				_
DEFENSIVE AND COMPETITIVE BIDDING		LEA	DS AND SIG	N
OVERCALLS (Style; Responses; 1/2 Level; Reopening)	OPENING	NG LEADS STYLE		
Light and sound, cue=good raise OR FG, jump=Minisplinter, jump raise=PRE		Lead		_
1 over 1 and 3 over 2 (free bid) = F1	Suit	3rd/5th (4th if too exp	encive)	31
	NT	3rd/5th (4th if too exp	encive)	31
	Subseq	Count, may be attitud		С
	Against 5	level or higher contracts	s: Ace lead ask	ر ( f
	VS NT we	e may lead highest from	a suit bid and	Sι
1NT OVERCALL (2nd/4th Live; Responses; Reopening)	LEADS	,		
15-18 HCP; System on	Lead	Vs. Suit		Т
	Ace	Ax(x), AKx(x), AKJ10	(x)	A
	King	AK, KQx(x), KQ109(x	()	K
	Queen	Qx, QJx(x), AQJx(x)		Q
	Jack	Jx, J10x(x), HJ10x		J۱
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	10x, 109x(x), H109x		1(
1-suit: White VS red = PRE at 3-level, else intermedium, may be weak after	9	9x 98x(x)		9)
partner pass, (1♥) - 2♠=weak	Hi-x	Normally even number	er	N
White: (1m) - 2♥=PRE in ♥ or ♠, RED: WEAK	Lo-x	Normally odd number	r	N
White: (1m) - 2♠=4♠+5+m, RED: WEAK	SIGNALS	S IN ORDER OF PRIORI	ITY	
DIRECT AND JUMP CUE BIDS (Style; Responses; Reopen)		Partner's Lead	Declarer's	s I
(1m) - 2m = Both M (5-5),1m-2NT= Two lowest unbid suits		1 Encrg/Discrg	Count	
(1M) - 2M = ♠ + other M (5-5)	Suit	2 S/P		
(1M) - 2NT=Two highest suits (5-5),		3		
(1M) - 3♣= Hvite=(5-5)in m, Red=Intermediate with 6+♣		1 Encrg/Discrg	Smith/Co	un
VS. NT (vs. Strong/ Weak; Reopening; PH)	NT	2 Count		
DBL = T/O, 2♣=Both M - 2♦ ask for longest/best suit		3		
2♦=♥ OR 4+♠&5+m, 2♥=4+♥&5+m, 2♠=NAT		Discrg/even number	·	
2NT= Both m OR Strong 2-suiter	Low-Hi =	Encrg/odd number		
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	In trump:	May be suit preference of	or high low=od	d
DBL=T/O			DOUBLES	
Cue=Ask for stopper at 3-level, 2/3-suiter at 4-level			DOODLLS	
		T DOUBLES (Style; Res	sponse; Reope	ni
		normal T/O		
	Cue=forci	ing		
VC ADTIFICIAL CTRONG OPENINGS	CDECIAL	ADTICIONAL AND COM	ADETITIVE /D	_
VS. ARTIFICIAL STRONG OPENINGS		_, ARTIFICIAL AND CON	/IPEIIIIVE (R	드-
1♣ - Yeslek: DBL=♦ OR ♥+♠, 1/2♦=♥ OR ♠+♠, 1/2♥=♠ OR ♣+♦ 1/2♠ ♠ OR ♠ • ♥ 1/2NT ♠ • ♥ OR ♠ • ♠ 2v AO Ivvvv		ive through 4		
$1/2$ <b>\Delta \Delta \Phi \Phi</b> , $1/2$ <b>NT \Delta \Phi \Phi \Delta \Phi \Delta \Phi \Phi \Delta \Delta \Phi \Delta \Phi \Delta \Delta \Phi \Delta \Del</b>		re through 4♦  - DBL = NOT 4♠		_
			2 card cunnert	_
[Note 13]	Lightner [	OBL through 2♠, shows 3	o-caru support	
OVER OPPONENTS' TAKEOUT DOUBLE	Lignmer L	UDL .		_
1-level = F1  Majore: 2NT-10, HCD w/SHDD, jump-Minisplintor	_			_
Majors: 2NT=10+ HCP w/SUPP, jump=Minisplinter	_			_
▼ - (UDL) - 2      =				_
1♦ - (DBL) - 2NT = both m, RDBL=10+ HCP				

# AND SIGNALS In Partner's suit cive) 3rd/5th cive) 3rd/5th Count, if support - attitude ce lead ask for attitude, King ask for count uit bid and supported Vs. NT Ax(x), AKx(x)KQx(x), AKJ10(x) Qx, QJx(x), KQ109(x), AQJ(10)x Jx, J10x(x), HJ10x 10x, 109x(x), H109x 9x, 98x(x) Normally even number Normally odd number Declarer's Lead Discarding Encrg/Discrg Count Count Smith/Count Encrg/Discrg Count igh low=odd OUBLES nse; Reopening) TITIVE (RE-)DOUBLES

