



Defensive and Competitive Bidding	
Overcalls (Style; Responses; Reopening)	
<b>1-level:</b> Aggressive if good suit <b>2-level:</b> Sound <b>Responses:</b> New suit 1- and 3- level are forcing Cue-bid = 1 round forcing	
1 NT overcall (2ND/4TH; Responses; Reopening)	
15-18 bal (subs auction as after 1nt opening) (14-16hp in balancing position) NT-system is on, not after dbl. RD takeout	
Jump Overcalls (Style; Responses; Unusual NT)	
Preemptive (1M)-2NT= 6HP+, ♣+♦ 1♠ (2+) – 2♦ = both major	
Direct and Jump Cue Bids (Style; Responses)	
Direct Cue = majors o/minor, major/club o/major appr. 9+ Jump cue over minor=nat. preemptive	
VS. NT (vs. Strong/Weak; Reopen: PH)	
Dbl : Strong hand (after P first 4M + 5m) 2♣: ♥ + ♠, 2♦ = 1 major, 2♥/♠=5 + longer minor 2NT: ♣ + ♦ or strong 2-suits	
VS. Preempts (Doubles; Cue bids; Jumps; NT bids)	
Take Out DBLs. VS. Versus 2M, 3 suit, Multi, 2M-3M = Leaping Michaels	
VS. Artificial Strong Openings	
Versus 1♣: Dbl=strong unbal (norm. 16+), 1♦=Majors, 1NT=minors Versus strong 2♣: D=♣	
VS. 2 ♦ Multi	
Multi: Dbl. = as over 2sp opening 2NT : 15-18 balanced Leaping Michaels	

Leads and Signals			
Opening Leads Style			
	Lead	In Partner's Suit	
Suit	3./5.	3./5.	
NT	4 <sup>th</sup> best v 10xxx or b.	3 <sup>rd</sup> – 5th	
Subseq	Attitude when opening a new suit through declarer		
Leads			
Lead	Vs. Suit	Vs. NT	
Ace	AKx/AKxx(x)or A(xxxx)	AKx/AKxx(x)or A(xxxx)	
King	AK/KQ/KQJ(x)/KQT(x)/AK	AK/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/Tx/T9	HT9(x)/T9(x)	
Signals in order of priority			
	Partners lead	Declarer	Discarding
Suit:	Hi=Disc	count	Hi=Disc
2 <sup>nd</sup>	count		count
3 <sup>rd</sup>	Lavinthal		Lavinthal
NT:	Hi=Disc		Hi=Disc
2 <sup>nd</sup>	count	count	count
3 <sup>rd</sup>	Lavinthal		lavinthal
<b>Signals (including Trump's):</b> Encourage: Low, Lavinthal Count: hi-low = even			
Doubles			
<b>Takeout Doubles (Style; Responses; Reopening)</b>			
Rdlb = 10 hcp + After 1 major- 2 NT at least invitational in the bid suit 1 level forcing for one round, 2 level not forcing After opp's 1nt → 2kl =major			
Special, Art and Comp Dbl/Rdbl's			
Support doubles (1x) – 1Y – (D) – RD = ca 10hp og xx i Y			

 WBFF		System Card		
		Category: Green		
Event:				
Norway Seniors	Jan Mikkelsen			
	Øyvind Ludvigsen			
System Summary				
General Approach and Style				
<p>5 card MAJORS, 1 ♠ = 2+</p> <p><b>1 NT:</b> (14+)15-17, might be 5major/6 minor (may have single Honor)</p> <p><b>2 over 1:</b> GF/2♣ may be inv. with 3-card support after major opening.</p>				
Special bids that may require defence				
Important notes that don't fit				
<p>X-Y-NT 2♣ demands 2♦,2♦=GF (Dto 1X-1Y-1Z) on after D</p> <p>Lebensohl 2nt in most competitive situations except 1 M-2 M-D, then 2 NT = minors</p> <p>Muppet Stayman on 20+ with NT distri.</p> <p>Bergen 2 NT in comp. Sit.</p> <p>Takeout D in many situations</p>				
Psychics				
Rare				

