Defensive and Competitive Bidding

Overcalls (Style; Responses; Reopening)

1 level: (very) light (with good suit, i.e. KQJx(x), no outside values needed). (1x)-1y-(p)-2x=good raise

2 level: sound

Responses 1-level: F1, 2-level: constructive, 10+hcp, 3 level = nat FG

Double jumps are fit jumps – for slam OR save

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

15-18 hcp any seat. System on.

If doubled: All bids to play (except 2NT) 2♣ is treated as natural, but could possibly be t/o in any two other suits.

Jump Overcalls (Style; Responses; Unusual NT)

If 1♣ ≤2⁺(1♣) – 2♦ = MMs. Weak nat jump overcalls (3-10 hcp (up to 15 if passed p)), 2NT = two lowest, 5⁺-5⁺, wide range. Leaping Michaels, FG, also over 3M, also 4th seat (vs Multi, suit+♥), also over 1M-2/3M (pre), 2M-3M

Direct and Jump Cue Bids (Style; Responses)

Over m = both M. Wide range (3-22 hcp)

(NB! If 1♣ ≤2⁺, then 2/3♣=nat)

Over M = other M + ♣. Wide range (3-22 hcp)

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

VS strong NT 2nd -3rd seat: Multi Landy

4th seat or passed: Dbl = ♠+another suit, 2♣/♦ = ♣/♦ +♥, 2♥/2♠ = natural, 2NT = both minors or majors

Vs weak NT (11-13 or less) = Multi Landy

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

T/O dbl. Leaping Michaels (5⁺-5⁺, FG) over 2M/3M, all seats

Cuebid: ASK for stopper

VS. Artificial Strong Openings

X= Ms, NT = ms

Over Opponents' take out double

Rdbl: (9)10+ HCP, 1-over-1 = F1

1♥/♠– (x) – all bids from 1NT to bid touching 2M are transfers. Could be for values. Sys on from 2♠/NT

Leads and Signals

Opening Leads Style

	Lead	In Partner's Suit
Suit	3rd-5th, top of sequence/inner sequence	3rd-5th
NT	4th best (low x may sometimes be from longer suits), top or second best from bad suits	3rd-5th
Subseq	Attitude when opening a new suit	

Leads

Lead	Vs. Suit	Vs. NT
Ace	AK/AKx/AKxx(x)	AK/AKx/AKxx(x)
King	KQ/KQJ(x)/KQT(x)	KQ/KQJ(x)/KQT(x)/AKJT
Queen	AQJ(x)/QJ(x)/QJT(x)	AQJ(x)/QJ(x)/QJT(x)/ KQT9
Jack	HJT(x)/JT(x)	HJT(x)/JT(x)
10	HT9x/T9x	HT9x/T9x
9	A98/Q98/J98/9x	A98/Q98/J98/98xx
x	Hx**x**x/xx**x**(x)	(10)Hxx**x**/**xx**xx(x)/**x**xx(x)

Signals in order of priority

	Partners lead	Declarer	Discarding
Suit:	Low=Encrg	Count, 3rd/5th	Low=Encrg
2nd	Count, 3rd/5th	S/P	Count, 3rd/5th
3rd	S/P		S/P
NT:	Low=Encrg	Smith-Peter	Low=Encrg
2nd	Count, 3rd/5th	Count, 3rd/5th	Count, 3rd/5th
3rd	S/P	S/P	S/P

Signals (including Trump's):

S/P in trump, Smith-Peter: low likes from leader, high likes from partner

Low=odd number or encouraging, High= Even number or discouraging

5/6 level: A for attitude, K for count

A-lead vs suit: for attitude, give count only if Qxx or Jxxx in dummy

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Doubles

Takeout Doubles (Style; Responses; Reopening)

Light style, also reopenings

Special, Art and Comp Dbl/Rdbl's

Support dbl and rdbl, responsive dbl, negative dbl, competitive dbl

1♣–(1♦)–dbl=♥, 1♥=4+♠, 1♠=4♠+4⁺♥ 1♣–(pass)–1x- (x)–xx= suggest to play (HHxx+ in suit).

