

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

Jump Overcalls

WJS, but not vs 1♣, vs 1♣ we use: 2♦ = one M (weak),
 2♥ = 5-5M weak, 2♠ = 5-5M strong, 2NT = two lowest unbid
 Leaping Michaels.

Direct Cue Bids

Over 1♣: 2♣ = nat, Over 1♦: 2♦ = both M
 Over M = other M + one minor

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

VS strong 1NT:

X = strong

2♣ = ♥ and ♠, 2♦ = ♥ or ♠

2♥/♠ = 4(+)card and (normally) longer sidesuit in minor
 DONT in 4th seat and when passed hand :

X = one (unspecified) suit

2♣ = ♣ and one unspecified suit

2♦ = ♦ and one unspecified suit

2♥ = ♥ and ♠

2♠ = natural

VS weak 1NT:

X = balanced opening

2♣ = ♥ and ♠

2♦ = ♥ or ♠

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

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

T/O dbl

Leaping Michaels (5+ - 5+, FG)

Cuebid: Ask for stopper or Michaels

VS. Artificial Strong Openings

VS 1♣/2♣: YESLEK

Over Opponents' take out double

Rdbl: 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: Low=likes.

Low=odd number or encrg, High=Even number or discrg. Count only when we want to. Signals trump: S/P

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



System:

Green

NCBO/team:
NORWAY



Event:

Players

Torild Heskje

Gunn Tove Vist

System Summary

General Approach and Style

5card M, 4card ♦, transfer responses after 1♣(2+) opening. Can have longer ♦ when opening 1♣.

2-over-1: GF except 2♣ that can 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: 18/19 balanced, denies 5card M

Special forcing pass sequences

Standard negative doubles. Classical forcing pass when GF, in unclear or competitive positions x = extra, pass = pass

Important notes that don't fit

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

Psychics

Rare

Opening	Art	Min. #	Neg. D.	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		2	4♥	Could open light if distributional, (11)12+ hcp with balanced hands	Transfer responses at one level. 1NT = 11-12hcp. 2♣ diamonds (6-9 hcp) or 5-5M (6-9 hcp) 2♦/♥ = 6+ ♥/♠ (6-9 hcp or 13+) 2♠ = inv+ with club support, 2NT = 9-11hcp, club support. 3♣ = preemptive, 3♦/♥/♠ = natural (7+), preemptive	1♣ - 1♦ - 1♥ = 4♥ 11-12 hcp or 3♥ any hcp 1♣ - 1♦ - 2♥ = 4♥ 13-14 hcp 1♣ - 1♦ - 2NT = 4♥ 15+ hcp XYZ XYNT	
1♦		4	4♥	As above	2♣ nat GF or 5-5M (6-9 hcp) 2♦/♥ = 6+ ♥/♠ (6-9 hcp or 13+) 2♠ = inv+ with diamond support 3♣ = 9-11hcp, diamond support 3♦ = preemptive, 3♥/3♠/4♣ = natural (7+), preemptive	1♦ - 1♥ - 2NT = 4♥ 15+ hcp XYZ XYNT	
1♥		5	4♥	As above	1NT = F1, 2♣ = nat 2-over-1 or (9)10-12hcp with heart support, 2NT = 4+♥ FG, 2♠ = minisplinter one minor, 3♣ = limit, 3♦ = short ♠, 3♥ = "preempt", 3♠/4x = void	After 2NT: 3♣ = min, 3♦ = one singl/void, 3♥ = 5422, 3♠ = 6322, 3NT = 18/19, 4♥ = min 5332.	1♥ - 2♣ 3card support, inv+ 1♥ - 2♦ 4card support, inv+ 1♥ - 2NT balanced inv
1♠		5	4♥	As above	1NT = F1, 2♣ = nat 2-over-1 or (9)10-12hcp with spade support, 2NT = 4+♠ FG, 3♣ = minisplinter one minor, 3♦ = limit, 3♥ = minisplinter, 3♠ = "preempt", 4x = void	After 2NT: 3♣ = min, 3♦ = one singl/void, 3♥ = 5422, 3♠ = 6322, 3NT = 18/19, 4♠ = min 5332.	1♠ - 2♣ 3card support, inv+ 1♠ - 2♦ 4card support, inv+ 1♠ - 2NT balanced inv
1 NT			4♥	(14)15-17hcp (5M/6m/5-4/x)	2♣ = hybrid stayman (inv+), 2♦/♥ = transfer, 2♠ = diff minor hands, 2NT = 4-4M inv, 3♣ = ♦ or 5-5M, 3♦ = 5+/4+M, 3♥/♠ = singleton, 4♣ = ♥, 4♦ = ♠	3♣ = "puppet stayman" after 2♦ answer.	
2♣	X			Strong. 20+ hcp or weaker with playing tricks.	2♦ = waiting bid. Other bid is nat, positive hand. 2NT = 5+-5+ m.	Second negative. 2♣-2♦-3M = 4card and longer ♦ 2♣-2♦-4M/5m = 9/10 playing tricks	
2♦	X			18/19 balanced, denies 5card M	2♥ = spade or clubs, 2♠ = transfer to 2NT, 2NT = 5-5M slamtry, 3♣ = 5+/4+M, 3♦ = 4-4M, 3♥/♠ = 4card other M, 3NT = 5-5M no slamtry		
2♥		(5)6		6-10hcp	2NT ask for singleton, 4♣ ask for keycards. New suit is not forcing.		
2♠		(5)6		6-10hcp	2NT ask for singleton, 4♣ ask for keycards. New suit is not forcing except 3♥.		
2 NT				20-21hcp	Muppet stayman, transfers. 4♣ = ♥ slam int, 4♦ = ♠ slam int 4♥ = ♣ slam int, 4♠ = ♦ slam int	Slam Conventions	
3x		6		Preemptive	4♣ after 3♦/♥/♠ and 4♦ after 3♣ opening = ask for keycards	RKCB (1430), 0314 when clubs. Exclusion RKCB (0314), DOPI/ROPI. 5 NT in unclear situation: pick a slam.	
3NT				1st/2nd seat: running m	4♣/5♣ = p/c, 4♦ = ask for short suit 4NT = ask for length	Splinters	
4♣, ♦				Running ♥/♠	4NT = ask for length	Cuebids	
4♥, ♠		6		Natural. To play		After BW answer: The suit over ask for trump Q	
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	After BW answer: 6x ask for 3rd round control	