WBF Convention Card





2003 BERMUDA BOWL

Category: RED

PLAYERS: Terje AA

NCBO: Norway

Glenn GROETHEIM

EVENT:

# SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

VIKING PRECISION CLUB = Strong ♠ and 5(4)-card M with relays

1NT opening: 1st/2nd NV vs V: 9-11 HCP, may have 5M/6m other: 14-16 HCP, may have 5M/6m

2 over 1 resp.: 1M-2♣ = any INV (10-12 HCP), 2♦/♥ NF

1**♦**-2**♠** = NAT F1

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

NV jump overcalls: (1m) - 2♥ = weak 2 in ♥ OR♠ [Note 12]

(1m) - 2 = 4 + 5 + m ( if 3 + ) [Note 12]

INOTE

2♦=4-8 HCP 5M+4m (5332NV) (NV vs VUL 2-8 HCP, 5M+(4M OR 4+m OR 332) 2♥1.&2.Pos NV vs VUL = 6♥ OR 4 $\pm$ +4m OR Both m 4+/4+ (all 0-8hcp)

2NT = 7-11 HCP 2-suiter NOT ♠, 5-5(4) [Note 16]

VUL vs NV: 3x = normal PRE, 3NT = SOL m

else:  $3 \triangleq$  = PRE in  $\triangleq$  OR  $\blacklozenge$  [Note 17]

3♦ = good PRE in ♥ OR ♠ [Note 18]

3♥ = bad PRE in ♥ OR ♠ [Note 19]

3♠ = SOL m [Note 20]

3NT = semiSOL m [Note 21]

1/2M -4♣/♦ = 5 in other M + 5+m GF

 $4 \spadesuit + = SOL \heartsuit \spadesuit$ , 3rd hand = PRE

SPECIAL FORCING PASS SEQUENCES

1M - (DBL) - 3NT = support in M and forcing pass after

1x - (DBL) - RDBL = forcing sequences

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

After our opening 1♣/♦/♥/♠ we use transfer by the responder in some positions

after opponents overcall through 2. [NOTE 24]

After our opening 1NT and overcall, there are some specialities.

PSYCHICS: Openings: Rare, Other: Occasionally

PEZ-ZG	C R T I F	N CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING	
1♣	<b>/</b>	0	7NT	16+ HCP / playing tricks	1♦=0-8 HCP, other 8+ HCP, 1♥=5+♠ OR 15+ HCP BAL	1♣1M, 1♠/NT=relay		
					1♠=5♥,2♠=5♠,2♦=5♠8+ HCP, 1NT=9-14 HCP [Note 1 and 2] 1♠-1♦, 1♥=20+ HCP			
1 <b>♦</b>	$\checkmark$	1	4	11-15 HCP	1 → 1 ♥ = NAT OR GF relay [Note 3]	1 → -1 ♥ could be followed by relays [Note 7]		
					1 ← - 2M/3 m = 9-11 HCP 6-card suit			
1♥		5(4)	) 4 🔷	11-15 HCP, 5(4)9-15NVvsV1.&2.Pos	1NT=GF relay, 2♣=any INV	1♥-1NT could be followed by relays	2♣=Drury, 1NT=6-11 HCP	
				May have 4-card in 3rd POS and	[Note 4 and 8]	1♥-2♠, 2♦=waiting bid	Jump=Minisplinter	
				1st/2nd w/5♣				
1 <b>♠</b>		5(4)	) 4 🔷	Same as 1♥	Same as 1♥	Same as 1♥	Same as 1♥	
1 NT			4	9-11 HCP 1st/2nd NV vs V	2-way Stayman, 2M=t/p [Note 5 and 9]	1NT-2♠, 2♦-2♥=both majors. 1NT-2♦ could be followed by relays		
				14-16 HCP all other POS	Stayman, TRF, 2♠=minor suit STAY [Note 14 and 15]	1NT-3x=singleton		
				May have 5M or 6M all POS				
2♣		6	4	10-15 HCP, may have 4M	2♦=ART F1	2 <del>♣</del> 2♦ [Note 10 and 11]		
					[Note 6]			
2•	$\checkmark$		3♦	5M-4+m(4M), 3-8 HCP (2-8/7-11)	2/3/4 <b>♥</b> =p/c, 2 <b>♠</b> =NAT NF, 3 <b>♣</b> =t/p [NOTE23]	2♦ - (DBL) - p - (p) - RDBL=5♣		
				NV: may have 5M332	3♦=INV w/♥, 3♠=INV w/♠	Rebid NT: NT-system on		
2♥	$\checkmark$	0	3♠	1.&2.Pos White vs Red0-6Hcp4♠+4m	2NT=?, 3♣/♦=p/c , 2♠=p/c	[Note 22]		
		6		or4+/4+m Or 6♥, Else Weak (3-9 HCP	)2NT/3 <b>♣=</b> ART F, 2 <b>≜</b> =NF	2 <b>♥</b> -3 <b>♥</b> = PRE		
2♠		6		Weak (3-9 HCP)	2NT/3♣=ART F	2♠-3♠ = PRE		
2 NT	$\checkmark$			7-11 HCP 5+-5+(4) NOT ♣	3♣=ask for suits, 3♦M/4♦M=p/c [Note 16]	2NT-3♠, 3♦=♦♥, 3♥=♥♠, 3♠=♦♠ [Note 16]		
3 bids_		7		VUL vs NV: normal PRE	3♣-3♦=ask for g/b suit, 3M=NAT			
3NT	$\checkmark$			Semisolid m [Note 21]				
				VUL vs NV: Solid m				
4♣	$\vee$	0		SOL ♥; 3rd NAT PRE				
4♦	$\checkmark$	0		SOL ♠; 3rd NAT PRE				
3♠	$\checkmark$	0		PRE in ♠ OR ♦	3♦/4♣=p/c [Note 17]			
3♦	$  \vee  $	0	_	Good PRE in ♥ OR ♠	3♥♠/4♥=p/c, 4♠=ask for suit; 4♦=♥, 4♥=♠ [Note 18]	HIGH LEVEL BIDDING		
3♥	$\checkmark$			Bad PRE in ♥ OR ♠	[Note 19]	Roman Keycard Blackwood		
3♠	$\checkmark$	0		SOL m	[Note 20]	Splinter		
4NT				Ask for aces		Cue-bids		
						Josephine/5NT		
						Relays and asking bids		
						Over our 5-level contract: DBL=1/3, pass=0/2 aces (DIPO)		

