
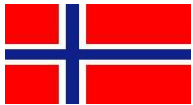



Defensive and Competitive Bidding
Overcalls (Style; Responses; Reopening)
1 - level: 5-18 hcp 2 - level: Sound
1 NT overcall (2ND/4TH; Responses; Reopening)
1NT = 15-18
Jump Overcalls (Style; Responses; Unusual NT)
2NT=two lowest suits (5+-5+) Reopen: 11-14 HCP, 6+
Direct and Jump Cue Bids (Style; Responses)
Over m: Both M (5+, 5+) 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 2♣ = both major 2♦ = One major, "8-12" hcp 2♥ = Opening hand 2♠ = Opening hand 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, all bids show the next suit or the two after
Over Opponents' take out double
XX = 10+hp

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	HH98/9x	
X	Hxx/xx(x), xx	Hxx(x)/HT9x, xx(x)	
Signals in order of priority			
	Partners lead	Declarer	Discarding
Suit:	Low = enc	Low = 3/5 th	Low = enc
2 nd	Low = 3/5 th	Lavinthal	Low = 3/5 th
3 rd	Lavinthal		Lavinthal
NT:	Low = enc	Smith	Low = enc
2 nd	Low = 3/5 th	Low = 3/5 th	Low = 3/5 th
3 rd	Lavinthal	Lavinthal	Lavinthal
Signals (including Trump's): high-low = even/disc			
Doubles			
Takeout Doubles (Style; Responses; Reopening)			
Light			
Special, Art and Comp Dbl/Rdbl's			
Support dbl/rdbl			

System Card		
		
WBF		NBF
System:		
Players		
	Marius Austad	Christian Bakke
System Summary		
General Approach and Style		
Nat, 5542 Transfer responses to 1♣ opening (14+)15-17NT		
Special bids that may require defence		
Transfer responses to 1♣ opening 2♦ = Multi (5/6M 2-7hcp) or 24+NT		
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♣	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, 2♠ = both m, 5+ 5+, 0-9 or GF, 2NT = GF 3♣ = preempt in ♣, 3nt=16-18		
1♦		4	4♥	4+♦ (usually not 3343) 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♣ = mixed ♦, 3♦ = preempt in ♦		
1♥		5	4♦	5+♥ 11-21hp	2/1 = GF, 2NT = GF Jacoby, 3♣ = limit raise in ♥, 3♦ = mixed raise, 3♥ = preempt, 3♠ = splinter in any, 3NT = void ♠		2♣ = (9)10-11 3+♥
1♠		5	4♦	5+♠ 11-21hp	2m = GF, 2NT = GF Jacoby, 3♣ = limit raise in ♠, 3♦ = 7-9 4+ ♠, 3♥ = nat inv, 3♠ = preempt, 3NT = splinter in any		2♣ = (9)10-11 3+♠
1 NT			4♦	(14)15-17NT (5M/6m/5422, rarely sing)	Stayman/transfer, 2♠ = bal inv or 6+♣, 2NT = weak with both m or 6+♦, 3♣ = puppet stayman, 3♦ = GF 5-5 in minors, 3♥/♠ = singleton		
2♣	X	0	4♦	22-23NT or strong unbalanced	2♦ = waiting bid, 2♥ = 5+♥, 2♠ = 5+♠ 2NT = 5+ 5+ minor		
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♣ = min H, 3♦ = min S, 3♥ = max ♠, 3♠ = max ♥, 3NT = 24-25	
2♥		6		6♥ 8-11 hcp	2NT = asking for shortness		
2♠		6		6♠ 8-11 hcp	2NT = asking for shortness		
2 NT				20-21 bal	Puppet stayman and transfers	Slam Conventions	
3x		6		PRE, ACC to VUL		(Mini)-Splinter	
3NT	X			Running minor, max Q on the side	4♣ = p/c, 4♦ = Asks for control	Italian Cue-bids	
4♣,♦		6		PRE acc to vul		Jacoby	
4♥,♠		6		To play		RKCB (0314)	
4NT				Asking for specific aces	5♣ = 0, 5♦/♥/♠ = that ace, 5NT = 2 aces 6♣ = that ace	DOPI/ROPI (but xx on 4nt is to play)	