






Defensive and Competitive Bidding	
Overcalls (Style; Responses; Reopening)	
Light overcalls. Cue is either GF any, or good raise with support. Many sequences with transfer bids in competition-sit.	
1 NT overcall (2ND/4TH; Responses; Reopening)	
15-18, system on	
Jump Overcalls (Style; Responses; Unusual NT)	
Jump to 2♥, ♠ after an opening shows 4c and 6c in opposite minor (always ♣ if not bid (min3c) Otherwise preempt.	
Direct and Jump Cue Bids (Style; Responses)	
Michaels Cuebid (55 highest and lowest) 3 in opener's suit searching for 3nt. t/o dbls.	
VS. NT (vs. Strong/Weak; Reopen: PH)	
1.th hand: Dbl =equal strength., 2♣: Both Majors, min4-4 2♦ transfer to♥, 2♥ transfer to ♠ 2♠ 4+and a minor 5+ 2NT Both minors 5-5 or any strong 55 GF 2-4hand: Dbl=both major(44) or 4maj and 5 minor. All bids are natural.	
VS. Preempts (Doubles; Cue bids; Jumps; NT bids)	
Takeout doubles, 2NT : 15-18 4minor Leaping Michael (5Major and 5in bid suit).	
VS. Artificial Strong Openings	
Dbl	(2♣: dbl shows ♣)
♥, ♠	Nat
NT	Minors (min 4-4 i ♦ ♣)
Over Opponents' take out double	
Suit at 1-level are normally forcing. Splinter after 1♥♠, jump support 6-9hcp, 2NT inv, RDBL= 12hcp+. Transfer bids at 2-level. RDB=8+ and normally 2cards support.	

Leads and Signals			
Opening Leads Style			
	Lead	In Partner's Suit	
Suit	3 rd -5 th =odd; (hi-low=even)	3 rd -5 th =odd; hi-lo=even, invit if shown support	
NT	Invitational (4.th best)	Same as suit	
Subseq	Lavintal/Enc/Invit/Distr /Oddbal		
Leads			
Lead	Vs. Suit	Vs. NT	
Ace	AK/AKx/AKxx(x)	AK/AKx/AKxx(x)	
King	AK/KQ/KQJ/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	
	H9x/9xx/T9	H9x/9xx/T9	
X	Hxx/HT9x/xxxx(x)	Hxx/HT9x/xxxx(x)	
Signals in order of priority			
	Partners lead	Declarer	Discarding
Suit:	Distr (lo-hi=even). (Enc)	Lav distr 2 ^d , 4 th	Lavintal.
2 nd	Lavintal/distr	Lavintal/distr	Lavintal/distr
3 rd	Lav/distr	Lav/distr	Distr(lo-hi=even)
NT:	Same	Smith. Low good from both	same
2 nd			
3 rd			
Signals (including Trump's): Most discards: lavintal and then distr. But also enc (small). Distribution discards: lo-hi =even			
Doubles			
Takeout Doubles (Style; Responses; Reopening)			
Light based on shape. Supportdoubles, Rdbls, neg.doubles (up to 3♠), strength doubles on higher levels.			
Special, Art and Comp Dbl/Rdbl's			
Support doubles (3-card support) on up to 2-level.			

System Card	
	
WBF	
System:	
Players	
	
N-5013 Asbjørn Kindsbekken	N-6882 Roar Voll
System Summary	
General Approach and Style	
Natural style. 1♣ 2+cards (bal.hands), Openings are normally 11hcp+, but can be as weak as 9hcp in 1.2th. 1 NT is (14)15-17. Any 5332, some 5422,6c minor and sometimes a singleton (4441,5431,6331).	
Special bids that may require defence	
Multi 2♦ =weak two in major or strong "balanced" hands, 2nt= min 55♣♦ 7-11 or +22hp. After 1-minor openings we use transferbids at 2-level.	
Special forcing pass sequences	
Important notes that don't fit	
3 rd hand openings might be out of description(length/strength).	
Psychics	
not daily!	

