

## Defensive and Competitive Bidding

### Overcalls (Style; Responses; Reopening)

1-level: Light  
2-level: Sound

**Responses:** 1- and 2-level F1 if next hand pass, 2-level constructive if next hand bids, jumps are minisplinter or fit jump, double jumps Splinter, cue-bid is a good raise in overcaller's suit.

### 1 NT overcall (2ND/4TH; Responses; Reopening)

2<sup>nd</sup> seat: 15-18 HCP.

4<sup>th</sup> seat: 11-14 HCP vs minors, 15-18 HCP vs Majors.  
Same responses as after opening 1NT.

### Jump Overcalls (Style; Responses; Unusual NT)

**1-Suit:** Light jump overcalls, but not bad red vs. white  
**2-Suit:** 2NT = 2 lowest suits (5+-5+) weak/strong

### Direct and Jump Cue Bids (Style; Responses)

**Over m:** Both Majors (5+-5+)

**Over M:** Other Major + ♣ (5+-5+)

**Jump cue-bid:** Asks for stopper

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

2♣ = Both Majors

2♦ = ♥ OR ♠

2♥ = ♥ and a minor (usually longer)

2♠ = ♠ and a minor (usually longer)

2NT = Both minors OR any Strong 2-suiter

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

Take out DBL

**Cue-bid:** Ask for stopper

**Jump in m:** That minor + other Major (5+-5+)

**Over 3M:** 4m is natural

### VS. Artificial Strong Openings

**vs. strong 1♣:**

DBL: Both Majors

1NT = Both minors

**vs. strong 2♣:**

DBL: Both Majors

2NT = Both minors

### Against 2♦ Multi

2NT = 15-18 balanced

DBL = 13+, TO.

## Leads and Signals

### Opening Leads Style

	Lead	In Partner's Suit
Suit	3 <sup>rd</sup> /5 <sup>th</sup>	3 <sup>rd</sup> /5 <sup>th</sup>
NT	3 <sup>rd</sup> /5 <sup>th</sup> (possible ATT)	3 <sup>rd</sup> /5 <sup>th</sup>
Subseq	Attitude	

### Leads

Lead	Vs. Suit	Vs. NT
Ace	AKx(x)	AK(x)
King	AK, KQ(x)	KQ(x), AKQ(x), AKJ10(x)
Queen	QJ(x)	QJ(x), HQJx(x), KQ109(x)
Jack	J10(x), KJ10(x)	J10(x), HJ10(x)
10	109(x), H109(x)	109(x), H109(x)
9	9x	9x, 98(x)
Hi-X	Even number	xx, xxx, xxxx(x)

### Signals in order of priority

	Partners lead	Declarer	Discarding
Suit:	Encrg/Discrg	Count	Encrg/Discrg
2 <sup>nd</sup>	Count	Count	Count
3 <sup>rd</sup>	Count	Count	Count
NT:	Encrg/Discrg	Count	Encrg/Discrg
2 <sup>nd</sup>	Count	Count	Count
3 <sup>rd</sup>	Count	Count	Count

### Signals (including Trump's):

Hi-Low = Discrg/Even number, Low-Hi = Encrg/Odd number

Smith (NT): Hi-Low likes the lead from both.

Lavinthal: Obvious positions, and possibly when declearer leads.

### Doubles

### Takeout Doubles (Style; Responses; Reopening)

Light style, also reopenings

### Special, Art and Comp Dbl/Rdbl's

Neg, Responsive, Support DBL to 2♥, Competitive DBL

1♣ - (1♦) - DBL shows 4+♥.

1♣ - (1♦) - 1♠ shows 4-4 in M.

1m - (1♥) - DBL shows 4+♠,

1m - (1♥) - 1♠ denies 4+♠,

1m - (1♠) - DBL strongly suggests at least 4♥



WBF

System  
Card



Category: **Green**

NCO/team:  
Norway

Event: All events  
2013

Players:

Erlend  
Skjetne

Tor Eivind  
Grude

### System Summary

### General Approach and Style

**Natural**, 5c M. 3<sup>rd</sup> hand openings may be light  
Transfer responses to 1♣.  
Light preempts **green** vs. **red**

**1NT Openings:** (14)15-17 HCP (5M/6m/single/5422)

**2-over-1 Responses:** GF except rebid in the minors

### Special bids that may require defence

### Special forcing pass sequences

When GF established  
After 1m-(p)-2m-(2/3x)  
After 1M-(p)-2NT-(3x)

### Important notes that don't fit

Transfer responses to 1♣: 1♦=♥, 1♥=♠,  
1♠= 6-9 HCP (no majors), or any w/ ♦. 1NT= 10-12 HCP.  
2♦ = Weak or strong w/♥, 2♥= Weak or strong w/♠.  
**xy-NT/xyz:** 2♣=sign off in ♦ OR INV, 2♦=GF

