




Defensive and Competitive Bidding
OVERCALLS (Style; Responses; 1/2 Level)
Aggressive Cue bid = Good 3+-card raise or FG Direct jump-raises are pre-emptive. 1 over 1 & 3 over 2 (free bid) = F1
1NT OVERCALL (2 nd /4 th Live; Responses)
15-18 HCP: System on
JUMP OVERCALLS (Style; Responses)
Weak 1M - 2NT = Two lowest unbid suits
DIRECT and JUMP CUE BIDS (Style; Responses;)
1♣-2♣=Both majors 1♦-2♦=Both majors 1M-2M=Other major + C Jump cue-bid=Asks for stopper.
VS. NT (vs. Strong / Weak; Reopening; PH)
Dbl= Strength 2♣= Both majors 2♦= 5+H or 5+S 2♥= 4+H and 5+Minor 2♠= 4+S and 5+Minor 2NT= Minor or strong 2-suiter
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)
T/O doubles; 2NT: 15-18 HCP Cue-bid; Asks for stopper at 3-level; 2-suiter at 4-level 4NT=Strong 2-suiter
VS. ARTIFICIAL STRONG OPENINGS
vs. 1♣: x=majors, NT = minorss
OVER OPPONENTS' TAKE OUT DOUBLE
New suit F1 at 1-level. 1M – Dbl - 2NT = 10+HCP support.

Leads and Signals			
Opening Leads Style			
	Lead	In Partner's Suit	
Suit	Usually 3 rd -5 th	3 rd -5 th	
NT	Usually 3 rd -5 th	3 rd -5 th	
Subseq	Attitude when opening a new suit		
Other	Against 5-level contracts or higher: Ace: asks enc./disc. King: asks for count		
Leads			
Lead	Vs. Suit	Vs. NT	
Ace	Ax(x), AKx(x), AKJT _x	Ax(x) , AKx(x), AKJ _x (x)	
King	AK, KQx(x) , KQT9(x)	KQx(x), KQT(x), AKJT _x	
Queen	QJ, QJT,	AQJ, QJ(x), QJT, KQT9	
Jack	HJT(x), JT(x)	HJT(x), JT(x)	
T	HT9x, T9x	HT9x, AQT(x), T9x	
9	9x, 98x(x)	9x, 98x(x)	
X	Hxxxx, xxxxx	Hxxxx , xxxxx	
Signals in order of priority			
	Partners lead	Declarer	Discarding
Suit: 1 st	Low: encour.	Suit pref. trump	Low: encour.
2 nd	Suit pref.	Count, 2 nd -4 th	Count, 2 nd -4 th
3 rd			
NT 1 st	Low: encour.	Smith/count	Low: encour.
2 nd	Count	Count	Count
3 rd			
Standard count Lowest from xx on partners Ace lead in suit contracts Smith (NT): High-Low: Lead is OK			
Doubles			
Takeout Doubles (Style; Responses; Reopening)			
Light or normal T/O doubles → Cue-bid = Forcing			
Special, Artificial and Competitive Dbl/Rdbl's			
Responsive thru 4♦, Competitive thru 4♦ Support Doubles / Rdbl's to show 3-card fit Doubles below 2NT usually for take-out Lightner doubles			

 WBF		
	SYSTEM CARD	
Category	Natural 2/1	
NCBO/team: Norway		
Event: Nordic Championship Turku 2009		
Players	Espen Erichsen	Jon-Egil Furunes
System Summary		
General Approach and Style		
<ul style="list-style-type: none"> 5-card major opening bids Best minor 1NT = 15-17 HCP, may have 5M or 6m 		
Special opening bids that may require defense		
2♦ = Multi, 5H/5S, 3-10 HCP.		
Special bids that may require defense		
1♣-2♦ = 6-9 HCP with clubs 1♦-2♣ = 6-9 HCP with diamonds		
1M-jump in new suit = minisplinter		
Important notes that don't fit		
Psychics		
Openings: Rare; Other: Rare		

2♦	X	0	4♦	Multi: 3-7 HCP, 5/6H or 5/6S Strength depending on vul.	2♥/3♥/4♥=Pass/correct. 2NT= Artificial F1.		
Opening	Artificial	Min. cards	Neg dbl thru	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		3	4♦	Best minor	2♣ = club fit, at least invitational 2♦ = club fit, 6-9		
1♦		3	4♥	11-16 HCP	2♦ = diamond fit, at least invitational 3♣ = diamond fit, 6-9		
1♥		5 (4)	4♦	Normally 5+-card suit	2/1 GF 2♠/3♣/3♦ = minisplinter 2NT = GF 4+ hearts		2♣ = Invitational w/support 3x = Minisplinter
1♠		5 (4)	4♦	Normally 5+-card suit	2/1 GF 3♣/3♦/3♥ = minisplinter 2NT = GF 4+ spades		2♣ = Invitational w/support 3x = Minisplinter
1NT		-	4♦	15-17 HCP Can have 5M or 6m	2♣=Stayman; 2♦/2♥=Transfers; 2♠=weak w one or both minors or GF with both minors; 3x = singleton, GF		
2♣	X	0	7♠	22+ balanced or strong unbalanced	2♦=negative or balanced;2NT= both minors		
2♦	X	0	4♦	Multi: 3-7 HCP, 5/6H or 5/6S Strength depending on vul.	2♥/3♥/4♥=Pass/correct. 2NT= Artificial F1.		
2♥		6		Weak two 6-cards	2NT=Single? ; 3♣=Asks suit quality and strength; 3♠=Pre-emptive.		
2♠		6		Weak two 6-cards	2NT=Single? ; 3♣=Asks suit quality and strength; 3♠=Pre-emptive.		
2NT		-	7S	20-21 bal	Puppet Stayman, transfers	Slam Conventions	
3♣/3♦		6		Preemptive Undisciplined in 3 rd position			
3♥, 3♠		6		Preemptive Undisciplined in 3 rd position			
3NT		-		Solid minor	4♦ = Slam try, asks for singleton.		
4♣		7		Preemptive			
4♦		7		Preemptive			
4♥, 4♠		6		To play	4♠=To play; 4NT=KCB; 5m=Cue-bid		
4NT				Asks for specific aces	5♣=0 Aces, 5♦/5♥/5♠/5NT=Ace ♣/♦/♥/♠, 6♣/6♦/6♥=2 Aces		