

Defensive and Competitive Bidding
Overcalls (Style; Responses; Reopening)
Normally sound, but may be weak 1-level (lead direction)
1 NT overcall (2ND/4TH; Responses; Reopening)
2 nd : 15-18 NT system ON.
4 th : 12-15 NT system ON
Jump Overcalls (Style; Responses; Unusual NT)
Weak.
2NT: 2 lowest unbid suits, weak or strong
Direct and Jump Cue Bids (Style; Responses)
Michaels after 1M (other M+m), weak or strong
(1m) 2m = both Majors
VS. NT (vs. Strong/Weak; Reopen: PH)
♣ - both M
♦ - one M (5)6+
♥ - 4(5) ♥ and 5+ m
♠ - 4(5) ♠ and 5+ m
NT - both m
After passed hand, x - long m
VS. Preempts (Doubles; Cue bids; Jumps; NT bids)
Take-out DBL
Over 3mi - 4mi = both M
(3M) - 4NT = both minor
VS. Artificial Strong Openings
X=both M
NT= both m
Over Opponents' take out double
XX= 9+ hp ,
1♣ (dbl) now on the 1-level still transfers.

Leads and Signals			
Opening Leads Style			
	Lead	In Partner's Suit	
Suit	3 rd -5 th	3 rd -5 th	
NT	4 th (promise 10 or better)	3 rd -5 th	
Subseq	Attitude when playing a new suit		
Leads			
Lead	Vs. Suit	Vs. NT	
Ace	AKx/AKxx(x)	AK/AKx/AKxx(x)	
King	AK/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/T9x	HT9x/T9x	
9	9x, (H98(x))	9x, 9xx, 98xx(x), H98x(x)	
X	3rd /5th	Hx x / Hxx x (x)/ xxx / xxxx	
Signals in order of priority			
	Partners lead	Declarer	Discarding
Suit:	Low=enc	Count	Enc/Discrg
2 nd	Count Hi/low=even	S/P	Count
3 rd	S/P		S/P
NT:	Enc/Discrg	Smith	Enc/Discrg
2 nd	Count	Count	Count
3 rd	S/P	S/P	S/P
In General: low/high = encouraging or odd			
Smith: low=enc from leader, high=enc from p			
Doubles			
Takeout Doubles (Style; Responses; Reopening)			
Support double / negative double /			
Sound style, light reopenings			
Special, Art and Comp Dbl/Rdbl's			
RDBL in transfer seq shows 3 card support at 2 level.			

System Card	
	
WBF	
System:	
Players	Sven-Olai Høyland Sofie Græsholt Sjødal
	Norway
System Summary	
General Approach and Style	
Natural, 2/1 style.	
15-17 NT	
Transfers responses after 1♣-opening	
Special bids that may require defence	
1♥/♠- 2♣ = 9/10 - 11/12, or GF 3 card support OR F1+ with ♣ OR balanced GF	
Special forcing pass sequences	
1X - bid -pass may be forcing. 2♣ -bid-pass=4+hp	
Important notes that don't fit	
1♣ (1♦) dbl = 4+♥ 1♣ (1♦) 1♥ = 4+♠ 1♣ (1♦) 1♠ = transfer to 1NT (often 6 - 9)	
Psychics	
Very seldom	