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**Names:** Terje AA – Glenn GROETHEIM

Country: Norway Event: 2003 Bermuda Bowl

Opening bid of 2D in all seat at All vulnerabilities

**Shows:** NV: 2-8HCP, 5M-4+m(4M(NV vs VOL), may have 5M332, VOL vs NV: 7-11HCP,

**Detailed Description:** VOL: Always 4+m

It's not mandatory to overcall all hands between 2-11 HCP. It all depends on common sense, suit quality and vulnerability.

# **Responses and Rebids in Uncontested auctions**

# With what hands will responder pass the opening bid?

Weak hands, common sense.

# Meanings of other responses and rebids:

2D - 2H = P/C

2S = NAT NF

2NT = Relay, F

3C = NAT NF

3D = INV wtih at least 6 card H

3H = PRE P/C

= INV with at least 6 card S

3NT = TO PLAY

4C/D = NAT PRE

4H = P/C

4S = TO PLAY

# **Competitive Agreements**

# Responses after opponent's DBL

(including Pass, RDBL and expected follow-ups)

2D – (DBL) – pass = Partner will pass with 4+ D RDBL = Please bid M 2H/S = NAT NF 2NT and higher = System on

# Responses after opponent's overcall:

$$2D - (bid)$$
 DBL = negative through 3D other = NAT NF

# Rebids after 4<sup>th</sup> hand DBLs the response:

$$2D - (pass) - 2NT - (DBL)$$
: pass =  $1^{st}$  step  
 $RDBL = 2^{nd}$  step  
 $3C = 3^{rd}$  step

 $3D = 4^{th}$  step and continuing.

2D – (pass) – Any – (DBL): Natural, common sense.

$$2D - (pass) - 2NT - (bid)$$
: pass =  $1^{st}$  step  
DBL =  $2^{nd}$  step and continuing.

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**Names:** Terje AA – Glenn GROETHEIM

Country: Norway Event: 2003 Bermuda Bowl

Opening bid of 2H In 1<sup>st</sup> and 2<sup>nd</sup> seat at Non-vulnerable vs Vulnerable

**Shows:** 0-6 HCP, 4S+4m OR 4+/4+m OR 6H(2-8HCP)

**Detailed Description:** 

BAL/semiBAL never contains 5-card major

BAL/semiBAL may include any 4441/5422(no 5-card M)

It's NOT mandatory to open 2H with all 0-6 BAL/semiBAL hands.

We have NO agreement on what hands we open or not.

Tactical considerations (if we want a swing board or not) will be made.

# **Responses and Rebids in Uncontested auctions**

# With what hands will responder pass the opening bid?

All hands that guesses partner has hearts, weak hands, common sense.

# Meanings of other responses and rebids:

3M

# **Competitive Agreements**

#### Responses after opponent's DBL

= NAT INV

(including Pass, RDBL and expected follow-ups)

```
2H – (DBL) – pass = to play against 6H

RDBL = Strong, 18+ HCP if BAL

2S = NAT NF

2NT = ART F1

3m = NAT NF

3M = NAT INV
```

#### Responses after opponent's overcall:

Negative DBL trough 3S, natural NF, common sense.

# Rebids after 4<sup>th</sup> hand DBLs the response:

$$2H - (pass) - 3C - (DBL)$$
: pass =  $1^{st}$  step   
  $RDBL = 2^{nd}$  step   
  $3D = 3^{rd}$  step and continuing.   
  $2H - (pass) - Any - (bid)$ : Natural, common sense.

$$2H - (pass) - 3C - (bid)$$
: pass  $= 1^{st}$  step DBL  $= 2^{nd}$  step and continuing.  $2H - (pass) - Any - (bid)$ : Natural, common sense.

