




Defensive and Competitive Bidding
Overcalls (Style; Responses; Reopening)
Normally sound, but may be weak 1-level (lead direction)
1 NT overcall (2 <sup>ND</sup> /4 <sup>TH</sup> ; Responses; Reopening)
2 <sup>nd</sup> : 15-18 NT system ON.
4 <sup>th</sup> : 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+mi), weak or strong
(1♣) - 2♣ = ♣ / (1♠) - 2♦ = both Majors / (1♦) - 2♦ = both Majors
VS. NT (vs. Strong/Weak; Reopen: PH)
Multi Landy
Dbl = minst samme styrke, 2kl=begge M (minst 4-4), 2ru=en major normalt 6+, 2M=4+M, 5+m
DONT i 4.hånd og etter forhåndspass
Dbl=en ukjent farge, 2kl= kl+ en annen farge, 2ru=ru + en M, 2hj= begge M 2sp= spar (svakere enn dbl først)
VS. Preempts (Doubles; Cue bids; Jumps; NT bids)
Take-out DBL
Over 3mi - 4mi = both M
Non Leaping Michaels
(3M) - 4NT = both minor
VS. Artificial Strong Openings
Yeslek (Suit bid = next or the two above)
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 <sup>rd</sup> -5 <sup>th</sup>	3 <sup>rd</sup> -5 <sup>th</sup>	
NT	4 <sup>th</sup> (promise 10 or better)	3 <sup>rd</sup> -5 <sup>th</sup>	
Subseq	Attitude when playing a new suit		
Leads			
Lead	Vs. Suit	Vs. NT	
Ace	AK <sub>x</sub> /AK <sub>xx</sub> ( <sub>x</sub> )	AK/AK <sub>x</sub> /AK <sub>xx</sub> ( <sub>x</sub> )	
King	AK/KQ/KQJ( <sub>x</sub> )/KQT( <sub>x</sub> )	KQ/KQJ( <sub>x</sub> )/KQT( <sub>x</sub> )	
Queen	AQJ( <sub>x</sub> )/QJ( <sub>x</sub> )/QJT( <sub>x</sub> )	AQJ( <sub>x</sub> )/QJ( <sub>x</sub> )/QJT( <sub>x</sub> )	
Jack	HJT( <sub>x</sub> )/JT( <sub>x</sub> )	HJT( <sub>x</sub> )/JT( <sub>x</sub> )	
10	HT9 <sub>x</sub> /T9 <sub>x</sub>	HT9 <sub>x</sub> /T9 <sub>x</sub>	
9	9 <sub>x</sub> , (Q98( <sub>x</sub> ) or J98( <sub>x</sub> ) if shown 3+ in bidding)	9 <sub>x</sub> , 9 <sub>xx</sub> , 98 <sub>xx</sub> ( <sub>x</sub> )	
X	3 <sup>rd</sup> /5 <sup>th</sup>	H <sub>xx</sub> <u>x</u> / H <sub>xxx</sub> <u>x</u> ( <sub>x</sub> )/ <u>x</u> xx/ <u>xx</u> xx	
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
In General: low/high = encouraging (or odd)			
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 1&2 level.			

 WBF	System Card 	
System:		
Players	Thea Hove Hauge John Helge Herland	
	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, 3 card support OR F1 with ♣ OR balanced GF		
Special forcing pass sequences		
1X – bid –pass may be forcing. 2♣ -bid-pass=4+HCP		
Important notes that don't fit		
1♣ (1♦) dbl = 4+♥ 1♣ (1♦) 1♥ = 4+♠ 1♣ (1♦) 1♠ = transfer to 1NT (often 6 – 10)		
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 most hands with 3crd support, jump to 2 level with 4crd support and not plain minimum.	1♣-2♠=9+, NF
1♦		3	3♠	11-22 hp	Natural, 2♦ inv minor, 2M to play, 2NT 11-12, 3♠=6/7-9 with ♦, 3♦ pre-empt, 3M=void, 4♠ void, 4M play		1♦-2♦=9+, NF
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+), 4x=void.  1♥ - 1NT - 2NT = FG	Pass - 1♥-2♠=3+♥, 9+  1♥ - (dbl) - 2♠=8+ 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♠=7-10 minisplinter ♣ OR 9-11 BAL with 4crd ♠, 3♦=7-10 minislinter 4crd ♠, 3♥=7-10 mini splinter, 3♠=4-7 4+♠, 4♠♦♥=void	Same as after 1♥  1♠ - 1NT - 2NT = FG	Pass - 1♠-2♠=3+♠, 9+  1♠ - (dbl) - 2♠=8+ with usually 3 card support
1 NT			3♠	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 5-5 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 ♦	2Ma/3♠ = F1 2NT=asking for singleton		
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 (♥=♠)	Slam Conventions	
3x				PREEMPT	New suit F1		
3NT					Running minor, 1 <sup>st</sup> and 2 <sup>nd</sup> no outside A or K		
4♠, ♦ 4♥, ♠		7 (6)		Preempt To play			