Opening	Art	Min. #	Neg. D. thru	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		2	4♠	10-22 hp	2♦ = 9-11 and ♣. 2♣ = GF Strong jump shifts in ♥/♠ Walsh	1♣ - 1♦ - 1major = 5 club, 4+ major or 4-4-4-1 1♣- 1♥-2♠ = Natural GF After 1♣-(1♦): double=4-4, ♥-♠ After 1♣-(1♥): double=4+♠, 1♠=no ♠suit Transfer after 18-19NT	Jump shift=Minispilnter
1♦		4	4♠	10-22 hp	3♣ = 9-11, inv. in ♦, 2♦ = GF Strong jump shifts in ♥/♠	After 1♦-(1♥): double=4+♠, 1♠=no ♠suit Transfer after 18-19NT	Jump shift=Minispilnter
1♥		5	4♠	10-20 hp	2NT= Jacoby GF . 4+ card support 2♠= inviting game in ♥, short in ♣ or ♦, 2NT ask 3♠= limit raise in ♥ . 4+ card support 3♦ = inviting game,in ♥, short in ♠ 3♥ = preemptive	1♥-1NT-2NT = GF.	Drury 2♣/♦ = Game interest with 3 /4+card support
1♠		5	4♥	10-20 hp	2NT = Jacoby. 4+ card support 3♠= inviting game in ♠, short in ♣ or ♦ (rele ask), 3♦ = limit raise in ♠, 3♥=splinter 3♠ = preemptive	1♠-1NT-2NT = GF.	Drury 2♣/♦ = Game interest with 3 /4+card support
1 NT		---	3♠	(14)15-17 bal., may be 5 M/6 m Maybe singelton honor	2♣ = Stayman, 2♦, ♥ is transfers, 2♠ asking best minor, 3♣, ♦ = Invitational 3♥/♠ = Singel GF and 3 in unbld M (3-1-5-4 etc.) Smolen/opposite major balanced slaminv.	1NT-2♣-2♦-2♠= inviting game = 5spades+4hearts 1NT-2♦-2♥-2♠= inviting game=5hearts+4spades 1NT-2♥-2♠-3♥=GF 5-5 in major 1NT-2♣-2x-3♣ = Asking for distr.	
2♣	X	0		22+ hp bal. Or strong unbal	2♦ = asking opener to clarify his hand (waiting) Direct bid = ((5(6m)) cards+headed by honor)) 2NT=10+ balanced	2♣-2♦-2♥-2♠(obl.)-2NT = 24-25 NT. 3 NT = 26-27 2♣-2♦-2♠-2NT=5+ bal., 3♣ second negative 2♣- 3♥/♠ = semi-running 6 cards	
2♦		0		Weak two in ♥ or ♠	2NT =asking bid 3♣/♦ = Natural/Forcing, 3♥=Correct	2♦ - 2nt-3♣ = max weak two, 3♦= h, 3♥=♠	2♦ = 6+ in suit, opening bid
2♥		5		5-10, 5♥+(minor)	2NT= asking for side suit, New suit=NF		2♥ = 6+ in suit, opening bid
2♠		5		5-10, 5♠+(minor)	2NT= asking for side suit, New suit=NF		2♠ = 6+ in suit, opening bid
2 NT		---		20-21 Balanced	Muppet stayman, transfers , 3♠ = ask minors 3 NT = to play, 4♣/♦ = slamtry in ♥/♠ 4♥ / ♠ = slamtry in ♣/♦		
3x		6		Preempt	New suit F		
3NT	x	7		Running suit,no side A/K	4♣ to correct, 4♦ asks for shortness	<div>High Level Bidding</div> 4NT: Roman Key Card Blackwood: 5♣: 0/3, 5♦: 1/4 5♥: 2/5, 5♠ 2/5 incl. trump Q, 5NT=odd and a void, 6x=even and void. After 4NT and answer: 5NT=asking specific King, promise all aces Cue bids: 1 <sup>st</sup> and 2 <sup>nd</sup> round controls up the line, Exclusion Blackwood Splinter & Minisplinter	
4♣		7		Preempts			
4♦		6		Preempts			
4♥, ♠		---		To play	New suit is cuebid, 4NT=RKCB		
4NT	✓			Asks for specific aces	5♣=0 Aces, Suit=that Ace, 5NT= ace of ♣		