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Names: Terje AA – Glenn GROETHEIM

Country: Norway Event: 2003 Bermuda Bowl

Opening bid of 2NT in all seat at all vulnerability

**Shows:** 7-11 HCP, 5+-5+(4) NOT clubs

**Detailed Description:** 

It's not mandatory to open all hands between 7-11 HCP. It all depends on common sense, suit quality and vulnerability.

# Responses and Rebids in Uncontested auctions

With what hands will responder pass the opening bid?

# Meanings of other responses and rebids:

```
2NT - 3C = ask
```

3D = D+H; 3H=INV, 3S=NAT F, 4C=slam try H, 4D=slam try D

3H = H+S; 4C=slam try H, 4D=slam try S

3S = D+S; 4C=slam try S, 4D=slam try D, 4H=t/p

# **Competitive Agreements**

# Responses after opponent's DBL

(including Pass, RDBL and expected follow-ups)

```
2NT - (DBL) - RDBL = to play

3m = to play

3M = to play
```

pass = ask for suits; RDBL=D+H, 3C=H+S, 3D=D+S

# Responses after opponent's overcall:

```
2NT - (any suit) - DBL = PEN

3DHS = p/c

4DHS = p/c
```

# Rebids after 4<sup>th</sup> hand DBLs the response:

```
\begin{split} 2NT - (p) - 3C - (DBL) \\ pass &= D + H \\ RDBL &= H + S \end{split}
```

= D+S

3D

# Rebids after 4<sup>th</sup> hand overcalls:

Natural, common sense.

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**Names:** Terje AA – Glenn GROETHEIM

Country: Norway Event: 2003 Bermuda Bowl

Opening bid of 3C in all seat at all except VUL vs NV

**Shows:** PRE in C or D **Detailed Description:** 

It's not mandatory to open all hands that fit the bid.

It all depends on common sense, suit quality and vulnerability.

# **Responses and Rebids in Uncontested auctions**

# With what hands will responder pass the opening bid?

All hands that guesses partner has clubs, weak hands, common sense.

# Meanings of other responses and rebids:

$$3C - 3D = p/c$$

3H = ask for suit; 3S=C, 3NT=D

3S = NAT F

4C/D = p/c

5C = p/c

# **Competitive Agreements**

#### Responses after opponent's DBL

(including Pass, RDBL and expected follow-ups)

$$3C - (DBL)$$
 - pass = p/c  
 $RDBL$  = at least INV G  
 $3D$  = NAT NF  
 $3M$  = NAT NF  
 $4C$  = p/c  
 $4D$  = NAT NF

# Responses after opponent's overcall:

Natural, common sense.

# Rebids after 4<sup>th</sup> hand DBLs the response:

$$3C - (pass) - 3H - (DBL) - pass = C$$
  
 $RDBL = D$ 

$$3C - (pass) - 3H - (bid) - pass = C$$
  
 $DBL = D$ 

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**Names:** Terje AA – Glenn GROETHEIM

Country: Norway Event: 2003 Bermuda Bowl

Opening bid of 3D in All seat at All except VUL vs NV

**Shows:** Good PRE in H or S

**Detailed Description:** 

To be used instead of 3H/S as natural.

#### Responses and Rebids in Uncontested auctions

With what hands will responder pass the opening bid?

# Meanings of other responses and rebids:

$$3D - 3M = p/c$$

4C = ask for suit; 4D=H, 4H=S

4H = p/c

4S = to play

# **Competitive Agreements**

# Responses after opponent's DBL

(including Pass, RDBL and expected follow-ups)

$$3D - (DBL)$$
 - pass = ASK for suit  
 $RDBL$  = at least INV G

3M = p/c

4C = ask for suit; 4D=H, 4H=S

4H = p/c 4S = to play

# Responses after opponent's overcall:

Natural, common sense.

# Rebids after 4<sup>th</sup> hand DBLs the response:

$$3D - (pass) - 4C - (DBL) - pass = H$$
  
 $RDBL = S$ 

$$3D - (pass) - 4C - (bid) - pass = H$$
  
 $DBL = S$ 

This form is to be completed and sent, by email, to anna@ecats.co.uk in accordance with the Supplemental Conditions of Contest for the event

Names: Terje AA – Glenn GROETHEIM

Event: 2003 Bermuda Bowl Country: Norway

Opening bid of all seat at All except VUL vs NV

Shows: Bad PRE in H or S

**Detailed Description:** 

It's not mandatory to open all hands with bad H or S. It all depends on common sense and vulnerability.

# **Responses and Rebids in Uncontested auctions**

# With what hands will responder pass the opening bid?

All hands that guesses partner has hearts, weak hands, common sense.