System Card

WBF

NBF

Category: Red

NCBO/team:
Norway

Event:
EC2019 Mixed Teams

Players:

Christian Bakke   **Marianne Harding**

System Summary

General Approach and Style

Natural, 5-card majors, 4♦, 1♣=2+

Very light opening bids if distributional.

2-over-1 Responses: GF except rebid (note 1M-2♣ could be inv with support – only forcing to 2M)

1NT: 8-12 1st, 2nd hand all green and green vs red

1NT =15-17 red and all 3rd / 4th seat

Special bids that may require defence

Mini NT 1st, 2nd hand all green and green vs red

Transfers after 1♣ opening

1M-2♣=3M,10-12 OR Nat GF unless rebid

2♦: (0) 3-10 hcp, 4+-4+M. Playing strength depend on vul

Special forcing pass sequences

Important notes that don't fit

Psychics

May occur

Opening	Art	Min. #	Neg. D. thru	Description	Christian Bakke – Marianne Harding Norway Mix **Responses**	Subsequent Auction	Passed Hand Bidding and interfered auctions
1♣		2	4♠	Freedom of choice of which minor to open with equal length or 4/3. Could open v light if distributional (8 hcp),	1♦=♥, 1♥=♠, 1♠= 6-8 NT/ weak with ♣/ weak with both m, inv with ♦ or GF with ♦ (could have GF 5+♦,4+M) 1 NT=9-10 (11) hcp balanced, 2NT = nat, inv 2♣= inverted minor, at least invitational, 2♦/2♥= 6+ cards♥/♠, 4-7 hcp or GF 2♠=♣ supp, 6-9 hcp, 3♣ = preemptive, 0-5 hcp, 3♦/♥/♠= void	1♦- 2♥ = 4♥ 11-12 (13) hcp 1♦- 1♥= 3♥ any distribution (could be doubleton nv, 1st/2nd seat), or 4♥ and stronger (semi) balanced hand (strength depending on vuln. because of weak NT non vul), xy and xyz NT 1♣-2♣-3♣=weak 4+♣, 1♣-2♣-2NT=12-13 (14) balanced ,1♣-2♣-2♦=nat, strong,OR (17)18-19NT	Passed: Transfers and Inverted minor on. xy-NT and xyz on. Fit jumps 1m – (2M) -2NT=Lebensohl (always) 1♣ -(1♥) – 2♥=6+♠, 2♠=inv minor (off if passed – fit jump) Switch (only if 2 suits available on 2-level)
1♦		4	4♠		Inv minor, 3♣=4+♦,6-9, 2M=6+, 4-7, double jumpshifts = void	Natural, xy-NT, xyz, 1♦-1M-2oM = nat OR 16+, 6+♦+3M, 1♦-1♠, 4♦=4252,18+, 4♠= 4441, 18-19	As above
1♥		5	4♠	5+♥ Could open v light if distributional. 11+ if balanced	2♣=3♥, 10-12 OR Nat GF unless rebid 2♦ 2/1=GF unless rebid 2♠= Mini-splinter in one m, exactly invitational, 3♣=4+♥, bal inv, 3♦ = single ♠, inv, 3♥=pre, 2NT=4+♥,GF. 4♠=To play	2♣– 2♦=Art., game possible, 2♥=min. 2NT-3NT=(17)-18-19 bal. 2NT-3x=nat, not min. 2NT-3x-3♥=asks for singleton, 3/4x = singleton, 3NT = start cuebid	1♥-2 m = values in bid m, 3+♥, inv 1♥–2 NT = both minors Transfer responses if double
1♠		5	4♠	As above	1NT=NF, 6-11 hcp, 2♣=3♠, 10-12 OR Nat GF unless rebid, 2♥= 5+♥ FG 3♣= Mini-splinter in one m 3♦ = 4+♠, bal inv, 3♥=single, inv, 3♠=pre, 2NT=4+♠, GF, 4♣♦♥=void	As above	As above
