




Defensive and Competitive Bidding
Overcalls (Style; Responses; Reopening)
Light overcalls with good suit. Overcalls at the 2-level is normally solid. After an overcall, a new suit on two-level are not F1
1 NT overcall (2ND/4TH; Responses; Reopening)
(14)15-18 in all hands. Same response as after 1NT opening.
Jump Overcalls (Style; Responses; Unusual NT)
Preempt. Over a preemptive opening a jump overcall is strong. 2NT: Two lowest
Direct and Jump Cue Bids (Style; Responses)
(1♣/♦) - 2♦ both M Cuebid of a M shows opposite M + ♣ Jump Cubid ask for stopper
VS. NT (vs. Strong/Weak; Reopen: PH)
Vs strong NT: x: ♠+ other suit (at least 4-4), 2m: m + ♥ (at least 4-4), 2M: natural Vs weak NT: x: punish, 2♣ both M, 2♦ one M, 2M: 4+M 5+m
VS. Preempts (Doubles; Cue bids; Jumps; NT bids)
Vs any 2 level preempt: 4m = 5-5 m+M
VS. Artificial Strong Openings
Vs 1♣: x= ♦ or ♥+♠, 1♦=♥ or ♠+♣, 1♥= ♠ or both m, 1NT= ♣ or ♦+♥, 2 level nat Vs 2♣: Dbl = ♣
Over Opponents' take out double
Rdb: 10+ hcp 1-level: forcing, 2-level non-forcing






Leads and Signals			
Opening Leads Style			
	Lead	In Partner's Suit	
Suit	3 rd .5 th =odd; 2-4 th .6 th =even	3 rd .5 th =odd; 2-4 th .6 th =even	
NT	LOW = ENC	3 rd .5 th =odd; 2-4 th .6 th =even	
Subseq	LOW = ENC		
Leads			
Lead	Vs. Suit	Vs. NT	
Ace	A <u>K</u> / <u>A</u> Kx/ <u>A</u> Kxx(x)	A <u>K</u> / <u>A</u> Kx/ <u>A</u> Kxx(<u>x</u>)	
King	<u>K</u> Q/ <u>K</u> QJ(x)/ <u>K</u> QT(x)	<u>K</u> Q/ <u>K</u> QJ(x)/ <u>K</u> QT(x)	
Queen	<u>A</u> QJ(x)/ <u>Q</u> J(x)/ <u>Q</u> JT(x)	A <u>Q</u> J(x)/ <u>Q</u> J(x)/ <u>Q</u> JT(x)	
Jack	H <u>J</u> T(x)/ <u>J</u> T(x)	H <u>J</u> T(x)/ <u>J</u> T(x)	
10	H <u>T</u> 9x/ <u>A</u> Q <u>T</u> (x)/ <u>T</u> 9x	H <u>T</u> 9 <u>x</u> / <u>A</u> Q <u>T</u> (<u>x</u>)/ <u>T</u> 9x	
9	H9 <u>x</u> /9xx/ <u>T</u> 9	H9 <u>x</u> / <u>9</u> xx/ <u>T</u> 9	
X	Hxx <u>x</u> /H <u>T</u> 9x/xxxx(<u>x</u>)	Hxx <u>x</u> /H <u>T</u> 9 <u>x</u> / <u>x</u> xx(x)	
Signals in order of priority			
	Partners lead	Declarer	Discarding
Suit:	LOW=ENC	HL=EVEN	LOW=ENC
2 nd	H/L=EVEN	Lavinthal	H/L=EVEN
3 rd	Lavinthal		
NT:	LOW=ENC	Smith	LOW=ENC
2 nd	H/L=EVEN	H/L=EVEN	H/L=EVEN
3 rd	Lavinthal	Lavinthal	Lavinthal
Signals (including Trump's): Smith:LOW=LIKES from both sides. Lavinthal can occur in Trump			
Doubles			
Takeout Doubles (Style; Responses; Reopening)			
Normal takeout doubles			
Special, Art and Comp Dbl/Rdbl's			
Responsive doubles. Supportdoubles thru 2♥. Lead directing But dbl on overcaller in own suit indicates another lead.			