# Meanings of other responses and rebids:

$$3H - 3S = p/c$$

4C = ask for suit; 4D=H, 4H=S

4H = p/c

4S = to play

# **Competitive Agreements**

# Responses after opponent's DBL

(including Pass, RDBL and expected follow-ups)

$$3H - (DBL)$$
 - pass = p/c  
 $RDBL$  = at least INV G  
 $3S$  = NAT NF  
 $4C$  = ask for suit;  $4D=H$ ,  $4H=S$ 

4H = p/c4S = to play

# Responses after opponent's overcall:

Natural, common sense.

# Rebids after 4<sup>th</sup> hand DBLs the response:

$$3H - (pass) - 4C - (DBL) - pass = H$$
  
 $RDBL = S$ 

$$3H - (pass) - 4C - (bid) - pass = H$$
  
 $DBL = S$ 

This form is to be completed and sent, by email, to anna@ecats.co.uk in accordance with the Supplemental Conditions of Contest for the event

Names: Terje AA – Glenn GROETHEIM

Event: 2003 Bermuda Bowl Country: Norway

Opening bid of all seat at all except VUL vs NV

Shows: Solid minor **Detailed Description:** 

To be used instead of 3NT(gambling).

# Responses and Rebids in Uncontested auctions

With what hands will responder pass the opening bid?

# Meanings of other responses and rebids:

$$3S - 3NT = to play$$
  
 $4C = p/c$ 

$$4D = ask for suit; 4H=C, 4S=D$$

$$4M = to play$$

$$4NT = ask for length; 5C=7, 5D=8, 5H=9$$

$$5C = p/c$$

# **Competitive Agreements**

#### Responses after opponent's DBL

(including Pass, RDBL and expected follow-ups)

$$3S - (DBL)$$
 -  $3NT$  = to play  $4C$  =  $p/c$   $4D$  = ask for suit;

$$4D = ask for suit; 4H=C, 4S=D$$

$$4M = to play$$

$$4NT = ask for length; 5C=7, 5D=8, 5H=9$$

$$5C = p/c$$

# Responses after opponent's overcall:

Natural, common sense.

# Rebids after 4<sup>th</sup> hand DBLs the response:

$$3S - (pass) - 4D - (DBL) - pass = C$$
  
 $RDBL = D$ 

$$3S - (pass) - 4D - (bid) - pass = C$$
  
 $DBL = D$ 

#### BROWN STICKER OVERCALL ANNOUNCEMENT FORM

This form is to be completed and sent, by email, to <a href="mailto:anna@ecats.co.uk">anna@ecats.co.uk</a> in accordance with the Supplemental Conditions of Contest for the event

Names: Terje AA – Glenn GROETHEIM

Country: Norway Event: 2003 Bermuda Bowl

After opponents opening bid of 1m showing 3+

Our overcall of 2Hearts at Non-vulnerable

Shows: Weak in H or S
Applies: All the time
Detailed Description:

It's not mandatory to overcall all hands between 3-9 HCP. It all depends on common sense, suit quality and vulnerability.

#### **Responses and Rebids When Responder Passes**

#### With what hands will advancer pass the overcall?

All hands that guesses partner has hearts, weak hands, common sense.

Meanings of other advances and follow ups:

$$(1m)$$
 –  $2H$  –  $(pass)$  –  $2NT$  =  $asking$   
 $3C$  =  $S$   
 $3D$  =  $H$  and  $Maximum$   
 $3H$  =  $H$  and  $Minimum$   
 $(1m)$  –  $2H$  –  $(pass)$  –  $2S$  =  $NAT$   $NF$   
 $3H$  =  $P/C$ 

#### **Competitive Agreements**

# Responses after opponent's DBL

(including Pass, RDBL and expected follow-ups)

All bids = natural NF

#### Responses after opponent's bid:

Negative DBL through 3S, natural NF

Rebids after opener DBLs the overcall (1X)-2Y-(P)-P-(DBL)-?

Pass = H2S = S

#### Rebids after opener DBLs advancer's bid:

$$(1m) - 2H - (pass) - 2NT - (DBL) - Pass = H$$
  
 $RDBL = S$ 

#### Rebids after opener's suit rebid:

$$(1m) - 2H - (pass) - 2NT - (3m) - Pass = H$$
  
 $DBL = S$ 

# Supplementary notes file Terje AA - Glenn GROETHEIM (NORWAY)

# Note:..1: 1C opening bid 1C - 1D: 0-8 HCP 1H: 8+ HCP, and 5+S or 15+ HCP BAL 1S: 8+ HCP, and 5+H 1NT:9-14 HCP, BAL 2C: 8+ HCP, and 5+D 2D: 8+ HCP, and 5+C 2H: 8+ HCP, and 5-4 or 4-5 in the minors 2S: 8-11 HCP, BAL 5-3-3-2 with a minor suit 2NT:12+ HCP, 4-4-4-1 any singelton 3C: 8-11 HCP,4-4-4-1 with major singelton 3D: 8-11 HCP,4-4-4-1 with minor singelton 3H: AKQxxxx(x) in any suit

#### Note:..2: Subsequent auction

```
1C - 1D

1H = At least 20 HCP

1 NT = 16/17 - 19 HCP

1C - 2C/2D

2D/2H = Relay

1C - 2H

2S = Relay
```

In general: After all answers we can continue with relays.