Opening	Art	Min. #	Neg. D. through	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		3	3♠	11-22 hp (may have longer ♦ if 3343 and 11-14)	1♦=4+♥, 1♥=4+♠, 1♠=6-9 "NT" or any hand 4+♦, 1NT=10/11, 2♣=inv minor 4+♣, 2♦=weak ♥, 2♥=weak ♠, 2♠= 6/7 -9 5+♣, 2NT=11-12 bal, 3♣ pre-empt 5+♠, 3♦♥♠=void, 4M to play	Accept transfer with most hands with 3crd support, jump to 2 level with 4crd support and minimum opening.	1♣-2♣=9+, NF 1♣ - (1x) - 2x= inv+ with ♣
1♦		3	3♠	11-22 hp (not 3343 if 11-14)	Natural, 2♦ inv minor, 2M to play, 2NT 11-12, 3♣= 6/7 -9 with ♦, 3♦ pre-empt, 3M=splinter, 4♣ void, 4M play		1♦-2♦= 9+, NF 1♦ - (1x) - 2x= inv+ with ♦
1♥		5	3♠	11-21 hp	1NT= 6-11hp, 2♣= 9/10 - 11/12, 3 card support OR F1 with ♣ OR balanced GF 2♦= nat F1 (usually 5+); 2♥= 5-9 (us. 3), 2♠ 8/9-11 BAL with 4crd ♥ OR minisplinter in ♠, 2NT GF w 4+♥, 3♣♦= 7/8-10 mini splinter, 3♥= 4-7 4+♥, 3♠/4♠♦= void	1♥-2♥: 2♠3♣♦= shortness inv+, 2NT= any hand inv+. 1♥-2NT 3-nat extra. (3cards+), 4mi=void. 1♥ - 1NT - 2NT = FG	Pass - 1♥-2♣= 3+♥, 9+ 1♥ - (dbl) - 2♣= inv+ with usually 3 card support
1♠		5	3♠	11-21 hp	1NT= 6-11hp, 2♣= 9/10 - 11/12, 3 card support OR F1 with ♣ OR balanced GF, 2♦= nat F1 (usually 5+), 2♥= nat F1, 2♠= 5-9 (us. 3), 2NT GF w 4+♠, 3♣= 7/8-10 minisplinter ♣ OR 8/9-11 BAL with 4crd ♠, 3♦= 7/8 -10 minislinter 4crd ♠, 3♥= 7/8-10 mini splinter, 3♠= 4-7 4+♠, 4♠♦♥= void	Same as after 1♥ 1♠ - 1NT - 2NT = FG	Pass - 1♠-2♣= 3+♠, 9+ 1♠ - (dbl) - 2♣= inv+ with usually 3 card support
1 NT			2♠	15-17 May have 5M, 6m, single H 5422	2♣=Stayman, 2♦♥= transfer, 2♠= interest in minors, 2NT= invite, 3♣= 5(6) ♥ and 3 ♠, GF; 3♦♠= 5(6) ♠ and 3 ♥, GF 4♣= 55 in Ma, no slaminterest; 4♦♥= transfer	1NT-2♣ // 2♦-2♥= pick a major, to play 1NT-2♠ // 2NT=♦preference, 3♣=♣preference 1NT-2♠ // 2NT/3♣ - 3♥= Slam interest ♣, 3♠= Slam interest ♦ 3NT= Slam try in both minors	
2♣	x	0		Any strong hand. If balanced 20-21	2♦=wait (any hand), 2♥♠/3♣♦ nat GF 2NT=at least 5-4 in ♣♦ GF 3♥♠= 0/1 in suit, 3 / 4 in oM, 5-8	2♣ - 2♦// 2Ma = F1 2♣ - 2♦// 2Ma - 3♣ = second negative	
2♦		6 (5)		Weak (6-10) with ♦	2M= NF, constructive, 3♣/M = F1 2NT= asking for singleton		
2♥		6 (5)		Weak (6-10) with ♥	2♠=NF 3♣♦♠ = F1, 2NT= asking for singleton or void, 3♥= pre-empt		
2♠		6 (5)		Weak (6-10) with ♠	Similar as above		
2 NT				22-24 balanced May have 6m, 5M, 5422, 4441	3♣= puppetstayman, 3♦♥= transfer, 3♠=minors, 4m= transfer M slamtry (♠=♥), 4M= slamtry mi (♥=♣)	Slam Conventions	
3x				PREEMPT	New suit F1	0314 RCKB, Dopi, Ropi, Splinter bids, Cuebids (1 st 2 nd controls), Exclusion blackwood	
3NT					Running minor, 1 st and 2 nd no outside A or K	3NT = nonserious slamtry when M is agreed;	
4♣, ♦				Preempt			
4♥, ♠				play			

