

Defensive and Competitive Bidding

Overcalls (Style; Responses; Reopening)

1-level: Light
2-level: Sound

Responses: 1- and 2-level F1 if next hand pass, 2-level constructive if next hand bids, Cue-bid is a Good raise in overcaller's suit.

2NT is frequently "Good/Bad" from opener.

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

15-18 hcp 2nd seat and 4th seat over 1M. 11-14 hcp 4th seat over 1m. Same responses as after opening 1NT.

Jump Overcalls (Style; Responses; Unusual NT)

1-Suit: Light jump overcalls, but NOT bad red vs. green

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

Reopen: 12-15 HCP, 6+ card suit

Direct and Jump Cue Bids (Style; Responses)

Over m: Both Majors (5+-5+)

Over M: Other Major + ♣ (5+-5+)

Jump cue-bid: Asks for stopper

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

2♠ = Both Majors

2♦ = ♥ OR ♠

2♥ = ♥ and a minor (usually longer)

2♠ = ♠ and a minor (usually longer)

2NT = Both minors OR GF with any 2-suiter

4th seat and after initial pass: DONT

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

Take out DBL

Cue-bid: Ask for stopper

Jump in m: That minor + other Major (5+-5+)

Over 3M: 4m is natural

VS. Artificial Strong Openings

vs. strong 1♠ (and 2♠): DBL = ♥ and ♠, 1NT = ♦ and ♣

Over Opponents' take out double

Rdbl: 9+ HCP

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 (possible ATT)	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)	QJ(x), HQJx(x), KQ109(x)
Jack	J10(x), KJ10(x)	J10(x), HJ10(x)
10	109(x), H109(x)	109(x), H109(x)
9	9x	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 number, Low-Hi = Encrg/Odd number

Smith (NT): Hi-Low likes the lead from both. S/P in trumps

Doubles

Takeout Doubles (Style; Responses; Reopening)