#### Note:..3: 1D opening bid

```
1D - 1H = Either natural or forcing to game
1S = Natural and forcing
1NT= 6-11 HCP
2C/2D= Natural and forcing
2H/2S =NAT 6+ & 9-11 HCP, Invitational
2NT= Invitational
3C/3D= NAT 6+ & 9-11 HCP, Invitational
3H/3S= Invitational
```

After the 1D - 1H sequence we can go on with relays.

```
Note:..4: 1H/1S opening bid

1H/1S - 1 NT = Forcing to game, if we go on with relays we can get the exact distribution.

2C = Any invitational hand

2D = Natural and not forcing

2H = (1S): Natural and not forcing

(1H): Normal support

2S = (1H): 9-11 HCP and normally a 6 carder INV

(1S): Normal support

2 NT = Invitational support with a single/void. 3C = relay

3C = Invitational with C and the other major
```

After opening in 3rd and 4th seat, we use 2C as DRURY FIT + miniSPL.

3D = Invitational with D and the other major

#### Note:..5: 1 NT opening bid

9-11 HCP 1st and 2nd seat not vulnerable against vulnerable.

14-16 HCP else.

May have 5-card major or 6-card minor

9-11:

1NT - 2C = Weak with the majors, or any invitational hand.

2D = FG. Could be followed by relays.

2H/2S = To play.

2 NT = Ask opener to bid 3C. 3x = Singelton and F1

14-16:

Stayman and transfer bids, see note 14.

#### Note:..6: 2 C opening bid

2C - 2D = Artificial, and ask opner to discribe his hand. Could be followed by relays.

2H/2S = 5-11 HCP and at least a 5 card suit.

2NT = Invitational

3C = Normal support

3D = At least a 6 card suit and invitational.

3H/3S = Invitational with 6 card suit.

4C = Preemptive

#### Note:..7: Subsequent auction after some opening bids in system:

Strong C with relays - Relay structure

In gereral: In relay sequences we first get the exact distribution.

Then we can continue relays to first get the aces, then the kings and queens.

Some of the most usual relays:

Relays after 1D opening bid:

1D - 1H = Either natural or FG 1S = 4S, not 4H (2C relay, FG)

1NT = Balanced with no 4 card major (2C relay, FG) 2C = Both minors, minimum 5-4/4-5 (2D relay, FG)

2D = Onesuiter, 6+D (2S relay, FG)

2H = 4H (2S relay, FG)

2S = MAX, 4-4-4-1 with 4H (2NT relay for singelton

2 NT = MAX, 6+D (3C relay, FG)

3C = At least 10 cards in minors, MAX (Next bid natural)

3D = MAX, 6+D (Next bid natural)

3H/4H = Both bids show a good hand with at least 4H and 5D

#### An example:

1D

1H - 1NT = BAL, no 4 card major

2C - 2NT = 5C, 5-3-3-2 4H - 5C = 2 queens of 3C - 3H = 3-2-3-5 (doubleton H) same colour

3S - 3NT = 1 or 4 ace(s)4C - 4D = 1 or 3 king(s)

4H - 5C = 2 queens of same colour

#### Note:..8: Relays after 1H/1S (1X) opening bid:

```
1X -
       1NT
              = FG
2C
               = MAX (2D new relay)
2D
               = MIN, a second suit in minor (2H relay) May also have 4 card in the major and 5C MIN/MAX
2H
               = MIN, BAL or a second suit in major (2S relay)
2 NT
               = MIN, at least 6X and 4 in a minor (3C relay)
3C
               = Exactly 5X and 5C, MAX (3D relay)
3D
               = Exactly 5X and 5D, MAX (3H relay)
               = MIN, at least 6X and 5C (3S relay)
3H
               = MIN, at least 6X and 5D (4C relay)
3S
3 NT
               = MIN, at least 6-5 in majors (4C relay)
```

The same structure is used after 1C - 1H/1S, except 1C - 1H, 1S - 1NT=15+, BAL

#### Note:..9: Relays after 1NT opening bid 9-11 HCP:

```
1NT - 2D
               = FG
2H
               = 4/5H (2S relay)
               = 4/5S, not 4H (2NT relay)
2S
               = No 4 card major or 5 card minor, but may have 6m (3C relay)
2 NT
               = 5C, 5-3-3-2 (3D relay for doubleton)
3C
               = 5D, 5-3-3-2 (3H relay for doubleton)
3D
               = 2-2-4-5 distribution (3S relay for aces)
3H
               = 2-2-5-4 distribution (4C relay for aces)
3S
               = 3334
3NT
```

