






Defensive and Competitive Bidding
Overcalls (Style; Responses; Reopening)
1-level: Light 2-level: Sound Responses: 1-level F1, 2-level constructive, 3-level GF. Jumps are minisplinter, double jumps Splinter, cue-bid is a good raise in overcaller's suit.
1 NT overcall (2ND/4TH; Responses; Reopening)
15-18 HCP. Same responses as after opening 1NT.
Jump Overcalls (Style; Responses; Unusual NT)
1-Suit: Light jump overcalls, but not bad red vs. white 2-Suit: 2NT = 2 lowest suits (5+-5+) weak/strong
Direct and Jump Cue Bids (Style; Responses)
Over 1♠: 2♠ = ♣, 2♦ = both M (5+-5+), 2 NT = ♥/♦ (5+-5+) Over 1♦: 2♦ = Both Majors (5+-5+), 2 NT = ♥/♠ (5+-5+) Over M: Other Major + ♣ (5+-5+), 2 NT = ♦/♠ (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, 4(5) ♥ and 5+minor) 2♠ = ♠ and a minor (usually longer, 4(5) ♠ and 5+minor) 2NT = Both minors OR any Strong 2-suiter 4th seat and after initial pass: DONT
VS. Preempts (Doubles; Cue bids; Jumps; NT bids)
Take out DBL (Lebensohl) 4m: leaping Michaels (GF with 5+ and 5+ in other Major) Jump overcall in Major: Good hand. Cue-bid: Ask for stopper Over 3M: 4m natural
VS. Artificial Strong Openings
VS. 2♦ Multi
DBL = Takeout vs ♠ or strong 2NT = 15-18 HCP, (semi)balanced

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	AK, Ax, A	Axx(x)	
King	AK, KQ(x)	KQ(x), AKJ10(x), KQ109(x) AKQ(x)	
Queen	QJ(x),	QJ(x), AQJx(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)	
Hi-X	Even number	Normally even number	
Signals in order of priority			
	Partners lead	Declarer	Discarding
Suit:	Encrg/Discrg	Count	Encrg/Discrg
2 nd	Count	Count	Count
3 rd	Count	Count	Count
NT:	Encrg/Discrg	Count	Encrg/Discrg
2 nd	Count	Count	Count
3 rd	Count	Count	Count
Signals (including Trump's):			
Hi-Low = Discrg/Even number, Low-Hi = Encrg/Odd number Smith (NT): Hi-Low likes the lead from both. Lavinthal: Obvious positions, and possibly when declarer leads.			
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 both Majors 1m - (1♥) - 1♠ shows 5+♠, 1m - (1♥) - DBL shows exactly 4♠, 1m - (1♠) - DBL strongly suggests at least 4♥			

	System Card	
WBF		
Category: Green		
NCBO: Norway Seniors		
Event: 2021		
Players:	Lars Erik Eide	Odd A. Frydenberg
System Summary		
General Approach and Style		
Natural, 5c M . 3 rd hand openings may be light 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		
Special forcing pass sequences		
When GF established After 1m-(p)-2m-(2/3x) After 1M-(p)-2NT-(3x)		
Important notes that don't fit		
xy-NT/xyz: 2♠=sign off in ♦ OR INV, 2♦=GF		
Psychics		
Rare, but might occur.		