Light style, also reopenings

Special, Art and Comp Dbl/Rdbl's

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



WBF

System Card



Category: **Green**

NCBO/team:
Norway

Event: 2015



Players: **Bodil N. Øigarden** **Liv Marit Grude**

System Summary

General Approach and Style

Natural, 5c M. Transfer responses to 1♣

Light openings-

Light preempts **green vs. red**

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

2-over-1 Responses: GF except rebid in the minors

Special bids that may require defence

2♦: 0-7 HCP 5/6c M OR 24+NT

2♥: 8-11 HCP, 6 card ♥

2♠: 8-11 HCP, 6 card ♠

Special forcing pass sequences

Yes

Important notes that don't fit

After opponents overcall: 1♠-(1♦)-1♥= 4+♠

1m-(1♥)-1♠= denies 4♠

xy-NT/xyz: 2♠=sign off in ♦ OR INV, 2♦=GF

Passed hand: 2♦ shows a better INV than 2♣

1st/2nd hand 1M-(p)-2♦= nat or 3-7 w/supp

1M-(x)-1NT->=transfers

Psychics

Rare

Opening	Art	Min. #	Neg. D. thru	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		3	4♠	10+ HCP, 3+♣, may open w/ 3-3-4-3	1♦=4+, 1♥=4+♠, 1♠= No M/not 10+ hcp w/5+♣, 1nt: 10,5-12hcp INVERTED m, 2 nd level: trf, strong or weak, 2♠: GF w/♦	Accepts TRF if 3c 1♦/♥-2♥/♠: 13-14 bal or 11-12 unbal, 4c supp 1♠-2♠; 2NT=11-12, 3♠=11-12, 4+♣, no shortage, 3♦♥♠=Shortage, 3NT=13-14	2♣= inverted m
1♦		3	4♠	10+ HCP, 3+♦ Normally good suit if 3-3-4-3	INVERTED m, 2M= weak with 6c M, 2NT=inv w/3-3-(3-4), 3♣ = 4+♦ PRE NOT INV vs 18-19NT, 3♦ = 4+♦ 6-9 HCP, 3x=void, 3NT=13-15 w/3-3-(3-4)	Similar as for 1♣	2♦ = inverted m
1♥		5	4♠	10-22 HCP, 5+♥	1NT=6-12 HCP NF, 2♣=GF except rebid, 2♦=Weak raise to 2♥ (3-7) OR NAT, 2♥=8-11 HCP, 2♠= Shortage in a m, INV, 2NT=4+♥ almost GF, 3♣=4c SUPP without shortage, INV, 3♦ = Shortage in ♠, INV, 3♥=PRE, 3♠/4m=void, 3NT=16-18 w/3-3-(3-4)	1♥-2NT, 3♣= nat, values, 3♦ = nat, values, 3♥ minimum , ♠ = nat, 3NT= 18-19, 4 th level: void	2♣ = 3-card raise 2♦ = 4-card raise
1♠		5	4♠	10-22 HCP, 5+♠	2♣=GF except rebid 2♦=Weak raise to 2♠ (3-7) OR NAT, 2♥=NAT GF 2♠=8-11, 2NT=4+♠ almost GF, 3♣ = Shortage in a m, 3♦=4c SUPP without shortage, INV, 3♥=Shortage in ♥, INV, 3♠=PRE, 3NT=void in ♥, 1♠-4m=void, 4♥ = to play	Similar as for 1♥	2♣ = 3-card raise 2♦ = 4-card raise
1 NT			4♠	(14)15-17 HCP (Good 14 to 17) May have 5c M, 6c m, (5-4-2-2) and singleton	2♣=STAY, 2♦/2♥=TRF, 2♠= TRF w. ♣, 2NT= TRF w. ♦ (OR weak w. ♣ and ♦), 3♣ = 5+5+ in m. 8+, 3♦ = ask for 5c M. 3M shortness, 4♠/4♦ = TRF, 4♥/4♠=To play	1NT-2♣, 2♦-2♥=pick a M; correct to ♠ w/ equal length. 2x-3♣=Asking bid	
2♣	X			Strong, HCP (22+) OR tricks (8,5+)	2♦=Weak OR waiting, 2M=GF 5+, 2NT=6+ w/4-4 minors, 3m=GF 6+, 3M = 4144/1444 6+.	2♣-2♦, 2M=F1, 3m=GF, 2M-3♣ = 2 nd negative, can stop in 3M.	
2♦	X			0-7 HCP 5/6c M OR 24+NT, allways 6c vul, vul=3-7hcp	2♥/2♠=Pass or 2♠/3♥, 2NT= Ask, 3♣/3♦=To play, 3♥=Pass or 3♠, 4♣=Ask for TRF, 4♦ = bid your suit	2♦-2NT, 3♣=max, 3♦=MIN♥, 3♥ = min ♠, 3♠ = 24-25NT, 3NT=26-28NT	
2♥		6		6c ♥, 8-11 HCP	2♠=F1, 2NT=Ask for strength and distr, 3♣=GF, 3♦: GF, 3♥=Preempt, 3♠/4♣/4♦ =Splinter, 4NT=BW	2♥-2NT, 3♣=6-4-X-X, 3♦ = 6-3-3-1(m), 3♥=6-3-2-2 min, 3♠ =6-3-3-1(M), 3NT=MAX balanced,	
2♠		6		6c ♠, 8-11 HCP	Similar as for 2♥	Similar as for 2♥	
2 NT			4♠	20-21 HCP	3♣ = PuppetSTAY, 3♦/3♥ = TRF, 3♠ = 44+m 2NT-4♣/4♦/4♥/4♠=Slam try with ♥/♠/♣/♦	High Level Bidding	
3x		6		PRE, ACC to VUL		0314Blackwood (over ♦/♥/♠) and RKCB (over ♣)	
3NT	X			Solid minor, gambling	4♣=p/c, 4♦ =Ask for control	Exclusion RKCB, DOPI/ROPI/PEDO	
4♣		7		Pre		5NT is frequently pick a slam.	
4♦		7		Pre		Splinter bids	
4♥,♠		7		Play	4♠=To play 5m=Cuebid	Cue-bids (Italian style)	
4NT	X			Asks for specific aces	5♣=0 Ace, 5NT=2Aces, 5♦/5♥/5♠/6♣ = that Ace	Lightner DBL	
2♦				4th seat: 11-13 HCP, 6+♦	2NT=INV		
2M				4th seat: 11-13 HCP, 6+M	As for 1-3 rd seat		