

Defensive and Competitive Bidding	
Overcalls (Style; Responses; Reopening)	
1 level: light	
2 level: sound	
1 NT overcall (2ND/4TH; Responses; Reopening)	
15-18 HCP might be stretched slightly in 4 <sup>th</sup> hand.	
Jump Overcalls (Style; Responses; Unusual NT)	
2 NT = 2 lowest unbidden suits, at least 5-5	
Direct and Jump Cue Bids (Style; Responses)	
1 ♣ / ♦ – 2 ♣ / ♦ = at least 5-4 in majors	
1 ♥ / ♠ – 2 ♥ / ♠ = highest unbidden + a minor, at least 5-5	
VS. NT (vs. Strong/Weak; Reopen: PH)	
Multilandy	
X = strong. 15+ hcp	
2 ♣ = majors	
2 ♦ = multi. One major	
2 ♥ = 4+ ♥ 5+ m	
2 ♠ = 4+ ♠ 5+ m	
2NT = minors	
VS. Preempts (Doubles; Cue bids; Jumps; NT bids)	
Takeout double = 12+ with unbidden suits, 16+ unbalanced or 19+ balanced.	
VS. Artificial Strong Openings	
VS strong 1 ♣ and strong 2 ♣ opening:	
x = ♥	
1 ♦ / 2 ♦ = ♠	
1 ♥ / 2 ♥ = 2-4 ♥ + longer minor	
1 ♠ / 2 ♠ = 2-4 ♠ + longer minor	
1 NT / 2NT = ♣ + ♥ / ♦ + ♠	
2 ♣ / 3 ♣ = ♣ + ♦	
2 ♦ / 3 ♦ = ♥ + ♠	
Over Opponents' take out double	
Transfers after 1M – x, Rdbl = 10+ (9+ after major opening)	

Leads and Signals			
Opening Leads Style			
	Lead	In Partner's Suit	
Suit	3 <sup>rd</sup> -5 <sup>th</sup>	3 <sup>rd</sup> -5 <sup>th</sup>	
NT	Low=encouraging	3 <sup>rd</sup> -5 <sup>th</sup>	
Subseq	3 <sup>rd</sup> -5 <sup>th</sup> from remaining length.		
Leads			
Lead	Vs. Suit	Vs. NT	
Ace	AK/AKx/AKxx(x)	AKx/AKxx( <u>x</u> )	
King	KQ/KQJ(x)/KQT(x)	KQJ(x)/KQT(x)	
Queen	QJT(x)	AQJ(x)/ QJT(x)	
Jack	HJT(x)/JT(x)	HJT(x)/JT(x)	
10	HT9x/AQT(x)/T9x	HT9x/AQT(x)/T9x	
9	H9x/9xx/T9	H9x/9xx/T9	
X	Hx <u>xx</u> /HT9x/ <u>xxxx</u> (x)	Hx <u>xx</u> /HT9x/ <u>xxxx</u> (x)	
Signals in order of priority			
	Partners lead	Declarer	Discarding
Suit:	Count: high-low = even number	Count: high-low = even number	Attitude: low=encouraging
2 <sup>nd</sup>	Attitude: low=encouraging		Count: high-low = even number
NT:	Attitude: low=encouraging	Count: high-low = even number	Attitude: low=encouraging
2 <sup>nd</sup>	Count: high-low = even number		Count: high-low = even number
<b>Signals (including Trump's): Lavinthal, low = encouraging, high-low =even number</b>			
Doubles			
<b>Takeout Doubles (Style; Responses; Reopening)</b>			
12+ and at least 4-3 in major or 16+			
<b>Special, Art and Comp Dbl/Rdbl's</b>			
<b>Rdbl = 10+</b>			

	System Card	
WB		
Category: Green		
NCBO/team: Norway U26	Event: WB Youth Bridge Online Games 2019	
<div></div>		
Joakim Sæther      Marcus Scheie		
System Summary		
General Approach and Style		
5-5-4-2		
2/1 = GF if not rebid suit		
Transfer after 1 ♣ openings, else natural.		
Special bids that may require defence		
2♦/♥/♠ = 8-10 HCP and 5+ cards NON-VULNERABLE		
1♣ - 1♦ = 4+♥, 1♥ = 4+♠, 1♠ = 6-9(10) hcp with no 4-card major or ♦, 1NT= (10)11-12 hcp, 2♦/♥ = weak transfer, 2♠ = 6-9 hcp with 5+♣		
Special forcing pass sequences		
Important notes that don't fit		
Jacoby, Lehbensohl, leaping Michaels		
Psychics		
Rare		

Kommentert [K1]:

