

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 at the 2-level
Constructive jump-shifts at the 3-level (not green vs red)
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+hcp)
2♥ = 5c+ ♥, 8-12 hcp, 2♠ = 5c+ ♠, 8-12 hcp
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 Michaels 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 rd /5 th (4 th from 6c)	3 rd /5 th (4 th from 6c) 3 rd from inner seq
NT	3 rd /5 th (4 th from 6c) (Sometimes 4 th from 4c)	3 rd /5 th (3 rd from inner seq)
Subseq	Attitude (3 rd /5 th)	

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/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.
1M – 2♦ = Nat F1 or 3-7 hcp with 3(4)c supp
Gazilli and some transfers after overcalls
Constructive jump overcalls (not green vs red)

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 ♠	Art	Min. #	Neg. X tthru.	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		3(2)	4♥	3+♠ (may have longer ♦) (8) 11+ hcp (May be 2+♠ in 3 rd /4 th)	1♦/1♥ = 4+♥/4+♠, 1♠ = ♦ or 6-9 NT, 1NT = 10-12 hcp, 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♥	4+♦ (may be 3c) (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, but can be 3c with longer ♦ 2♦ = nat F1 or 3-7 hcp with ♥-support 2♥ = 8-11 hcp with ♥-support, 2♠ = Minisplinter in any suit 2NT = support, GF, 3♣ = 4c♥ 7-11 hcp 3♦ = 3c♥ 11-12 hcp, 3♥ = Preemptive	1♥ - 2♦ - 2♥ = Not inv vs weak raise 1♥ - 2♦ - 3x = Naturlig inv vs weak raise 1♥ - 2NT - 3x = nat extras 1♥ - 1♠/1NT - 2♣ = 15+ or 6+♥ 11-14 hcp 1♥ - 1♠/1NT - 2♥ = 5(+)♥ + 4+♠ 11-14 hcp	2-way Drury
1♠		5	4♥	5+♠ (8) 11+ hcp	2♣ = nat, but can be 3c with longer ♥/♥ 2♦ = nat F1 or 3-7 hcp with ♠-support 2♠ = 8-11 hcp with ♠-support, 2NT = support GF 3♣ = Minisplinter in a minor, 3♦ = 4c♠ 7-11 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 1♠ - 1NT - 2♣ = 15+ or 6+♠ 11-14 hcp 1♠ - 1NT - 2♠ = 5(+)♠ + 4+♠ 11-14 hcp	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♦ = TRF	1NT - 2♣ - 2♦ - 2♥ = normally both majors, weak 1NT - 2♣ - 2♥ - 2NT = GF relay	
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 ♦	High Level Bidding	
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		