	System Card	
WBFF		
System:		
Players		
	Maja Rom Anjer	Odin Spillum Svendsen
System Summary		
General Approach and Style		
Natural system (14)15 -17 NT (5M,6m, singleton og 5422 are allowed) 2♦ Weak Multi 2♥/2♠: 6C 8-11 2NT: 20-21 NT		
3rd/5th leads and LOW is EN		
Special bids that may require defence		
2♦ = weak major, 0-8(10 in third hand) hcp, 5+ c		
Special forcing pass sequences		
Standard forcing pass sequences		
Important notes that don't fit		
Psychics		
Very rare		

Opening	Art	Min. #	Neg. D. through	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		2	3♠	2+♣ (8) 11+ hcp	2♣: 5+♣ no 6-9 2♦: 5+♣ invitational (7)8-11 2♥: 5-5 M 6-9, 2♠: GF 5+♣, 3x: renons	X-Y-NT, X-Y-Z 1♣-1M, 2♣ -2♦: GF	2♣: 6-9 hcp 5+c supp 2♦ in X-Y-NT/ X-Y-Z = inv w ♦
1♦		4	3♠	4+♦ (8) 11+ hcp	2♦: 4+♦ no 4M, 6-9 3♣: 4+♦ invitational (7)8-11 2♥: 5-5 M 6-9, 2♠: GF 4+♦, 3x: renons	X-Y-NT, X-Y-Z 1♦-1M, 2♦ -3♣: art GF	2♦: 6-9 hcp 2♦ in X-Y-NT/ X-Y-Z = inv w ♦
1♥		5	3♠	5+♥ (8) 11+ hcp	2NT: 4+♥ minimum GI, 2♣ nat GF or inv+ w 3+ s 2♠/3m: singleton GI 3♥: preempt. 3NT: preempt in ♥	X-Y-NT 1♥ - 1NT - 2NT: GF 1♥ - 2♥ - 3x: Inv, 3+, 1♥-2♥-2NT: ask 4 singleton	2♣: Drury 3c supp, 2♦: Drury 4+ c supp
1♠		5	3♠	5+♠ (8) 11+ hcp	2NT: 4+♠ minimum GI, 2♣ nat GF or inv+ w 3+c 3x: singleton GI 3♠: pre-empt. 3NT: preempt in ♠	1♠ - 1NT - 2NT: GF 1♠ - 2♠ - 3x: Inv, 3+, 1♠ - 2♠ - 2NT:ask 4 singleton	2♣: Drury 3c supp 2♦: Drury 4+ c supp
1 NT			3♠	(14)15-17	2♣: Stayman, 2♦/♥: Trsf, 2♠: minor 3m: HHxxxx: 3M: single 4(3) in opp M 4m: Trsf to M	after Stayman: raise of M= inv, 2♠ = ♠ + m, 3♣ new search, 3♦ nat F1, 3M: 4c 5 in opp M. After transfer: new suit F1, 4NT inv to slam, raise=inv	
2♣	x			Strong	2♦: Relay 2M/3m: Nat GF 2NT: both minors (5+)	Puppet/transfer after 22-24 NT Baron/transfer after 25-27 NT	
2♦	x	5		Multi 0-8 hcp 0-10 In 3.rd	2-4M: P/C, 2NT: ask for suit/strength, 3♣: To play 3♦: Own Major (inv+)		
2♥		6		6♥ 8-11 hcp	2NT: ask for singel New suit: F1 one round	2NT-3NT: No singleton but max	
2♠		6		6♠ 8-11 hcp	2NT: ask for singel New suit: F1 one round	2NT-3NT: No singleton but max	
2 NT				20-21	3♣: Puppet stayman, 3♦/♥: Transfer, 3♠: minor 4m: inv to M-slam, 4M: inv to m-slam	Slam Conventions	
3x		(6) 7		Preemtive	3y: forcing. Answer: 3NT wo sup. 3x- 3M = nat, 3M - 4m = Q	BW: 5 aces - 0314	Cuebid Italian style Last train 5NT: pick a slam
3NT		7		Solid minor (1-2..hand)	4/5m = P/C		
4♣,♦		(7) 8		Preemtive	4M = to play		
4♥,♠		(7) 8		Preemtive	New suit = Q		
4NT		5-5		Both minors Preemtive			

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 $1♣ \leq 2^+(1♣) - 2♦ = \text{MMs}$. 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 4 th 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 $1♣ \leq 2^+$, then 2/3♣=nat) Over M = other M + ♣. Wide range (3-22 hcp)
VS. NT (vs. Strong/Weak; Reopen: PH)
VS strong NT 2 nd -3 rd seat: Multi Landy 4 th 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	3 rd -5 th , top of sequence/inner sequence	3 rd -5 th	
NT	4 th best (low x may sometimes be from longer suits), top or second best from bad suits	3 rd -5 th	
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 xx /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, 3 rd /5 th	Low=Encrg
2 nd	Count, 3 rd /5 th	S/P	Count, 3 rd /5 th
3 rd	S/P		S/P
NT:	Low=Encrg	Smith-Peter	Low=Encrg
2 nd	Count, 3 rd /5 th	Count, 3 rd /5 th	Count, 3 rd /5 th
3 rd	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			
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		
Category: Red		
NCBO/team: Norway		
Event: EC2019 Mixed Teams	Christian Bakke	Marianne Harding
Players:		
System Summary		
General Approach and Style		
<p>Natural, 5-card majors, 4♦, 1♠=2+ Very light opening bids if distributional.</p> <p>2-over-1 Responses: GF except rebid (note 1M-2♣ could be inv with support – only forcing to 2M)</p> <p>1NT: 8-12 1st, 2nd hand all green and green vs red 1NT =15-17 red and all 3rd / 4th seat</p>		
Special bids that may require defence		
Mini NT 1 st , 2 nd hand all green and green vs red		
Transfers after 1♣ opening		
1M-2♣=3M, 10-12 <u>OR</u> 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, 1 st /2 nd 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 3 rd /4 th seat (5M/6m/single/5-4) 8-12 1 st , 2 nd 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♣=2 nd 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.	4 th 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	4 th 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				1 st /2 nd 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		