Opening	Art	Min. #	Neg. D. through	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣	x	2	4♦	11-21 HCP	1♦/♥ = Transfer, 1♠ = 6-9, 1 NT = 10-12, 2♣ = 10+, 2♦/♥ = weak transfer, 2♠ = 6-9 with clubs, 3♣ = preemptive	1♣ - 1♦/♥ - 1♥/♠ = usually 3 card, 2♥/♠ 13-14 and support, 3♥/♠ = 15-17 and support	
1♦		4	4♦	11-21 HCP	1♥/♠ = Natural, 1 NT = 6-11, 2♣ = natural, 2♦ = 10+ and support, 2♥/♠ = natural weak, 2 NT = 10-12, 3♦ = preemptive, 3 NT = 13-15	1♦ - 2♦ - 2♥/♠ = natural 16+, 2 NT = (11)12-14, 3♦ = (11)12-14, 3 NT = 18-19	
1♥		5	4♦	11-21 HCP	1♠ = Natural, 1 NT = 6-11, 2♣ = natural or 10-11hcp and support (3♥), 2♦ natural, 2♥ = 6-9 natural, 2 NT = jacobey, 2♠/3♣/♦ = mini splinter, 3♥ = 10-12 and support, 3♠/4♣/♦ = splinter	1♥ - 2♥ - 3♣/♦ = nat GT 1♥ - 2♣ - 2♦ = (12)13-14 hcp, 2♥ = 11-12 hcp Else natural reverse	
1♠		5	4♦	11-21 HCP	1 NT = 6-11, 2♣/♦/♥ = natural (2♣ may be 10-11 hcp and support), 2♠ = 6-9 natural, 3♣/♦/♥ = mini splinter, 3♠ = 10-12 and support, 4♣/♦/♥ = splinter	1♠ - 2♠ - 3♣/♦/♥ = nat GT, 1♠ - 2 NT - 3♣/♦/♥ = natural 1♥-2♣-2♦ = (12)13-14hcp, 2♥ = 11-14hcp, 4♥-2♠ = 11-12hcp else natural reverse	
1 NT			2♠	15-17 HCP. May contain 5 card major or 6 card minor.	2♣ = stayman, 2♦/♥ = transfer, 2♠ = minor search, 2 NT = 8-10 HCP, 3♣/♦/♥/♠ = 2 tophonors 6 <sup>th</sup> , 3 NT = 10-12. 4x = texas, 4 NT = quantitative	1 NT - 2♣ - 2♦/♥ - 2♠ = relay (3♣ after 2♠ response)	1 NT - dbl - pass is either strong, ♣+M or ♦+♠, redbl is a longrunner, and a bid shows the suit and the suit above
2♣	x			19+ or very unbalanced	2♦ = Relay, 2♥/♠ 6+ and 5 card, 2 NT = A minor hand with slam interests, 3♣/♦ = 6+ in the suit and positive	2♣ - 2♦ - 2 NT = 22-24, 3♥/♠ = 8,5 - 9 tricks, 3 NT = 25-27, 4 NT = 28-30. 2 <sup>nd</sup> negative	2♣ - Overcall - dbl = 6+ and any bid is natural
2♦		5 or 6		Vul: 6+♦, 5-10 Non vul: 5+♦ 8-10	2 NT = Relay, 3♦ = preemptive	<u>NV</u> : 2♦ - 2 NT - 3♣/♥/♠ = natural and 5 card ♦, 3 NT = 6 card ♦ without sidesuit, 4♣ = Natural and 6♦. <u>V</u> : 2 NT asks for singleton	
2♥		5 or 6		Vul: 6+♥, 5-10 Non vul: 5+♥ 8-10	2 NT = Relay, 3♥ = preemptive	<u>NV</u> : 2♥ - 2 NT - 3♣/♦/♠ = Natural and 5 card ♥, 3 NT = 6 card ♥ without sidesuit, 4♣/♦ = natural and 6 card ♥. <u>V</u> : 2 NT asks for singleton	
2♠		5 or 6		Vul: 6+♠, 5-10 Non vul: 5+♠ 8-10	2 NT = Relay, 3♠ = preemptive	<u>NV</u> : 2♠ - 2 NT - 3♣/♦/♥ = Natural and 5 card ♠, 3 NT = 6 card ♠ without sidesuit, 4♣/♦/♥ = Natural and 6 card ♠. <u>V</u> : 2 NT asks singleton	
2 NT			3♠	20-21 Balanced	3♣ = puppet stayman, 3♦/♥ = transfer, 3♠ = minors, 3 NT = 5-10 balanced, 4♣/♦ = natural slam try, 4 NT = quantitative	Slam Conventions	
3x		6		Preemptive	Natural		
3 NT				Running minor			
4♣,♦		7		Preemptive			
4♥,♠		7		Preemptive			
4 NT				Blackwood	5♣ = 0 aces, 5♦ = ♦ ace, 5♥ = ♥ ace, 5♠ = ♠ ace, 5 NT = 2 aces, 6♣ = ♣ ace		