

Defensive and Competitive Bidding

Overcalls (Style; Responses; Reopening)

1 level: light. (1x)-1y-(p)-2x = inv+ with y-support

2 level: sound

Cuebids: Good raise with support

Responses 1-level: F1, 2-level: constructive.

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

15-18 hcp, 4th seat: 12-15 hcp over minor openings.

1NT = two unbid suits if passed hand and opps have bid 2 suits

Jump Overcalls

WJS. 2NT = two lowest unbid. Leaping Michaels vs weak 2.

All dependant on vulnerability.

Direct Cue Bids

Over 1♣ that can be short : 2♣ = nat, Over 1♠ that is 3+ 2♣ =

both majors 5+ 5+. Over 1♦ : 2♦ = both majors 5+ 5+.

Over M = other M + one minor

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

VS strong 1NT:

X = strong (in 4th hand X=10-12 bal)

2♣ = ♥ and ♠

2♦ = ♥ or ♠

2♥/♠ = 5(+)card and 4+ sidesuit in minor

VS weak 1NT (<12-14NT):

X = "balanced" opening or good hand (also against 12-14NT)

2♣ = ♥ and ♠, 2♦ = ♥ or ♠, "weak"

2♥/♠ = natural, constructive

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

T/O dbl

Leaping and nonleaping Michaels (5+ - 5+, FG)

VS. Artificial Strong Openings

X = majors, NT = minors

Over Opponents' take out double

Rdbl: (9)10+ HCP, 1-over-1 = F1, 2-over-1 = NF.

2♣ after 1M – (X) = good raise in M.

Leads and Signals

Opening Leads Style

	Lead	In Partner's Suit
Suit	3rd-5th	3rd-5th
NT	3rd-5th *	3rd-5th
Subseq	Attitude when opening new suit	

Leads

Lead	Vs. Suit	Vs. NT
Ace	AKx/AKxx(x)	AKx/AKxx(x)
King	AK/KQ/KQJ(x)/KQTx	AK/KQ/KQJ(x)/KQT(x)
Queen	AQJ(x)/QJ(x)/QJT(x)	AQJ(x)/QJ(x)/QJT(x)
Jack	HJT(x)/JT(x)/Jx	HJT(x)/JT(x)/Jx
10	HT9x/T9x/Tx	HT9x/T9x/Tx
9	9x	98xx/9x
X	Hxxx/xxx(x)	Hxxx/xxxx(x)

Signals in order of priority

	Partners lead	Declarer	Discarding
Suit:	Encrg/discrg	Count	Encrg/discrg
2 nd	Count	S/P	Count
3 rd	S/P		S/P
NT:	Encrg/discrg	Smith Peter	Encrg/discrg
2 nd	Count	Count	Count
3 rd	S/P	S/P	S/P

Signals (including Trump's): Smith Peter vs NT: High=likes.

Low=odd number or encrg, High=Even number or discrg.

Signals trump: S/P. * May lead 4th best.

Doubles

Takeout Doubles (Style; Responses; Reopening)

Light style, also reopenings

Special, Art and Comp Dbl/Rdbl's

Support dbl/rdbl, responsive dbl, neg dbl, comp dbl, lightner dbl

1m – (1♥) – X = 4+ ♠, 1♠ = max 3♠



WBF

System Card



Category: **Red**

NCBO/team:
NORWAY

Event:



Players

Nicolai Heiberg-
Evenstad

Gunn Tove Vist

System Summary

General Approach and Style

5card M, 3card ♦, transfer responses after 1♣ (3+) opening.

2-over-1: GF, except 2♣: nat GF or may be good raise in M
(14)15-17NT. May have 5 card M, 6 card m, singleton, 5-4

Special bids that may require defence

2♦ opening: 6+ in one major weak or 24+ NT

1♣ - 1♦/1♥ = Transfer, 1♠ - 1♠ = ♦ or 6-10NT

Special forcing pass sequences

Standard negative doubles. Classical forcing pass when GF.

Important notes that don't fit

X-Y-Z, X-Y-NT.

Psychics

Rare, but may occur

Opening	Art	Min. #	Neg. D.	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		3	4♥	Could open light if distributional, (11)12+ hcp with balanced hands	Transfer responses. 1♠ = ♦ or 6-10NT, 1NT = 11-12hcp. Inverted minor.	1♣ – 1♦ – 1♥ = 3♥ any hcp 1♣ – 1♦ – 2♥ = 4♥ 11-14 hcp XYZ and XYNT	
1♦		3	4♥	As above	Natural. Inverted minor.	XYZ and XYNT	
1♥		5	4♥	As above	2NT = 4+♥ FG, 2♠ = minisplinter one minor, 3♣ = limit, 3♦ = short ♠, 3♥ = “preempt” (<9hcp), 3♠/4x = void		1♥ - 2♣ = 3card support, inv+ 1♥ - 2♦ = 4+card support, inv+
1♠		5	4♥	As above	2NT = 4+♠ FG, 3♣ = minisplinter one minor, 3♦ = limit, 3♥ = minisplinter, 3♠ = “preempt” (<9hcp), 4x = void		1♠ - 2♣ = 3card support, inv+ 1♠ - 2♦ = 4+card support, inv+
1NT			4♥	(14)15-17hcp (5M/6m/5-4/x)	2♣ = stayman 2♦/♥ = transfer, 2♠ = diff minor hands		
2♣	X			18-21NT or strong: 20+ hcp or weaker with playing tricks.	2♦ relay, 2M/3m to play.		
2♦	X			6+ in one major (ca 5-10hcp), 24+ NT or (4441) GF	2♥/2♠/3♥ = pass/corr. 2NT = asking, 4♣ = bid suit below your suit, 4♦ = bid your suit 4♥/♠ = own suit		
2♥		5		5card and 4+ in a minor 5-10hcp	2NT asking, 3♣ pass/corr, , 3♦ = inv+ in ♥		
2♠		5		5card and 4+ in a minor 5-10hcp	2NT asking, 3♣ pass/corr, 3♦ = inv+ in ♠		
2NT				22-23hcp	Muppet stayman, transfers. 4♣ = ♥ slam int, 4♦ = ♠ slam int 4♥ = ♣ slam int, 4♠ = ♦ slam int	Slam Conventions RKCB (0314). Exclusion RKCB (0314), DOPI/ROPI. 5 NT in unclear situation: pick a slam. Splinters Cuebids After BW answer: The suit over ask for trump Q After BW answer: 6x ask for 3rd round control	
3x		6		Preemptive (ca 2-10 hcp)			
3NT				Running major			
4♣, ♦		6		Nat, preemptive			
4♥, ♠		6		Natural. To play			
4NT	X			Ask for specific aces	5♣ = none, 5♦/♥/♠ = that specific ace, 5NT = ace of clubs, 6♣ = red or black, 6♦ = minor or major, 6♥ = c+h or d+s		