Opening	Art	Min. #	Neg. D. through	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣	X	3	4♥	11-22hcp (8hcp) Al bal. 4432/4333.	1♦,♥ transf. 1♠is: 6-10 NT or ♦.1NT:11-12hp 2♣: inv. Raise (10+, 4+♣) 3♦ :2-2-5♦-4♣ GF 2♦,2♥ : transf (weak or strong/slaminv. ♥ ♠) 2♠ transf ♦(weak or strong), ♣ (weak) 2NT=11-13hp and ♣-support, 3♣=preempt	1♣-2♣, 2NT=11-12 bal 1♣-1x-1y(NT)-2♣ stop in ♦ or gameinv. 1♣-1x-1y(NT)-2♦ gameforce.	
1♦		3	4♥	11-22hcp (8hcp) 4card if:4441 and single ♣	2♣ inv.raise (12+ 4+♦ or 6c♣ and 9-11) 2♦,2♥ : transf (weak or strong/slaminv. ♥ ♠) 2♠ transf ♦(weak, ♣ (weak or strong) 3♣ :6card +12hp 2NT=11-13hp and ♦ support, 3♦=preempt	1♦-2♣- 2NT =11-12 NT	
1♥		5 (4 in 3/ 4h)	4♦	11-22 hcp(8hcp)	2♣ = Drury or natural, 2NT GF Stenberg (4c+sup) 2♠ 3♣♦ splinter , 3♥ : 6-9 hp 3♠ and 4♣♦ void normaly 10-12hcp	1♥-2NT, 3♣♦=nat (3+), 1♥-2NT, 3♣-new suit is singleton/void 1♥-1NT, 2♣=artificial 1♥-1NT, 2♦=6c♥ and a good opening	2♣ = Drury 3c support. 2♦=Drury 4c support.
1♠		5	4♥	11-22 hcp(8hcp)	2♣ = Drury 2NT GF Stenberg (4c sup) 3♣♦♥ splinter. 3♠ 6-9 hp 4♣♦♥ void normaly 10-12hcp	1♠-2NT, 3♣♦=nat (3+), 1♠-2NT, 3♣-new suit is singleton/void 1♠-1NT: 2♣=♦, 2♦=♥, 2♥=♠	2♣ = Drury 3c support. 2♦=Drury 4c support.
1 NT		---	4♦	(14)15-17. Can have singleton,6/54!	2♣ Stayman, 2♦,♥ transf., 2♠ minor-stayman,2nt: ♣♦ 3♣♦:transfer (weak/strong or 55major inv/GF). 3♥ ♠ sing and 4c in other Maj.	1NT-2♣, 2♦-2♠=rele, 1NT-2♣, 2♥-2♠ = rele, 1NT-2♦, 2♥-3♣♦=Nat forcing one round	
2♣	X	0		Strong.	2♦ rele, 2♥/♠=4c and weak(max4hcp), 2nt=♣ .3♣=♦,3♦=♥, 3♥=♠, 3♠=good unkown 6card EKQxxx, 3Nt 11-12 3343/3334	3♣from answer in next round is sec neg. 2♣-2♦-2♥ is either 25-26 or natural and forcing. 2♣-2♦-2nt=20-21	
2♦	X			Weak 2♥,2♠ or +22bal (incl. 6c minor)	2NT, 3♣♦ forcing bids	2♦-2NT, 3♣=max weak two or strong clubs, 3♦ asks 3♦,min and♥ or strong with diamonds. 3♥min and ♠,3♠=EKQxxx in♥, 3Nt =22-24	
2♥		5 (6)		Weak	2NT:rele,3♣:pas or 3♦,3♦:♠inv., 3♥=stop, 3♠: GF	2♥-2NT and answers:, 3♣♦weak and 3+ 3♥: good and 4+♣ 3♠: good and4+♦, 3nt=good no sidesuit.	
2♠		---		Weak	2NT:rele,3♣:pas or 3♦,3♦:♥inv., 3♥=to pl,3♠:stop		
2nt	X	5♣ 5♦		Weak or 20+ Min55 in minor	3♥ asking.		
3x		(6) 7		Preempt "weak" minor	New suit 3-level is forcing. 4-level cue-bid.		
3NT				1-2nd solid 7c minor. 3-4th: gambling	4♣ takeout 4♦ ask for cue-bid	Slam conventions: RKCB 4NT 0-3 1-4,Cue-bid 1./2. controls. 5NT, Culbertson 4nt if minor is triumph (answers depend on trmphisuit). Exkl.BW. /Dopi/Ropi	
4♣,♦				Preempt. Nat.			
4♥,♠				Natural			

4NT			Asking	5♣ no ace, 5NT 2 aces, 6♣=♣-ace
-----	--	--	--------	---------------------------------