

## Defensive and Competitive Bidding

### Overcalls (Style; Responses; Reopening)

Light overcalls with good suit  
Overcalls at the 2-level are normally solid.

After an overcall, a new suit at the 1- and 3-level are F1, a new suit at the 2-level are NF. After an overcall, a cuebid does not promise support for partner.

Same principles after a reopening.

### 1 NT-overcall (2./4.; Answers; Reopening)

15-18 hcp in all hands.  
Same responses as after 1NT-opening.

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

WJS  
Unusual NT shows 2 lowest with jump

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

Cuebid of a minor (3+) shows both majors  
Cuebid of a major shows opposite major + ♣  
Jumpcuebid asks for stopper

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

**VS weak NT (12-14 or weaker):**

Dbl = takeout  
2♠ = Majors, 2♦ = Multi (13+hp)  
2♥ = 5c+ ♥, 8-12 hp, 2♠ = 5c+ ♠, 8-12 hp  
2NT = Both minors, 3m = Constructive

**VS strong NT in direct seat (13-15 or stronger):**

Dbl = equal strength +  
2♠ = majors, 2♦ = Multi  
2♥/♠ = 4(5)c + longer minor, 2NT = both minors  
**VS NT after pass or VS strong NT in 4.seat:**  
Dbl = one-suiter, 2♠ = ♠ + higher suit, 2♦ = ♦ + M  
2♥ = majors, 2♠ = ♠, 2NT = strong 2-suiter

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

Generally: Dbl = takeout, 2NT = 15-18  
VS Ekren: Dbl = penaltyinterest, 2♠ = T/O in minors

Leaping Micheals VS 2x, 3♣ og 3♦.

### VS. Artificial Strong Openings

VS strong 1♠: Yeslek, double = ♦ or both majors

VS strong 2♠: Yeslek, double = ♦ or both majors

### Over Opponents' take out double

Rdbl = 10+/penalty interest  
Transfers from 1NT after 1M – (dbl)

## Leads and Signals

### Opening Leads Style

	Lead	In Partner's Suit
Suit	3 <sup>rd</sup> /5 <sup>th</sup> (4 <sup>th</sup> from 6c)	3 <sup>rd</sup> /5 <sup>th</sup> (4 <sup>th</sup> from 6c) 3 <sup>rd</sup> from inner seq
NT	3 <sup>rd</sup> /5 <sup>th</sup> (4 <sup>th</sup> from 6c) (Sometimes 4 <sup>th</sup> from 4c)	3 <sup>rd</sup> /5 <sup>th</sup> (3 <sup>rd</sup> from inner seq)
Subseq	Attitude (3 <sup>rd</sup> /5 <sup>th</sup> )	

### Leads

Card	VS suit	VS NT
Ace	AK/AKx/AKxx(x)	AK/AKx/AKxx(x)
King	KQ/KQJ(x)/KQT(x)	KQ/KQJ(x)/KQT(x), AKQ(x)
Queen	AQJ(x)/QJ(x)/QJT(x)	AQJ(x)/QJ(x)/QJT(x), KQJ(x)
Jack	HJT(x)/JT(x)	HJT(x)/JT(x)
10	HT9x/T9(x)	HT9x/T9x
9	9(x)	9(x)
X	3rd/5th	3rd/5th

### Signals in order of priority

	Partners lead	Declarer	Discarding
Suit: 1	LOW = ENC	H/L = EVEN	LOW = ENC
2	H/L = EVEN	Lavinthal	H/L = EVEN
3	Lavinthal		
NT: 1	LOW = ENC	Smith	LOW = ENC
2	H/L = EVEN	H/L = EVEN	H/L = EVEN
3	Lavinthal	Lavinthal	

**Signaler (trump included):**

Smith: HIGH = likes from both sides  
Lavinthal in trumps, H/L = odd if we show length in trumps.

## Doubles

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

Normal takeout doubles, may be light with good distribution  
Equal-level-convention.

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

Responsive doubles  
Supportdoubles thru 2♥  
Lead directing doubles – but dbl from overcaller in his suit indicates another lead.



WBF

System-  
kort



## Category:

### Players



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### System summary

#### General approach and style

Natural based system with transfers after 1♣.  
14,5-17 NT (5(6)M,6m, singleton og 5422 are allowed)  
2♦, 2♥ og 2♠- openings have different meanings based on VUL.

3rd/5th leads and LOW is ENC.

#### Special bids that may require defense

1♣ - 1♦/1♥ = Transfer  
1♣ - 1♠ = ♦ or 6-9NT  
1♣ - 2♦/2♥ = Transfer (weak or strong)  
2♦/2♥/2♠-openings = Dependent on VUL.

#### Special forcing pass sequences

Standard forcing pass sequences.

#### Important notes that don't fit elsewhere

The suit above the trumpsuit at the 4-level are usually used as BW.  
If declarer has shown exact distribution we don't give count signals, but play attitude.

