





Defensive and Competitive Bidding
Overcalls (Style; Responses; Reopening)
1 level: (very) 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 hpc in any seat –
Jump Overcalls (Style; Responses; Unusual NT)
Week jump overcalls, 2NT = two lowest unbid
Leaping Michaels
Direct and Jump Cue Bids (Style; Responses)
Minor: both majors, weak or strong
Major: other M + Clubs, weak or strong
VS. NT (vs. Strong/Weak; Reopen: PH)
Strong NT:
2 ♣ = both major
2 ♦ = one major
2 ♠♥ = normally 5+ major, and 4 + minor
2NT = both minors
VS weak 1NT: same.
DONT in 4 <sup>th</sup> seat and after pass
VS. Preempts (Doubles; Cue bids; Jumps; NT bids)
T/O dbl. Leaping M (FG)
VS. Artificial Strong Openings
VS 1♣: X = majors, 1NT = minors
VS 2♣: X = MM
Over Opponents' take out double
Redbl 10+ hpc, 1 over 1 = F1. 2-over1 = NF

Leads and Signals			
Opening Leads Style			
	Lead	In Partner's Suit	
Suit	3 <sup>rd</sup> -5 <sup>th</sup> =odd; 2-4 <sup>th</sup> -6 <sup>th</sup> =even	3 <sup>rd</sup> -5 <sup>th</sup> =odd; 2-4 <sup>th</sup> -6 <sup>th</sup> =even	
NT	3 <sup>rd</sup> -5 <sup>th</sup> =odd; 2-4 <sup>th</sup> -6 <sup>th</sup> =even	3 <sup>rd</sup> -5 <sup>th</sup> =odd; 2-4 <sup>th</sup> -6 <sup>th</sup> =even	
Subseq	Attitude when opening a new suit		
Leads			
Lead	Vs. Suit	Vs. NT	
Ace	AK/AKx/AKxx(x)	AK/AKx/AKxx(x)	
King	KQ/KQJ(x)/KQT(x)	KQ/KQJ(x)/KQT(x)	
Queen	AQJ(x)/QJ(x)/QJT(x)	AQJ(x)/QJ(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 <del>xx</del> /HT <del>9x</del> / <del>xxxx</del> ( <u>x</u> )	Hx <del>xx</del> /HT <del>9x</del> / <del>xxxx</del> ( <u>x</u> )	
Signals in order of priority			
	Partners lead	Declarer	Discarding
Suit:	Small enc	Count, 3 <sup>rd</sup> /5 <sup>th</sup>	Small enc
2 <sup>nd</sup>	Count, 3 <sup>rd</sup> /5 <sup>th</sup>		Count, 3 <sup>rd</sup> /5 <sup>th</sup>
3 <sup>rd</sup>	Lavinthal		Lavinthal
NT:	Small enc	Smith/peter	Small enc
2 <sup>nd</sup>	Count, 3 <sup>rd</sup> /5 <sup>th</sup>	Count, 3 <sup>rd</sup> /5 <sup>th</sup>	Count, 3 <sup>rd</sup> /5 <sup>th</sup>
3 <sup>rd</sup>			
<i>Signals (including Trump's):</i> Smith Peter vs NT: High=likes			
Doubles			
Takeout Doubles (Style; Responses; Reopening)			
Light style, also reopenings			
Special, Art and Comp Dbl/Rdbl's			
Negative doubles, responsive doubles. Support X and XX. 1♣-(1♥)-1♠ = max 3			

 WBF	System Card 	
System: Natural, 2\1 GF		
Players		
	Kåre Bogø	Ranja Sivertsvik
System Summary		
General Approach and Style		
5 card major, lowest minor		
2-over1: GF		
15-17NT: may have 5 card M, 6 card m, singleton		
Special bids that may require defence		
Special forcing pass sequences		
Standard negative doubles. Classical forcing pass when GF, in unclear og competitive positions x = extras, pass = pass		
Important notes that don't fit		
X-Y-NT, X-Y-Z		
Psychics		
Rare		