Defensive and Competitive Bidding
Overcalls (Style; Responses; Reopening)
Light overcalls with good suit. Overcalls at the 2-level is normally solid. After an overcall, a new suit on two-level are not F1
1 NT overcall (2ND/4TH; Responses; Reopening)
(14)15-18 in all hands. Same response as after 1NT opening.
Jump Overcalls (Style; Responses; Unusual NT)
Preempt. Over a preemptive opening a jump overcall is strong. 2NT: Two lowest
Direct and Jump Cue Bids (Style; Responses)
(1m) – 2m = both M Cuebid of a M shows opposite M + ♣ Jump Cubid ask for stopper
VS. NT (vs. Strong/Weak; Reopen: PH)
Vs strong NT: x: ♠+ other suit (at least 4-4), 2m: m + ♥ (at least 4-4), 2M: natural Vs weak NT: x: strengthshowing, 2♣ both M, 2♦ one M (12+), 2M: nat, 8-12hp
VS. Preempts (Doubles; Cue bids; Jumps; NT bids)
Vs any 2 level preempt: 4m = 5-5 m+M
VS. Artificial Strong Openings
Vs 1♣: natural bids, 1NT= both minors or majors Vs 2♣: natural bids, Dbl = ♣
Over Opponents' take out double
Rdb: 9+ hcp 1-level: forcing, 2-level non-forcing

Leads and Signals			
Opening Leads Style			
	Lead	In Partner's Suit	
Suit	3 rd -5 th =odd; 2-4 th -6 th =even	3 rd -5 th =odd; 2-4 th -6 th =even	
NT	LOW = ENC	3 rd -5 th =odd; 2-4 th -6 th =even	
Subseq	LOW = ENC		
Leads			
Lead	Vs. Suit	Vs. NT	
Ace	A <u>K</u> / <u>A</u> Kx/ <u>A</u> Kxx(x)	A <u>K</u> / <u>A</u> Kx/ <u>A</u> Kxx(<u>x</u>)	
King	<u>K</u> Q/ <u>K</u> QJ(x)/ <u>K</u> QT(x)	<u>K</u> Q/ <u>K</u> QJ(x)/ <u>K</u> QT(x)	
Queen	<u>A</u> QJ(x)/ <u>Q</u> J(x)/ <u>Q</u> JT(x)	A <u>Q</u> J(x)/ <u>Q</u> J(x)/ <u>Q</u> JT(x)	
Jack	H <u>J</u> T(x)/ <u>J</u> T(x)	H <u>J</u> T(x)/ <u>J</u> T(x)	
10	H <u>T</u> 9x/ <u>A</u> Q <u>T</u> (x)/ <u>T</u> 9x	H <u>T</u> 9 <u>x</u> / <u>A</u> Q <u>T</u> (<u>x</u>)/ <u>T</u> 9x	
9	H9 <u>x</u> /9x <u>x</u> / <u>T</u> 9	H9 <u>x</u> / <u>9</u> xx/ <u>T</u> 9	
X	Hx <u>x</u> x/H <u>T</u> 9x/xxxx(<u>x</u>)	Hxx <u>x</u> /HT9 <u>x</u> /x <u>x</u> xx(x)	
Signals in order of priority			
	Partners lead	Declarer	Discarding
Suit:	LOW=ENC	H/L=EVEN	LOW=ENC
2 nd	H/L=EVEN	Lavinthal	H/L=EVEN
3 rd	Lavinthal		
NT:	LOW=ENC	Smith	LOW=ENC
2 nd	H/L=EVEN	H/L=EVEN	H/L=EVEN
3 rd	Lavinthal	Lavinthal	Lavinthal
Signals (including Trump's): Smith:LOW=LIKES from both sides. Lavinthal can occur in Trump			
Doubles			
Takeout Doubles (Style; Responses; Reopening)			
Normal takeout doubles			
Special, Art and Comp Dbl/Rdbl's			
Responsive doubles. Supportdoubles thru 2♥(♦). Lead directing, but dbl on overcaller in own suit indicates another lead.			