#### Psychics

May occur

Openin g	Art	Min. #	Neg. X tthru.	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		3	4♥	3+♣ (may have longer ♦) (8) 11+ hcp	1♦/1♥ = 4+♥/4+♠, 1♠ = ♦ or 6-9 NT, 1NT = 10-12 hp, 2♣ = Inv. Minor, 2♦/♥ = ♥/♠ (3-7 hcp or 15+ hcp) 2♠ = 5+♣ 6-9 hcp, 2NT = 13-15/19-20 hcp), 3♣ = 5+♣ 0-5 hcp 3x = void, 3NT = 16-18 hcp	1♣ - 1♦ - 1♥ = 3+♥, 1♣ - 1♠ - 1NT = may have singleton ♦ 1♣ - 1♦ - 2♥ = 4♥, minimum 1♣ - 1♠ - 2♦ = minorbased hand, does not promise extras	1♣ - (1♦) - dbl = 4+♥, 1♣ - (1♦) - 1♠ = denies major
1♦		4 (3)	4♥	3+♦ (8) 11+ hcp	Natural answers, 1NT = 6-9 hcp, 2M = strong, Inverted minor 3♣ = 6-9 hcp with ♥-support, 3♦ = 0-5 hcp with ♥-support	1♦ - 2♦ - 3NT = 13-14 hcp	
1♥		4	4♦	5+♥ or 4(+♠)4+♥ (8) 11+ hcp	2♦ = nat F1 or 3-7 hcp with ♥-support 2♥ = 8-11 hcp with ♥-support, 2♠ = Minisplinter in any suit 2NT = support, GF, 3♣ = 3c♥ 11-12 hcp 3♦ = 4c♥ 9-11 hcp no singleton, 3♥ = Preemptive	1♥ - 2♦ - 2♥ = Not inv vs weak raise 1♥ - 2♦ - 3x = Naturlig inv vs weak raise 1♥ - 2NT - 3x = nat extras	2-way Drury
1♠		5	4♥	5+♠ (8) 11+ hcp	2♥ = nat F1 or 3-7 hcp with ♠-support 2♠ = 8-11 hcp with ♠-support, 2NT = support GF 3♣ = Minisplinter in a minor, 3♦ = 3c♠ 11-12 hcp or 4c♠ 9-12 hcp 3♥ = Minisplinter, 3♠ = preemptive	1♠ - 2♥ - 2♠ = Not inv vs weak raise 1♠ - 2♥ - 3x = Naturlig inv vs weak raise 1♠ - 2NT - 3x = nat extras	2-way Drury
1NT		1	4♥	(14) 15-17 hcp 5M, 6m, singleton, 5422.	2♣ = Stayman, 2♦/♥ = Trf, 2♠ = weak doubleton in any suit, 2NT = weak or strong, minorbased hand, 3♣ = Singleton in a major, 3♦ = Puppet Stayman, 3M = Slamtry 4♣/4♦ = Transfer		
2♣	X			Strong unbal 22+ bal	2♦ = Relay, 2M = Nat GF, 2NT = minor, 3m = Nat GF 3M = 4cM + 6c+♦	2♣ - 2♦ - 2♥ = 25+NT or nat 2♣ - 2♦ - 2M - 3♣ = Second negativ	
2♦	X	5 6 6		Green: 5cM, 4-8 hcp  All RED: Multi, 6kM 4-8  RED VS GREEN: 6k♦ 9-11	2♥ = P/C, 2♠ = Nat, NF, 2NT = relay, 3♣ = Nat, NF 3♦ = Inv with ♥, 3♥ = P/C, 3♠ = Inv with ♠ 2♥/2♠ = P/C, 2NT = Relay, 3m = NF, 3♥ = P/C, 3♠ = Nat F1 4♣ = Asks for transfer, 4♦ = Asks suit 2NT = singleton?	2♦ - 2NT: 3♣ = 5c♥, 3♦ = 5c♠, 3♥ = 5c♥ + 5m, 3♠ = 5c♠ + 5c♣, 3NT = 5c♠ + 5c♦	
2♥		6 6		Green: 4-8 hcp 6k♥  RED: 9-11 hcp 6k♥	2NT = singleton?, 3♣ = Art F1  2NT = singleton?, 3♣ = Art F1	2♥ - 3♣ - 3♦ = Minimum 2♥ - 3♣ - 3♥ = Extras with "bad" suit 2♥ - 3♣ - 3♠ = Extras with good suit	
2♠		6 6		Green: 4-8 hcp 6k♠  RED: 9-11 hcp 6k♠	2NT = singleton?, 3♣ = Art F1  2NT = singleton?, 3♣ = Art F1	2♥ - 3♣ - 3♦ = Minimum 2♥ - 3♣ - 3♥ = Extras with "bad" suit 2♥ - 3♣ - 3♠ = Extras with good suit	
2NT		1	4♥	(19) 20 -21 hp 5M, 6m, singleton, 5422	Mod Puppet Stay and transfers 3♠ = minors, 4♣ = slamtry ♥, 4♦ = slamtry ♠ 4♥ = slamtry ♣, 4♠ = slamtry ♦	<b>High Level Bidding</b>	
3x				Preemptive	3x = F1. 3♣ - 4♦/3♦ - 4♠ = BW	BW: Generally are the suit above the trumpsuit used as 0314-RKCB. If the suit above is used as BW, 4NT is a cuebid in the "missing" suit.. 4NT as BW in some cases. If the answer promises 0/3 or 1/4 you'll always raise to slen with 3 or 4 aces.	
3NT				Solid minor	4♣ = P/C, 4♦ = Asks cue, 4M = To play, 4NT = asks suitlength	Cuebid – Italian style Last train	
4♣, ♦				Preemptive			
4♥, ♠				To play			
4NT				Asks specific ace	5♣ = no aces, 5♦/♥/♠ = ace, 5NT = 2 aces, 6♣ = ace		