Defensive and Competitive Bidding

Overcalls (Style; Responses; Reopening)

1-level: Light 2-level: Sound

Responses: 1- and 3-level F1. 2-level constructive. iumps are Splinter. Cue-bid is a Good raise in overcaller's suit. 2 NT is often Lebensohl from responders hand in comp situations.

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

15-18 HCP any seat

Same responses as after opening 1NT

Jump Overcalls (Style; Responses; Unusual NT)

1-Suit: Light jump overcalls.

2-Suit: 2NT = 2 lowest suits (5+-5+) weak/strong

Reopen: 11-15 HCP, 6+ card suit

Direct and Jump Cue Bids (Style; Responses)

Over m: Both Majors (5+-5+) Over M: Other Major + m (5+-5+)

Jump cue-bid: Asks for stopper.

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

2 ♣ = ♦ OR both Majors

2 ♦ = ♥ OR ♠ + m

2 y = y and a minor

2 ♠ = ♠

2NT = Both minors or long suited minor, OR GF

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

Take out DBL

Cue-bid: Ask for stopper (or GF)

Jump in m: That minor + other Major (5+-5+) Over 3M: 4m shows minor + other Major (5+-5+)

VS. Artificial Strong Openings

vs. strong 1♣: DBL= M, 1NT=m

Over Opponents' take out double

Rdbl: 9+ HCP 1 over 1: F1

Leads and Signals							
Opening Leads Style							
	Lead	In Partner's Suit					
Suit	3 rd /5 th	3 rd /5 th					
NT	3 rd /5 th	3 rd /5 th					
Subseq	Attitude						
Leads							
Lead	Vs. Suit	Vs. NT					
Ace	AKx(x)	AK(x)					
King	AK, KQ(x)	KQ(x), AKQ(x), AKJ10(x)					
Queen	QJ(x), KDJx	QJ(x), HQJx(x), KQ109(x)					
Jack	J10(x), HJ10(x)	J10(x), HJ10(x)					
10	109(x), H109(x)	109(x), H109(x)					
9	J98(x), 9x	J98(x), 9x, 98(x)					
X	Even number	xx, xxx, xxxx(x)					

Signals in order of priority

	Partners lead	Declarer	Discarding	
Suit:	Encrg/Discrg	Count	Encrg/Discrg	
2 nd	Count	S/P Count		
3 rd	S/P		S/P	
NT:	Encrg/Discrg	Smith	Encrg/Discrg	
2 nd	Count	Count	Count	
3 rd	S/P	S/P	S/P	

Signals (including Trump's):

Hi-Low = Discrg/Even, Low-Hi = Encrg/Odd, Smith (NT): High likes the lead. S/P in trumphs. INV-small card

Doubles

Takeout Doubles (Style; Responses; Reopening)

Light style, also reopenings

Special, Art and Comp Dbl/Rdbl's

Neg -, Responsive -, Support DBL through 2♥, Comp DBL 1♣ - (1♦) - DBL shows 4+ ♥, 1m-(1♥)-DBL shows 4+♠, 1m-(1♠)-DBL strongly suggests at least 4♥



System



WBF

Category:

NCBO/team: **Norway Women**

> Event: EC 2010 **BELGIUM**

Green



Players:

Tonie Aasand Brogeland

Tone Torkelsen Svendsen

System Summary

General Approach and Style

Transfer responses to 1♣

Light openings, extremely light 3rd hand openings Light preempts

1NT Openings: (14)15-17 HCP (5M/6m/singel/5422)

2-over-1 Responses: GF except rebid

Special bids that may require defence

2 •: 3-7 HCP weak 2 in a M (5/6)

