may require defence		
Transfer responses to 1♣ opening 2♦ = Multi (5/6M 2-7hcp) or 24+NT 1M - 2♣ = 3+M 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. through	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣	X	2	4♥	2+♣, 11-22hp	1♦ = 4+♥, 1♥ = 4+♠, 1♠ = bal or ♦, 1NT = 10-12 2♣ = inverted minor inv+, 2♦/2♥ = 6+♥/♠ = 0-9 hcp or GF, 2♠ = both m, 5+ 5+, 0-9 or GF, 2NT = GF, 3♣ = preempt in ♣, 3♦ = pree, 3M = void, 3nt=16-18	1♣ - 1♦ - 2♥ = Good 12-14, 4♥ 1m - 1x - 2NT = GF 6+m	2♦ = Invitational ♣ 2M = Fit jump
1♦		4	4♥	4+♦, usually 5+♦ or 4♦4M, 11-22 hp	1♥/1♠/1NT = nat, 2♣ = GF nat, 2♦ = inverted minor inv+, 2♥/2♠ = 6-card, 0-8 hp, 2NT = Nat inv, 3♣ = nat inv, 3♦ = preempt in ♦		3♣ = Invitational ♦ 2M = Fit jump
1♥		5	4♦	5+♥ 11-21hp	2♣ = 3+♥, 8+, 2♦ = GF, 2NT = GF bal or ♣, 3♣/♦ = nat inv, 3♥ = preempt, 3♠ = splinter in any, 3NT = void ♠, 4m = void	1M - 1NT - 2♣ = gazzilli (nat 11-15 or 16+), 2NT = 5-5+ GF 1♥ - 1♠, 2NT = GF 6+♥	
1♠		5	4♦	5+♠ 11-21hp	2♣ = 3+ ♠, 8+, 2♦/♥ = GF, 2NT = GF bal or ♣, 3♣/♦/♥ = nat inv, 3♠ = preempt, 3NT = splinter in any, 4m/♥ = void		
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		
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♣ = ♥ not max w/6, 3♦ = ♠ not max w/6, 3♥ = max ♠, 3♠ = max ♥, 3NT = 24-25	
2♥		6		6♥ 8-11 hcp	2NT = asking, other bids = natural forcing, jumps = splinter	2M-2NT: 3♣ = 4+ sidesuit (unknown), 3♦ = short minor, 3M = min no short, 3OM = short, 3NT = max, no short, 4x = void	
2♠		6		6♠ 8-11 hcp	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 Jacoby RKCB (0314) DOPI/ROPI	
3NT	X		Running minor, max Q on the side	4♣ = p/c, 4♦ = Asks for control			
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		