### Psychics

Rare

Opening	Art	Min. #	Neg. D. thru	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		3	4♠	10+ HCP, 3+♣ Might have 3♣ and 4♦.	1♦=4+♥, 1♥=4+♠, 1♠= 6-9 HCP (no majors), or any HCP with ♦. 1NT= 10-12. Inverted minors. 2♦ = Weak or strong with ♥, 2♥= Weak or strong with ♠, 2♠=Strong with ♦, 2NT= Weak pre-empt in ♣, 3♣ 6-9 HCP. Double jump shifts = void	1♣-2♣, 2M=Nat, GF, 2NT=11-12, 3♣= weak unbalanced, 3♦♥♠=Shortage, 3NT=13-14 1♣-1♦-1♥=3+♥ 1♣-1♦-1♠/NT= denies 3+♥	TRF at the 1-level 1♣-2♣= 8-11 w/4+♣
1♦		3	4♠	10+ HCP, 3+♦ Normally good suit if 3-3-4-3	INVERTED m, 2M= weak jump shifts, 2NT=11-12, 3♣ = Weak pre-empt in ♦, 3♦= 6-9 HCP. Double jump shifts = void	Similar as for 1♣	1♦-2♦= 8-11 w/4+♦
1♥		5	4♠	10-22 HCP, 5+♥	1NT=6-12 HCP NF, 2♣= GF if not rebid. 2♦= GF if not rebid. 2♥=5-9 w/3+♥. 2♠=shortage. 2NT=4+♥ Inv+. 3♣ = shortage. 3♦= shortage. 3♥= pre-empt. 3♠=void. 4♠/4♦=void	1♥-2NT, 3♣ = minimum 1♥-2NT, 3♦ = Extras without singleton 1♥-2NT, 3♥ = singleton ♣ 1♥-2NT, 3♠ = singleton ♦ 1♥-2NT, 3NT = singleton ♠ 1♥-2NT, 4-level= 5-5 1M-1NT-2NT: FG	1♥-2♣ = 3-card raise 1♥-2♦ = 4-card raise
1♠		5	4♠	10-22 HCP, 5+♠	Similar as for 1♥	Similar as for 1♥	1♠-2♣ = 3-card raise 1♠-2♦ = 4-card raise
1 NT			4♠	(14)15-17 HCP (Good 14 to 17) May have 5c M, 6c m, (5-4-2-2) and singleton	2♣=Stayman, 2♦/2♥=TRF, 2♠= Minor stayman, 2NT= Natural. 3♣♦, 3♦=Nat game try, normally good suit. 3♥♠=Shortage. 4♠/4♦ = TRF, 4♥/4♠=To play	1NT-2♣, 2♦-2♥=pick a M; pass w/ equal length. 1NT-2♣, 2♦♥♠-3♣=Asking bid. 1NT-2♣, 2♦/♥-2♠= weak w/ 4♠ and 5+ in one minorsuit	
2♣	✓			Strong, HCP (22+) OR tricks (8,5+)	2♦=Weak OR waiting, 2M=GF 5+, 2NT=6+ w/5-5 minors, 3m=GF 5+	2♣-2♦, 2M=F1, 3m=GF, 2M-3♣= 2 <sup>nd</sup> negative, can stop in 3M.	
2♦				(5) 6+ ♦, 5-10 HCP	2♥/2♠= Non-forcing, 2NT= INV, 3♦=Pre 3♥♠= GF.		
2♥		6		(5) 6+ ♥, 5-10 HCP	2NT=Ask for shortage 3♣= Ask for strength/suit quality, 3♦ = NAT GF. 3♥=Preempt (can be raised), 3♠/4♠/4♦=Splinter, 4NT=BW	2♥-3♣= 3♦ min./min., 3♥= Good suit, min. HCP, 3♠ bad suit, max HCP, 3NT max both. 2♥-2NT-4♠,4♦=Void	
2♠		6		(5) 6+ ♠, 5-10 HCP	2NT=Ask for shortage, 3♣= Ask for strength/suit quality, 3♦, 3♥= NAT GF, 3♠= Preempt (can be raised), 4♠/4♦=Splinter, 4NT=BW	Similar as for 2♥. 2♠-2NT-4♣,4♦,4♥=Void	
2 NT			4♠	20-21 HCP	3♣ = Puppet Stayman, 3♦/3♥ = TRF, 3♠ = 44+m, 2NT-4♠/4♦/ slam try	2NT-3♣, 3♦=At least one 4c M, 3♥/3♠=5c, 3NT=Denies 4/5 c M	
3x		6		PRE, ACC to VUL	Natural		
3NT	✓			Solid minor, gambling	4♣=p/c, 4♦ =Ask for control	<b>High Level Bidding</b>	
4♣				PRE, ACC to VUL	4♦=cuebid, 4♥♠=To play, 4NT=BW	RKCB 0314	
4♦				PRE, ACC to VUL	4♥♠=To play, 4NT=BW	Exclusion RKCB, DOPI/ROPI/	
4♥,♠		6		PRE, ACC to VUL	4♠=To play 5m=Cuebid	5NT is frequently pick a slam.	
4NT	✓			Asks for specific aces	5♣=0 Ace, 5NT=2Aces, 5♦/5♥/5♠/6♣= that Ace	Splinter bids	
2♦		6		<b>4th seat:</b> 11-13 HCP, 6+♦	2NT=INV	Cue-bids (Italian style)	
2M		6		<b>4th seat:</b> 11-13 HCP, 6+M	2NT=Ask for singleton	Lightner DBL	