Opening	Art	Min. #	Neg. D. through	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		3	4 NT	Could open light if distributional, (11) 12 + hcp with bal hands	2♣ = inverted minor, inv+ 2♦ = 7-9 (10) with 5+ clubs 2♥/♠ = 6 cards, 3-7 hcp 3♣ = preemptive, 3♥♠ = void	1♣-1♦-1M = natural, 1♣-1♦-1NT can include 4 card major (walsh) 1♣-2♣-3♣ = min unbal, 1♣-2♣-2♥ = nat, unbalanced extras 1♣-2♣-3NT = 13-14 bal, 1♣-2♣-2NT = good 11-12 bal 1♣-2♣-2♦ = either nat revers or 18-19 bal, or any strong 15 + hand with singleton.	Not inverted after pass
1♦		3	4 NT	As above	2♦ = inverted minor, inv+ 2♥/♠ = 6 cards, 3-7 hcp 3♣ = invitational with ♦, 3♦ = preemptive, 3♥/3♠/4♣ = void	1♦-2♦-3♦ = min unbal, 1♦-2♦-2NT = 11-12 bal 1♦-2♦-2♥ = nat revers, 18-19 NT or any 15 + with any singleton 1♦-2♦-3NT = 13-14 bal	Not inverted after pass
1♥		5	4 NT	As above	2♣ = nat gf, or invitational with 3card support 10.-12 Hcp 2♦ = Nat GF, 2♥ = 6-10 with support in ♥ 2♠ = Singleton any suit with 4+ heart, 5-10 hcp 3♣ = Mixed raise 6-9 with 4+ support 3♦ = Bal invite with 4+ card support 3♥ = pre-empt, 2NT = 4+♥ FG, 3♠/4♠/4♦ = splinter (void)	3♣ = Mixed raise 3♦ = Bal Invite 2sp = Any singleton wth 4+ support    4♣/♦ = void	System on but no longer GF, 2♣ = drury with 3 card support, 2♦ = 4 card supp drury
1♠		5	4 NT	As above	2♣ = either invitational with 3 card support (10-12) Or nat GF 2♦ = nat gf, 2♠ = 6-10, 2NT = 4+♠ FG, 3♣ = Any singleton 3♦ = Mixed raise, 6-9 with 4 + card support 3♥ = Bal invite with 4+ support, 3♠ = preemptive	3♣ = any singleton (max invite) 3♦ = Mixed Raise (6-9) with 4 + support 3♥ = bal invite	System on but no longer GF. Similar to 1 heart openings
1 NT				15-17 hcp (5M/6m/5-4/singleton)	2♣ = stayman, 2♦/♥/♠ = transfer 2♥♦♠ = invite with 6 cards 4♣ = transfer to ♥ 4♦ = transfer to ♠, 4♠/♥ = to play	Smolen. After transfer: new suit GF. After stayman response: 3♣ relay, 1NT-2♣, 2M-3M forcing 1NT-transfer, 2M-3M forcing, 1NT-2♣-2♥-2♠ = bal slaminvite. 1NT-2♣-2♠-3♥ = same	When opponents interfere (nat) we use TO-doubles and Lebensohl. If not nat, X is Showing good cards.
2♣	X			Strong, 20+ hcp or weaker with playng tricks	2♦ = waiting bid. 2♥♠ = 5+ 2NT = both minors (5/5+)	Second negative. 2♣-2♦-3M ask for cue 2♣-2♦-4M/5m = 9-10 playng tricks	Double after opponents interfere is 0-3 hcp.
2♦		6		Weak 2	2 NT Forcing, 2 maj = not forcing, but can be raised with support, 3 <sup>rd</sup> level = nat forcing	2♦-2NT-3♣ = values 2♦-2NT-3♦ = minimum, 2♦-2nt-3♥ = values 2♦-2nt-3♠ = Values	
2♥		6		Weak 2	2NT ask for singleton		
2♠		6		Weak 2	2NT ask for singleton		
2 NT				20-21	Puppet stayman, transfers 4♣ = ♥ slam int, 4♦ = ♠ slam int 4♥ = ♣ slam int, 4♠ = ♦ slam int	Slam Conventions	
3x				Preemptive	Bid on 3 level after partners preemptive is always forcing	RKCB (0314), Exclusion RKCB, DOPI/ROPI	
3NT				½ seat Running suit	4♣/5♣ = p/c, 4♦ = ask for short suit	5NT in unclear situation: pick a slam	
4♣, ♦		6		Preemtive		Splinters, cuebid, after BW-answer: the suit ask for trump Q	
4♥, ♠		6		Natural, to play		After BW-answer: 6x ask for third round control	
4NT				Ask for specific ace	5♣ = none. 5♥♦♠ that specific ace, 5NT = ♣ ace 6♣ = two aces. 6NT = three aces		