#### Note:..10: Relays after 2C opening bid:

```
2C - 2D = Relay, not FG
2H = 4H and 6C (2S relay, FG)
2S = 4S and 6C (2NT relay, FG)
2NT = 6C, MAX (3D relay, FG)
3C = 6+C, MIN (3D relay, FG)
3D = 6+C and 4D, MAX (3H relay, FG)
3H = A 7-3-2-1 hand, MAX (3S relay for singelton)
3S = 3307,MAX and void in D. 4C = relay for aces
3NT = 2-2-2-7 distribution (4C relay for aces)
4C = 3037, MAX and void in H. 4D = relay for aces
4D = 0337, MAX and void in in S. 4H = relay for aces
```

#### Note:..11: An example:

```
2C
2D -
        3C = 6 + C, MIN
3D -
        3H = A 6-3-3-1 hand
3S -
        3NT = 3-3-1-6 distribution (singelton D)
4C -
        4H = 0 or 3 ace(s)
4S -
        4NT = 1 \text{ or } 4 \text{ king(s)}
5D = relay for queens
6C = To play
5H = relay for which king(s)
```

#### Note:.. 12: JUMP OVERCALLS

1C - 2C = 5-5 in both majors and a nice opening hand

2D = Weak

2H = VUL: Weak 2 in H

NonVUL: Weak 2 in either H or S

2S = VUL: Weak 2 in S

NonVUL: 4S and a longer minorsuit (shows D if the opening is 3+C)

1D - 2H = VUL. Weak 2 in H

NonVUL: Weak 2 in either H or S

2S = VUL: Weak 2 in S

NonVUL: 4S and a longer m(shows C if the opening is 3+D)

#### Note:..13: VS. ARTIFICIAL STRONG OPENINGS

Yeslek against strong 1C/1D and in 3/4 hand nonVUL against 1C like the Polish C:

DBL = D or H and S

1D = H or S and C

1H = S or C and D

1S = C or D and H

1NT = C + H or D + S (15-18 HCP, BAL VS Polish C)

2C = D or H and S

2D = H or S and C

2H = S or C and D

2S = C or D and H

2NT = C + H or D + S

3X = 6-card, at least AQJ10xx

With strong hands, we pass first round and act after.

#### Note:.. 14: 14 -16 HCP

1NT - 2C = STAYMAN, COULD BE FOLLOWED BY RELAY

2D/H = TRANSFER, MAY BE STRONG

2S = MINORSTAYMAN CAN BE WEAK IN A MINOR

2NT = SHOWS A WEAK DOUBLETON, INVITATIONAL; 3C = RELAY 3CDHS = SINGELTON, MAY HAVE 1336 AND SLAMINTEREST

4C/D = TRANSFER TO H/S

#### SPECIAL,

1NT - 2D

2H - 2S = EITHER 4S AND 5H OR 5H (OFTEN 5332) AND WEAK DOUBLETON . 2NT = RELAY

#### Note:..15: 1NT - opponents show a major; we use transfer bidding

1NT -2H

2NT = LEBENSOHL

3C = D AND AT LEAST INVITATIONAL

3D = ASK FOR STOPPER IN H

3H = S AND AT LEAST INVITATIONAL 3S = C AND AT LEAST INVITATIONAL

```
2NT - 3C
              = ask
3D
              = D+H; 3H=INV, 3S=NAT F, 4C=slam try H, 4D=slam try D
              = H+S; 4C=slam try H, 4D=slam try S
3Н
              = D+S; 4C=slam try S, 4D=slam try D, 4H=t/p
3S
2NT - (DBL) - RDBL = to play
              3m
                     = to play
              ЗМ
                     = to play
                     = ask for suits; RDBL=D+H, 3C=H+S, 3D=D+S
              pass
2NT - (p) - 3C - (DBL)
pass = D+H
RDBL = H+S
3D
      = D+S
2NT - (any suit) - DBL = PEN
              3DHS = p/c
              4DHS = p/c
Note:...17: 3C opening = PRE in C of D
3C -
       3D
              = p/c
       3H
              = ask for suit; 3S=C, 3NT=D
       3S
              = NAT F
       4C/D = p/c
       5C
              = p/c
3C - (DBL) -
              pass
                     = p/c
              RDBL = at least INV G
              3D
                     = NAT NF
                     = NAT NF
              3M
              4C
                     = p/c
              4D
                     = NAT NF
Note:...18: 3D opening = good PRE in H or S
       3M
3D -
              = p/c
       4C
              = ask for suit; 4D=H, 4H=S
       4H
              = p/c
       4S
              = to play
3D - (DBL) -
              pass
                     = ASK for suit
              RDBL = at least INV G
              3M
                     = p/c
              4C
                     = ask for suit; 4D=H, 4H=S
              4H
                     = p/c
              4S
                     = to play
```

Note:...16: 2NT opening, 2-suiter D/H/S 5+5+(4)

# Note:...19: 3H opening = bad PRE in H or S

3H - 3S = p/c

 $^{\cdot}$  4C = ask for suit; 4D=H, 4H=S

4H = p/c 4S = to play

3H - (DBL) - pass = p/c

RDBL = at least INV G

3S = NAT NF

4C = ask for suit; 4D=H, 4H=S

4H = p/c4S = to play

# Note:...20: 3S opening = solid minor

3S - (pass/DBL) - 3NT = to play4C = p/c

4D = ask for suit; 4H=C, 4S=D

4M = to play

4NT = ask for length; 5C=7, 5D=8, 5H=9

5C = p/c

# Note:...21: 3NT opening = semisolid minor

Suit quality: AQJ/AKJ

# Note:...22: 2H opening 1st NV vs VUL weak w/6H OR 0-6 HCP BAL/semiBAL

BAL/semiBAL never contains 5-card major

BAL/semiBAL may include any 4441/5422(no 5-card M)

It's NOT mandatory to open 2H with all 0-6 BAL/semiBAL hands.

