

Defensive and Competitive Bidding

Overcalls (Style; Responses; Reopening)

1 - level: 5-17hp

2 - level: Sound, usually opening strength

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

1NT = 15-18

Balancing 1NT = 11-14 over ♣/♦; 15-18 over ♥/♠

Jump Overcalls (Style; Responses; Unusual NT)

2NT=two lowest suits (5+-5+), both minor if ♣=2+

Reopen: 11-14 HCP, 6+

Direct and Jump Cue Bids (Style; Responses)

Over 1♣: NAT if 2+ (2♦ = 5+-5+ M), 5-5 M if 3+ (2♦ = Weak)

Over 1♦: Both Majors (5+-5+)

Over M: Other Major + ♣ (5+-5+)

Jump cue-bid: Asks for stopper, except 1m-3m =nat, if m=2+

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

Dbl = equal strength+ (or tricks)

2♣ = both major; 2♦ = 5+ ♥ or ♠

2M = 4(5)M + 5+minor, 2NT = both minor or strong 2-suiter

4th hand or after pass: x = 1suiter, 2m = m + M, 2♥=both M, 2♠ = nat, fight

Vs weak nt(up to 14) 2♦ = 1M opening hand, 2M=fight ("8-12"), x/2♣ as vs strong

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

X=t/o, 2NT = 15-18

Leaping/Non-leaping Michaels: 4m after 2x/3x= m + OM (♥ if M unknown), 5+5+, GF

VS. Artificial Strong Openings

vs 1♣: X=t/o, 1NT=4+♠ + a minor, 2♦ =55+M, 2NT55+m

vs 2♣/2♦: X=both M, 2NT=both m

Over Opponents' take out double

XX = 10+hp. After 1m: 1lvl = system on, 2lvl = trsf

After 1M: transfers from 1NT to 2M, 2M-1 = 8-11, 2M = 3-7, 3♦ = 7-9 4+M

Leads and Signals

Opening Leads Style

	Lead	In Partner's Suit
Suit	3 rd -5 th	3 rd -5 th
NT	ATT, 4 th best (1 st /2 nd bad suit)	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	HxXX/xxX(x), Xx	HxxX(x)/HT9x, XxX(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): Smith: low from leader = enc, high from partner = enc (switched if we lead p suit)

Doubles

Takeout Doubles (Style; Responses; Reopening)

Light

Special, Art and Comp Dbl/Rdbl's

Support dbl/rdbl



WBF

System

Card



System:

Players



Tor Eivind Grude



Christian Bakke

System Summary

General Approach and Style

Nat, 5533; Transfer responses to 1♣ opening (14+)15-17NT

Usually sound openings/preempts, but green vs red might be very light

Special bids that may require defence

Transfer responses to 1♣ opening

2♦ = Multi (6M 4-10hp) or 24+NT or GF any 4441

2♥/2♠ = 5-cards ♥/♠ 5-10 hp

1M - 1M/NT - 2♣ = Gazzili (11-15 6+M or 16+ "any")

4m opening VUL = Good 4M (♣=♥, ♦=♠)

Special forcing pass sequences

Some places

Important notes that don't fit

2-way checkback stayman

Psychics

Rare

Op en	Art	Min	Ne	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		3	4♥	3+♣, 11-22hp	1♦ = 4+♥, 1♥ = 4+♠, 1♠ = 6-10 bal or any with ♦, 1NT = 11-12 2♣ = inverted minor GF, 2♦ = unbalanced inv with ♣, 2♥/2♠ = 6-card, 8-11 hcp, 2NT = 13-15 or 19-20 3♣ = preempt in ♣, 3nt = 16-18	1♣-1♦: 1♥ = usually 3, 2♥ = 4 11-14, 2♦ = 2,5 M or nat strong	2M = fitjump
1♦		3	4♥	3+♦ (4432) 11-22 hp	1♥/1♠/1NT = nat, 2♣ = nat GF, except rebid, 2♦ = inverted minor GF, 2♥/2♠ = 6-card, 8-11 hp, 2NT = Nat inv, 3♣ = unbalanced inv with ♦, 3♦ = preempt in ♦		2M = fitjump
1♥		5	4♦	5+♥ 11-21hp	2/1 = GF if not rebid, 2♠ = minisplinter in any, 2NT = GF Jacoby, 3♣ = limit raise in ♥, 3♦ = mixed raise, 3♥ = preempt	Gazzilli: 1♥ -1♠/NT 2♣ = 11-14(15) 6+♥ or 16+ "any"	2♣ = (9)10-11 3+♥, 2♦ = (7)8-9 3+♥
1♠		5	4♦	5+♠ 11-21hp	2m = GF if not rebid, 2NT = GF Jacoby, 3♣ = limit raise in ♠, 3♦ = 7-9 4+ ♠, 3♥ = nat inv, 3♠ = preempt	Gazzilli: 1♠ - 1NT 2♣ = 11-14(15) 6+♠ or 16+ "any" 2♦ = 5♠3♥ (41/50/15/05), 11-15	2♣ = (9)10-11 3+♠, 2♦ = (7)8-9 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♣ = ask 5c M, 3♦ = GF 5-5 in minors, 3♥/♠ = singleton with 3(+) in other M		
2♣	X	0	4♦	22-23NT or strong unbalanced	2♦ = waiting bid, 2♥ = 5+♥, 2♠ = 5+♠ 2NT = 5+♣ 6+hcp, 3♣ = 5+♦ 6+hcp, 3♦ = 5+5+ minors, 6+ hcp		
2♦	X	0		Multi (6M 4-10hp) or 24+NT or GF 4441 any	2/3♥/♠ = pass or correct, 2NT = Asking, 4♣ = ask for transfer	2♦-2NT: 3♣ = any max, 3♦/♥ = min ♥/♠, 3♠ = AKQxxx in ♥/♠, 3NT = 24-25	
2♥	X	5		5♥ 5-10HP, VUL normally with a minor (4+) May be light 1 st green vs red	2NT = asking for strength and distribution, 3♣ = pass or correct to better minor 3♦ = inv+ with 5+♠, normally 6+♠	After x: 3m = nat NF, 2NT ask for better minor	
2♠	X	5		5♠ 5-10HP, VUL normally with a minor (4+) Might be light 1 st green vs red	2NT = asking for strength and distribution, 3♣ = pass or correct to better minor 3♦ = inv+ with 5+♥, normally 6+♥		
2 NT				20-21 bal	Puppet stayman: 3♣ - 3♥ deny 4+M, 3NT = 5♥ 3♦/♥ transfers, 3M usually deny fit	Slam Conventions	
3x		6		PRE, ACC to VUL Usually 7c/sound style VUL, non vul 1 st /3 rd might be agg	4♣(4♦ over 3♣) = KeyCard	(Mini)-Splinter	Italian Cue-bids RKCB (0314) DOPI/ROPI (but xx on 4nt is to play) DEPO if bids higher than 5 in trump suit
3NT	X		Solid minor, max Q on side	4♣ = p/c, 4♦ = Asks for control	Jacoby		
4♣,♦	X	6		PRE in green, aggressive 1 st seat, good 4M in VUL, 8,5-9 tricks max 1 loser			
4♥,♠		6		To play			
4NT				Asking for specific aces	5♣ = 0, 5♦/♥/♠ = that ace, 5NT = ♣ace, 6x = 2 aces (CRO)		