2 ♥: Good weak 2, 8-11 HCP, 6 card ♥

2 ♠: Good weak 2. 8-11 HCP. 6 card ♠

Transfer responses to 1 &

Special forcing pass sequences

2. -bid/DBL -pass = F1, 4+ HCP

Important notes that don't fit

xy-NT/xyz:2♣=s/o in ◆ OR any further bid INV, 2♦=GF

Psychics

Can occur

Opening	Art	Min. #	Neg. D. thru	Description	Responses	Subsequent Auction	Passed Hand Bidding
1*		3	4 🏟	9-22 HCP, 3+& (all 4-3-3-3 hands)	1 ◆=4+♥, 1 ♥=4+♠, 1♠= 6-9 HCPNT OR GF OR to play ◆, 1NT=10-12 hcp NF INVERTED m, 2 ◆=6-9 w/4+♣, 2M=6c 8-11HCP, 2NT= 11-13 hcp, 3♣ = PRE	1♣-2♣, 2♠=NAT GF/18-19NT, 2M=GF, 2NT = 12-14 BAL NF, 3♣=9-12 NF, 3♠♥♠= Splinter 1♣-2♣, 2x/2NT/3♣-3♦=NAT GF, 3M=single	Jump in Major= singel
1 ♦		4	4 🛦	9-22 HCP, 4+◆	INVERTED m,1M= NAT F1,1NT=6-12 HCP NF,2M=6c 8-11, 2NT=11-13 HCP, 3♣ = 4+♦6-9 HCP, 3/4♦= PRE, 3M=void	As above.	Jump in Major= singel
1♥		4	4 🖍	9-22 HCP, 4+♥ (Only 4♥ when 4♠)	1NT=6-12 HCP NF, 2m=GF except rebid, 2 ♥=5-10 HCP, 2 ♦=6c 8-11, 3m= Single INV, 2NT=4+♥ GF, 3 ♥=4+♥ 8 loosers, 4m=void	1 v-2NT, 3x=3+ NAT, not MIN 1 v-2NT, 3x-3 v = ask for singleton 1 v-2NT, 3x-3NT= ask for cue	1 ▼-2 ♣/ ◆ = 3/4c raise 1 ▼-2NT = NAT, INV (usually max 2 ▼)
1♠		5	4♠	9-22 HCP, 5+ ♣	As over 1♥, 1♠-4♥=void,	As above	1 ♣-2♣/♦ = 3/4c raise 1 ♣-2NT = NAT, INV (usually max 2 ♠)
1 NT			4 🖍	(14)15-17 HCP May have 5c M, 6c m, and singel	2♣=STAY, 2♦/2♥=TRF, 2♠=mSTAY, 2NT= Bad doubleton GF, 3m=6c INV, 3M=Singleton GF, 4♣/4♦= TRF, 4♥/4♠=transfer		
2*	Х			Strong, HCP OR tricks	2 • =0-7 HCP, 2M=GF 4+ HCP 2NT=both m, 3m=GF 6+HCP	2♣-2♦, 2M=F1, 3m=F1 2♣-2♦, 2M-3♣= 2 nd negative	
2•	X			3-7 HCP 5/6c M	2 ♥/2 ♠=p/c to 2 ♠/3 ♥, 2NT= Ask for suit and min/max, 3 ♣/3M=To play, 3 ♦=ART F1, 4M=p/c	2 ◆ -2NT, 3♣=MAX w/▼, 3 ◆ = MAX w/♠, 3 ▼/♠=MIN nat, 2 ◆ -(DBL)-2M=NAT,RDBL=bid your suit, p= ◆	
2♥		6		6c ♥, 8-11 HCP	2♠=F1, 2NT=Ask for singleton, 3♣/3♦= F1	2♥-2NT, 3♣/♦/♠=singleton, 3♥=MIN -, 3NT=MAX no singleton, 4♣4♦=Void	
2♠		6		6c ♠, 8-11 HCP	As over 2♥	2♠-2NT, 3♣/♦/▼=singleton, 3♠=MIN -, 3NT=MAX no singleton, 4♣/♦/▼=Void	
2 NT			4 🖍	20-21 HCP	3♣ = PuppetSTAY, 3♦/3♥ = TRF, 3♠=both m or slaminv in1, 2NT-4♣/4♦/4♥/4♠=Slam try with ♥/♠/♣/♦		
3x		6		PRE, ACC to VUL	New suit F1		
3NT	Х			Solid minor gambling	4♣=p/c, 4♦ =Ask for control, 4M = To play	High Level Bidding	
4*		6		PRE, ACC to VUL	4 ◆ =ART F1, 4M=To play, 4NT asks for aces	Roman Keycard Blackwwod	
4 •		6		PRE, ACC to VUL	4M=To play, 4NT asks for aces	Exclusion RKCB	
4♥ ,		6		PRE, ACC to VUL	4♠=To play, 4NT asks for aces	DOPI/ROPI	
4NT	Χ			Asks for specific aces	5♣=0 Ace, 5NT=2Aces, 5♦/5♥/5♠/6♣= that Ace	Splinter bids	
2•		6		4th seat: 11-13 HCP, 6+◆	2NT=INV	Cue-bids (Italian style)	
2M		6		4th seat: 11-13 HCP, 6+M	2NT=Ask for singleton	Lightner DBL	