1NT			4♠ ----- -- No neg. dbl	15-17 vul and 3rd/4th seat (5M/6m/single/5-4) --------------------------- 8-12 1st, 2nd non vul Normally no 5-card or singleton major	**Strong NT:** 2♣ = Stayman, 2♦/♥/♠= transfers, 2NT = nat, no Ms, 3♣= Puppet Stayman, 3♦♥♠=singleton, 4♣=trf to ♥, 4♦ = trf to ♠, 4♥/♠= to play **Weak NT:** 2♣ = Weak (≤ inv) Stayman, 2♦=GF Stayman, 2♥/♠= to play, 2NT = inv, no M 3♣/♦ = to play, 3M: 6+ cards, very mild distributional game try, 4NT= quantitative	1NT-2NT 3♣♦=Nat, NF , ♥/♠= 5-card, GF 1NT-3♣, 3♦ = no 5-card M – 3M= 4oM. Break transfer: 2NT=4+max, 3x=Nat HHxx(x), 3+ card support..1NT-3x-4x=super fit 1NT -2♣–2x, 2/3M=5 card suit, inv 1NT -2♦-2M = opposite M 2NT=asks further distribution	**Contested auctions** If natural interference: Bid=NF, t/o dbl, transfer Lebensohl. If art. int., dbl = inv+ If natural interference: dbl = penalty, if dbl: xx = to play If artificial interference: dbl = inv+
2♣	X			Strong. Normally 20+ hcp, could be weaker with 9+/- playing tricks	2♦ = weak. 2♥/♠= Nat, 5+ hcp, 2NT=balanced, 7+ hcp, 3m= Nat, at least Hxxxx, 6+hcp, 3M=4M+5+♦, 3NT=solid suit, no outside strength	2♣ - 2♦-2♥/♠-3♣=2nd neg (rele if response 3♣/♦) 2♣-2NT-3♣=ASK 4 card suits, 2♣-2♦-3M=5+♦-4M, 2♣ - 2M-3M-3/4x=single, 3NT=bal slamtry	
2♦	X			Min. 4-4(5 vul) MM. (0)3-10 hcp, playing strength dep on vul.	2/3/4♥/♠ or NT bid = to play, 3♣= ASK 3♦=3M3M, inv+ 4♣/4♦ = slamtry ♥/♠	2♦-3♣-3♦ = all minimum hands 2♦-3♣-3♥/♠=5+ cards in bid suit and max. 2♦-3♣ –4♣/♦ = void and min. 5-5.	4th seat: 11-15, 6(+)-card suit
2♥		(5)6		Weak, 3-10, dep vul	2NT = ASK for singleton, New suit F1	2♥– 2NT–3♥= min, no 1/0, 3NT= max, no 1/0	4th seat: 11-15, 6(+)-card suit
2♠		(5)6		As above	2NT = ASK for singleton, New suit F1	As above	As above
2NT			4♠	20-21 hcp	3♣ = Puppet Stayman (3♥= denies M, 3NT=5♥) 3♦/♥= transfers, 3♠= slamtry m (4+-4+), 4♣ = slamtry with 6+♥, 4♦ = slamtry with 6+♠ etc. If interference: dbl=t/o, if art: dbl=strength	**High Level Bidding**	
3x		6		Preemptive, according to vul, (0)3-10(13) hcp	3♣- 3♦=trf, to play in ♥or ♠(light inv) or pick a game. New suit FG (competitive if dbl), 3x-4♣(♦)= ASK controls, 4M=To play	RKCB (0314), Exclusion RKCB (all jumps to the 5-level when trump suit is agreed), DOPI/ROPI/DEPO (with interference above trump suit). 5NT in most situations: pick a slam. If trump Q denied, we can switch trump to a previous bid suit.	
3NT				1st/2nd seat: solid m	4♣ = p/c, 4♦=ASK short suit,4M=To play, 4NT=ASK length	Splinters	
4♣,♦		6		Natural, preemptive	4M = To play	Cuebids, last train cuebids	
4♥,♠		6		Natural. To play	Any bid: Cuebid.	Lightner dbl	
4NT	X			Asks for specific aces	5♣ = none, 5♦ ♥ ♠6♣ that specific ace		