	System Card	
WBFF		
System:		
Players	Finn Brandsnes	Stine Holmøy
System Summary		
General Approach and Style		
Natural system 2-over-1: GF, except 2♣ (=at least GI) (14)15 -17 NT (5M,6m, singleton og 5422 are allowed) 2X: Weak 2 2NT: 20-21 NT		
3rd/5th leads and LOW is EN		
Special bids that may require defence		
1♣ = nat. unbal OR (11)12-14nt 1♦ = nat, unbal OR 18-19nt		
Special forcing pass sequences		
Standard forcing pass sequences		
Important notes that don't fit		
Lebensohl, Manko, supp.X and XX		
Psychics		
Rare		

Opening	Art	Min. #	Neg. D. through	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		2	3♠	Nat, unbal (8) 11+ hcp or (11)12-14nt	walsh 2♣: nat, GF 2♦: inv w/♣-support 2M: weak	X-Y-NT, X-Y-Z 1♣-1M, 2♣ -2♦: art GF	2♣: nat, 6-9 hcp
1♦		2	3♠	Nat, unbal (8) 11+ hcp or 18-19nt	2♦: nat, GF 3♣: inv w/♦-support 2M: weak	X-Y-NT, X-Y-Z 1♦-1M, 1NT: 18-19nt 1♦-1M, 2♦-3♣: art GF 1♦-1M, 2NT: 18-19nt w/4c-supp	2♦: nat, 6-9 hcp
1♥		5	3♠	5+♥ (8) 11+ hcp	1NT: up to 12hcp 2♣: inv w/3c-supp, GF w/3c-supp or nat GF. 2♣: singleton minor, 2NT asks 2NT: 4+♥, GF 3♣: Limit w/4c-supp, 3♦: singleton ♠, 3♥: pre-empt	X-Y-NT 1♥-1NT, 2NT: GF 1♥-2♣, 2♦: Asks 1♥-2♥, 3x: Inv, short 1♥-2♥, 2NT: inv, bal	2♣: Toronto 3c supp, 2♦: Toronto 4+ c supp 2NT: Both m
1♠		5	3♠	5+♠ (8) 11+ hcp	1NT: up to 12hcp 2♣: inv w/3c-supp, GF w/3c-supp or nat GF. 2NT: 4+♠, GF 3♣: singleton m, 3♦ asks, 3♦: Limit w/4c-supp 3♠: pre-empt	1♠-1NT, 2NT: GF 1♠-1NT, 2♣♦♥: transf 1♠-1NT, 2♣: a good opening hand 1♠-2♠, 3x: Inv, short 1♠-2♠, 2NT: inv, bal	2♣: Toronto 3c supp 2♦: Toronto 4+ c supp 2NT: Both m
1 NT			3♠	(14)15-17	2♣: Stayman, 2♦/♥: Trsf, 2♠: minorsearch 3♣: search for 5cM, 3♦: nat, inv, 3M: single + 3c in opp M 4m: Trsf to M	After Stayman: raise of M= GF, 2♠= 5♠+4♥, 3♣ new search, 3♦ nat F1, 3M: 4cM + 5c opp. M. 1NT-2♣, 2M-3opp. M: supp, but bad trump-suit After transfer: 2NT = max w/3c-supp, 3M= max w/4c-supp. New suit F1, 4NT inv to slam, raise=GF	
2♣	x			Strong	2♦: Relay, 2M/3m: Nat GF 2NT: both minors (5+)	Puppet/transfer after 22-24 NT Baron/transfer after 25-27 NT	
2♦		6		Weak 2	2M: Not forcing, constructive, 2NT: asks, 3X: F1, 3♦: preempt		
2♥		6		Weak 2	2♣: F1, 2NT: ask for singel New suit: F1 one round	2NT-3NT: No singleton but max	
2♠		6		Weak 2	2NT: ask for singel New suit: F1 one round	2NT-3NT: No singleton but max	
2 NT				20-21	3♣: Puppet stayman, 3♦/♥: Transfer, 3♠: minor 4m: inv to M-slam, 4M: inv to m-slam	Slam Conventions	
3x		6		Preemtive	3y: forcing. Answer: 3NT wo sup. 3x- 3M = nat, 3M - 4m = Q	BW: 5 aces - 0314	
3NT		7		Solid minor (1-2..hand)	4/5m = P/C	Cuebid	
4♣,♦		7		Preemtive	4M = to play	Last train	
4♥,♠		7		Preemtive	New suit = Q	5NT: pick a slam	
4NT				Asks for specific aces	5♣: no aces, 5♦/♥/♠: ace, 5NT: 2 aces, 6♣: ace		