

Defensive and Competitive Bidding

Overcalls (Style; Responses; Reopening)

1 level: (very) light.

2 level: sound

Responses 1-level: F1, 2-level: constructive

Cuebids: Good raise with support

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

15-18 hcp any seat. System on.

If doubled for penalty: rdbl = to play. 2♣ = clubs or two places to play, suit bid is natural.

Jump Overcalls (Style; Responses; Unusual NT)

Weak jump overcalls, 2 NT = two lowest, 5⁺-5⁺, wide range.

Leaping Michaels, also over 3M, also 4th seat

Direct and Jump Cue Bids (Style; Responses)

Over m = both M. Wide range

Over M = other M + ♣. Wide range

(1M) - 3♣ = Other M + ♦

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

VS strong NT: Dbl = strong, 2♣ = both majors, 2♦ = one M, 2♥ = 4(+) card + longer minor, 2♠ = 4(+) card + longer minor. DONT 4.th seat and when passed hand.

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

T/O dbl

Leaping Michaels (5⁺-5⁺, FG) over 2M/3M, all seats

Cuebid: ASK for stopper vs weak 2

VS. Artificial Strong Openings

X = majors, NT = minors

Over Opponents' take out double

Rdbl: (9) 10+ HCP

1-over-1 = F1

2-over-1 = NF

Leads and Signals

Opening Leads Style

	Lead	In Partner's Suit
Suit	3 rd -5 th , top of sequence	3 rd -5 th
NT	3 rd -5 th , top of sequence	3 rd -5 th

Subseq Attitude when opening 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)/AKJT
Queen	AQJ(x)/QJ(x)/QJT(x)	AQJ(x)/QJ(x)/QJT(x)/ KQT9
Jack	HJT(x)/JT(x)	HJT(x)/JT(x)
10	HT9x/T9x	HT9x/T9x
X	Hx xx /xx x (x)	Hx xx

Signals in order of priority

	Partners lead	Declarer	Discarding
Suit:	Encrg/discrg	Count, 3 rd /5 th	Encrg/discrg
2 nd	Count, 3 rd /5 th	S/P	Count, 3 rd /5 th
3 rd	S/P		S/P
NT:	Encrg/discrg	S/P	Encrg/discrg
2 nd	Count, 3 rd /5 th	Count, 3 rd /5 th	Count, 3 rd /5 th
3 rd	S/P	S/P	S/P

Signals (including Trump's):

Low=odd number or encouraging, High= Even number or discouraging.

vs NT: High from both hands = like the lead.

5/6 level: A for attitude, K for count.

Doubles

Takeout Doubles (Style; Responses; Reopening)

Light style, also reopenings

Special, Art and Comp Dbl/Rdbl's

Support dbl and rdbl, responsive dbl, negative dbl, competitive dbl

1♣-(1♦)-dbl = ♥, 1♥ = 4+♠, 1♠ = <3♠



WBF

System Card



NBF

Category:

Green

Players:

Christer Kristoffersen

Kåre Bogg

System Summary

General Approach and Style

Natural. 5-card majors, 4-card ♦, 1♣=3+

Transfer after 1♣ opening

1NT =15-17. May have 5 card major, 6 card minor, singleton, 5-4

2-over-1 Responses: GF

Special bids that may require defence

~~2♥ (6-10 hcp, 4+ 4 M) Playing strength dependent on vulnerability~~

~~Very light opening bids if distributional.~~

Special forcing pass sequences

When forced to game, when doubling for penalty.

Important notes that don't fit

Psychics

May occur. Third hand opening may be light/offshape.

Opening	Art	Min. #	Neg. D. thru	Description	Responses	Subsequent Auction	Passed Hand Bidding and interfered auctions
1♣		3	5NT	Could open light if distributional, 11+ hcp with balanced hands	1♦=♥, 1♥=♠, 1♠= 6-9 NT or ♦ 1 NT=10-11 hcp, balanced, 2♣= inverted minor, at least invitational, 2♦=♥, 2♥=♠, 2♠=weak with club support or slam interest in ♦, 2NT = 13-15 or 19-20 with 33(43), 3♣ = preemptive/inv (6-9 hcp), 3♦/♥/♠= void GF, 3NT = 16-18 33(43)	1♣ - 1♦ - 2♥ = 4♥ 1♣ - 1♦ - 1♥ = 3♥	
1♦		4	5NT	As above	Inv minor, 3♣=nat inv, 2M=6+ strong	Natural, xy-NT, xyz	
1♥		5	5NT	5+♥ Could open light if distributional. 11+ if balanced	2♠= Minisplinter in one suit, 3♣/3♦/3♥ = nat, inv, 2NT=4+♥,GF. Double jumpshifts = void. 4♠=To play		1♥ - 2♣ = 3+♥, inv 1♥ - 2NT = minors (6+5+) Minisplinter
1♠		5	5NT	As above	1NT=NF, 6-11 hcp 3♣/3♦/3♥ = nat inv, 3♠ = inv, 2NT=4+♠ GF, 4♣♦♥=void		As above
1NT			3♠	(14) 15-17 (5M/6m/single/5-4)	2♣ = Stayman, 2♦/♥/♠= transfers, 3♣♦♥♠=singleton GF, 4♣=trf to ♥, 4♦= trf to ♠, 4♥/♠= to play		
2♣	X			Strong. Normally 20+ hcp, could be weaker with playing tricks		2♣ - 2♦-2♥/♠-3♣=2 nd neg (rele if response 3♣+)	
2♦	X			Min. (re) vul. 3-10 hcp. Playing strength dep. on vul.	2/3/4 = to play 2NT = inv		
2♥		5		3-10 hcp dep. on vul	2NT = ask for singl, 3♣ = ask max/min		4 th seat: 10-13, 6 ⁽⁺⁾ -card suit
2♠		5		As above	2NT = ask for singl, 3♣ = ask max/min		As above
2NT				20-21 hcp	3♣ = Muppet Stayman (3♥= denies M, 3NT=5♥. 3♦/♥= transfers, 3♠= slamtry m (4 ⁺ -4 ⁺), 4♣ = slamtry with ♥, 4♦ = slamtry with ♠ etc	High Level Bidding	
3x		6		Preemptive, according to vulnerability	4♣ ask for cue (4♦ after 3♣)	RKCB (0314), Exclusion RKCB (all jumps to the 5-level when trumps is agreed), DOPI/ROPI. 5NT in unclear situation: pick a slam.	
3NT				1 st /2 nd seat: running m	4♣ = p/c, 4♦ = ASK for short suit, 4M=To play	Splinters	
4♣,♦		6		Natural, preemptive	4M = To play	Cuebids, last train cuebids	
4♥,♠		6		Natural. To play	Any bid: Cuebid.	Lightner dbl	
4NT	X			Asks for specific aces	5♣ = none, 5♦♥♠6♣ that specific ace		