We have NO agreement on what hands we open or not.

Tactical considerations (if we want a swing board or not) will be made.

2H - 2S = NAT NF

2NT = 20-22 HCP BAL

3C = ART F13D = NAT NF

3M = NAT INV

2H - (DBL) - pass = to play against 6H

RDBL = Strong, 18+ HCP if BAL

2S = NAT NF 2NT = ART F1 3m = NAT NF

3M = NAT INV

# Note:...23: 2D opening, NV: 2-8HCP, VOL: 4-8HCP, VOLvsNV 7-11HCP 5M-4+m(4M(NVvsVOL), NV may have 5M332

```
2D -
        2H
                = P/C
                = NAT NF
        2S
        2NT
                = Relay, F
                = NAT NF
        3C
        3D
                = INV wtih at least 6 card H
        3H
                = PRE P/C
        3S
                = INV wtih at least 6 card S
        3NT
                = TO PLAY
        4C/D = NAT PRE
        4H
                = P/C
        4S
                = TO PLAY
2D – (DBL) –
                pass = Partner will pass with 4+ D
                RDBL = Please bid M
                2H/S = NAT NF
                2NT and higher = System on
2D - (bid)
                DBL = negative through 3D
                other = NAT NF
                                ass = 1^{st} step

RDBL = 2^{nd} step

3C = 3^{rd} step

3D = 4^{th} step and continuing.
2D - (pass) - 2NT - (DBL): pass
2D – (pass) – Any – (DBL): Natural, common sense.
                                        = 1<sup>st</sup> step
2D - (pass) - 2NT - (bid):
                                pass
                                        = 2^{\text{nd}} step and continuing.
                                 DBL
2D – (pass) – Any – (bid): Natural, common sense.
```

# Note:...24: 1C/D/H/S opening and opponents overcall through 2C. 1NT opening and opponents overcall.

1C - (1D) - Pass = 6-8HCP or D

```
DBL = 0-5HCP
           Others = System on
1C - (1H) - Pass = 6-8HCP \text{ or } H
            DBL = 0-5HCP
            1S = 5+S 8+HCP
1NT = 9+HCP bal with stopper
            2C = 5+D 8+HCP
2D = 5+S 6-7HCP
2H = 9+HCP bal without stopper
2S = 5+C 8+HCP
            3any = Natural, slamtry
1C - (1S) - Pass = 6-8HCP \text{ or } S
            DBL = 0-5HCP
1NT = 9+HCP bal with stopper
            2C = 5+D 8+HCP
2D = 5+H 6+HCP
            2H = 5+C 8+HCP
2S = 9+HCP bal without stopper
            3any = Natural, slamtry
1C - (2C) - Pass = 6-8HCP \text{ or } C
            DBL = 0-5HCP
            2D = 5+H 6+HCP
2H = 5+S 6+HCP
            2S = 5+D 8+HCP
2NT = 9+HCP with stopper
            3C = 4-4-4-1 and 8+HCP
            3D/H/S = Natural, slamtry
1D - (1H) - DBL = Negative
            1S = 4+S

1NT = 6-11HCP bal with stopper
            2C = 5+D
            2D = 5+C
            2H = ask for stopper
            2S = 6+S 9-11HCP
            3C/D/S = Natural, slamtry
1D - (1S) - DBL = Negative
            1NT = 6-11HCP bal with stopper
            2C = 5+D
            2D = 5+H
            2H = 5+C
            2S = ask for stopper
            3C/D/H = Natural, slamtry
```

1D - (2C) - DBL = Negative

2D = 5+H 2H = 5+S2S = 5+D

2NT = invitational with stopper

3C = ask for stopper 3D/H/S = Natural, slamtry

1H - (1S) - 2C/D = Natural

1H - (2C) - 2D = 5+S2S = 5+D

1S = (2C) - 2D = 5+H2H = 5+D

1NT - (2C[both M]) - 2D/H = Natural, NF

2S = 5+C at least invitaional

2NT = Invitational

3C = 5+D at least invitational

3D = ask for H stopper 3H = ask for S stopper

1NT - (2H) - 2S = To play

2NT = invitaional

3C = 5+D at least invitational

3D = ask for H stopper

3H = 5+S at least invitational

3S = C and GF

1NT - (2S) - 2NT = invitational

3C = 5+D at least invitational

3D = 5+H at least invitational

3H = ask for S stopper

3S = C and GF