

Defensive and Competitive Bidding
<b>Overcalls (Style; Responses; Reopening)</b>
Normally sound, but may be weak 1-level (lead direction)
<b>1 NT overcall (2<sup>ND</sup>/4<sup>TH</sup>; Responses; Reopening)</b>
15-18 NT system ON.
<b>Jump Overcalls (Style; Responses; Unusual NT)</b>
Weak. 2NT: 2 lowest unbid suits, usually reasonably hand
<b>Direct and Jump Cue Bids (Style; Responses)</b>
Michaels after 1M (other M+mi) (1mi) 2mi = both Majors
<b>VS. NT (vs. Strong/Weak; Reopen: PH)</b>
Vs strong (from 13 + NT) X=at least same strength (1 <sup>st</sup> pos) 2♣= both M 2♦♥♠ = nat
<b>VS. Preempts (Doubles; Cue bids; Jumps; NT bids)</b>
Take-out DBL Over 3mi - 4mi = both M 4NT = both minor
<b>VS. Artificial Strong Openings</b>
Over 1♣: Dbl = Majors, NT= minors
<b>Over Opponents' take out double</b>
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 <sup>rd</sup> -5 <sup>th</sup>	3 <sup>rd</sup> -5 <sup>th</sup>	
NT	attitude	3 <sup>rd</sup> -5 <sup>th</sup>	
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/AQT(x)/T9x	HT9x/AQT(x)/T9x	
9	H9x/9xx/T9	H9x/9xx/T9	
X	Hxx/AQT9x/xxxx(x)	Hxx/AQT9x/xxxx(x)	
Signals in order of priority			
	Partners lead	Declarer	Discarding
Suit:	Enc/Discrg	Count	Enc/Discrg
2 <sup>nd</sup>	Count	S/P	Count
3 <sup>rd</sup>	S/P		S/P
NT:	Enc/Discrg	Count	Enc/Discrg
2 <sup>nd</sup>	Count	S/P	Count
3 <sup>rd</sup>	S/P		S/P
<b>In General:</b> low/high = encouraging (or odd)			
Doubles			
<b>Takeout Doubles (Style; Responses; Reopening)</b>			
Support double / negative double / Sound style, light reopenings			
<b>Special, Art and Comp Dbl/Rdbl's</b>			
<b>RDBL in transfer seq shows 3 card support at 1&amp;2 level.</b>			

System		
	Card	
WBFB		
System:		
<b>Players</b>	Stine Frøyse	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♦ = 4-7 with usually 3crd♥ OR natural with ♦ 1♠ - 2♥ = 4-7 with usually 3crd♠ OR natural with ♥		
Special forcing pass sequences		
1X - bid -pass may be forcing. 2♣ -bid-pass=4+hp		
Important notes that don't fit		
1♣ (1♦) 1♥ = 4+♣ 1♣ (1♦) 1♠ = exactly 4♣ and 4+♥ 1♣ (1♦) 2♦ = inverted minor 1♣/1♦ (1♥) -1♠ = denies 4+♣		
Psychics		
Very seldom		

Opening	Art	Min. #	Neg. D. through	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		3	3♠	11-22 hp (usually 1♣ with same length in ♣&♦)	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 all hands with 3crd support, jump to 2 level with 4crd support and minimum opening.	1♣-2♠=9+, NF
1♦		3	3♠	11-22 hp	Natural, 2♦ inv minor, 2M to play, 2NT 11-12, 3♣ = 6/7 -9, 3♦ pre-empt, 3M =splinter, 4♣ void, 4M play, 4NT RCBW		1♦-2♦ = 9+, NF
1♥		5	3♠	11-21 hp	1NT= 6-11hp, 2♣= natural (or bal GF), 2♦= nat F1 OR 4-7 ♥-support, 2♥= 8-11, 2♠ 7-10 with 4crd ♥ or splinter 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♥-2♣ = 3+♥, 9+
1♠		5	3♠	11-21 hp	1NT= 6-11hp, 2♣= natural (or bal GF), 2♦= nat F1, 2♥= nat F1 OR 4-7 ♠-support, 2♠= 8-11, 2NT GF w 4+♠, 3♣= 7/8-10 minisplinter ♣OR♦, 3♦= bal 8-11 4crd♥, 3♥= 7/8-10 mini splinter, 3♠= 4-7 4+♠, 4♣♥♥ = void	Same as after 1♥	1♠-2♣ = 3+♠, 9+
1 NT			2♠	15-17 May have 5M, 6m, single H 5422	2♣=Stayman, 2♦♥= transfer, 2♠= interest in minors, 2NT= invite, 3♣♦= natural invitational	1NT-2♣ // 2♦-2♥= pick a major, to play 1NT-2♠ // 2NT=♦preference, 3♣=♣preference 1NT-2♠ // 2NTor3♣ - 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	2♣ - 2♦// 2Ma = F1 2♣ - 2♦// 2Ma - 3♣ = second negative	
2♦		6 (5)		Weak (6-10) with ♦	2Ma/3♣ = F1		
2♥		6 (5)		Weak (6-10) with ♥	2♠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)	3♣= puppetstayman, 3♦♥= transfer, 3♠=minors, 4mi= transfer Ma slamtry (♣=♥) , 4M= slamtry mi (♥=♣)	<b>Slam Conventions</b>	
3x				PREEMPT	New suit F1	0314 RCKB, Dopi Ropi, Splinter bids, Cuebids (1st 2nd controls)	
3NT							
4♣,♦				Preempt			
4♥,♠				play			