Opening	Art	Min. #	Neg. D. thru	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		3	5♦	10+ HCP, 3+♣	1♦/♥/♠ = 6+ HCP and 4+ cards in the suit Walsh: 1♥/♠ can have longer ♦ if weak. 1 NT = 6-10 HCP (no majors) 2♣ = GF w/ 4+♣. 3♣ = Preemptive (about 0-5 HCP) 2♦ = Inv w/ 5+♣. 2♥/♠ = 8-11 HCP, 6(+)cards. 2 NT = 11-12 HCP. 3♥/♠ = Shortness w/5+♣. 3 NT = 13-15 HCP.	1♣-1♦-1♥/♠ = Unbalanced 1♣-1♦-NT= 11-14 balanced, can have 4c ♥/♠	2♣ = 6-9 HCP w/ ♣. 2♦ = 10-11 HCP w/ ♣
1♦		3	5♦	10+ HCP, 3+♦ (3♦ only if 4-4-3-2)	1♥/♠ = 6+ HCP and 4+ cards in the suit 1 NT = 6-10 HCP (no majors) 2♣ = GF if not rebid. 2♦ = GF w/ 4+♦. 2♥/♠ = 8-11 HCP, 6(+)cards 2 NT = 11-12 HCP. 3♣ = Inv w/ 5+♦ 3♦ = Preemptive (about 0-5 HCP) 3♥/♠ = Shortness w/ 5+♦. GF. 3 NT = 13-15 HCP		2♦ = 6-9 HCP w/ ♦. 3♣ = 10-11 HCP w/ ♦
1♥		5	5♦	10-22 HCP, 5+♥	1NT=6-12 HCP NF, 2♣= a)GF if not rebid. b) inv (9+ 12-HCP) w/ 3♥ 2♦ = GF if not rebid. 2♥ = 5-9 w/3+♥. 2♠=shortage in m 2NT=4+♥ GF. 3♣ = 6-9 or 10-11 w/4+♥, no shortness. 3♦ = shortage in ♠. 3♥ = pre-empt. 3♠=to play. 3NT=void in ♠. 4♣/4♦=void.	1♥-2NT, 3♣/♦/♠ = Natural, extra values 1♥-2NT, 3♥=Minimum 1♥-2NT, 4♣/♦/♠ = void 1♥-2NT, 4♥ = void in ♠, minimum	1♥-2♣ = good raise w/ 3♥ 1♥-2♦ = good raise w/ 4+♥ 1♥ - 2♠/3♣/3♦ = shortness, 4+♥
1♠		5	5♦	10-22 HCP, 5+♠	Similar as for 1♥. 2♥ = GF.	Similar as for 1♥	Similar as for 1♥
1 NT			5♦	(14)15-17 HCP (Good 14 to 17) May have 5c M, 6c m, (5-4-2-2) and singleton	2♣=Stayman, 2♦/2♥=Transfer to 2♥/2♠. 2♠ = Transfer to ♣. 2NT= Both minors, weak/strong. 3♣ = Transfer to ♦. 3♦ = Invitational to 3 NT, normally solid suit. 3♥/♠ = shortness GF. 4♣/♦ = Texas.	1NT-2♣, 2♦-2♥=pick a M; bid 2♠ w/ equal length. 1NT-2♣, 2♥-2♠ = Inv w/ 4♠ 1NT-2♣, 2♦-2♠ = both M (5+-5+),GF. 1NT-2♣, 2♦♥♠-3♣=Asking bid.	
2♣	✓			Strong, HCP (22+) OR tricks (8,5+)	2♦=Weak OR waiting, 2M=GF, at least 5 card suit 2NT= GF w/5-5 minors, 3m=GF, at least HHxxxx		
2♦		6		6(+)♦, 5-10 (11) HCP	2♥/♠ = constructive, 2NT=Ask for values in other suits 3♣ = NAT GF. 3/4♦ = Preempt. 3♥/♠ = NAT GF. 4♥/♠ = To play	2♦-2NT, 3♣/♥/♠ = values in that suit NT 3♦ = Minimum 3 NT = solid suit	
2♥		6		6(+)♥, 5-10 (11) HCP	2♠ = NAT F1, 2NT=Ask for shortage 3♣ ask for strength and suit quality, 3♥ = Preempt. 3♠ = NAT GF. 4♣/4♦ = Splinter	2♥-2NT-4♣, 4♦ = Void, 4♥ = void in ♠	
2♠		6		6(+)♠, 5-10 (11) HCP	Similar as for 2♥. 4♥ = To play.	Similar as for 2♥	
2 NT			5♦	20-21 HCP	3♣ = Puppet, 3♦/3♥ = TRF and GF, 3♠ = 44+m	2NT-3♣, 3♦ = At least one 4c M, 3♥/3♠ = 5c, 3NT = Denies 4/5 c M	
3x		(6)7		PRE, 2-10 HCP ACC to VUL	New suit = Forcing 3NT = To play. 4♥/♠ = To play		
3NT	✓			Solid minor, gambling (no side A or K in 1 st and 2 nd seat)	4♠ = p/c, 4♦ = asking for shortness	High Level Bidding	
4♣		7		PRE, ACC to VUL	4♦ = cuebid, 4♥♠ = To play, 4NT = BW	RKCB (1430)	
4♦		7		PRE, ACC to VUL	4♥♠ = To play, 4NT = BW	Exclusion RKCB, DOPI/ROPI	
4♥,♠		7		PRE, ACC to VUL	4♠ = To play 5m = Cuebid	5NT is frequently pick a slam.	
4NT	✓			Asks for specific aces	5♣ = 0 Ace, 5NT = 2 Aces, 5♦/5♥/5♠/6♣ = that Ace	Splinter bids	
						Cue-bids (Italian style)	