

## Defensive and Competitive Bidding

### Overcalls (Style; Responses; Reopening)

Could be light non-vuln. Rarely on weak suits 6- 17 hcp  
Resp: Useful Space Principle (Transfer from 2 in opp. suit to bid under simple raise) Jump- cue bid: shortness with supp.

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

15 – 18 /14-16 Same system as opening

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

Weak non-vuln. vs. vuln. Otherwise intermediate (11-14)

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

Direct: 2 highest suits not bid 6-17 hcp non-vuln, 10-17 vuln.

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

2♣: Diamonds or both majors

2♦: Hearts or spades + minor

2♥: Hearts and a minor

2♠: Natural

Flexible range: 7-17 non-vuln, 10-17 vuln.

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

Take-out doubles. Lebensohl over weak 2s

4 min. over 2 maj. promises 5-5 suit + other major

### VS. Artificial Strong Openings

VS strong 1 club: X = black or red suits, 1♦: Majors or minors. 1NT: ♣+♥ or ♦+♠

### Over Opponents' take out double

1-level Forcing one round 2-level NF

## Leads and Signals

### Opening Leads Style

	Lead	In Partner's Suit
Suit	1 <sup>st</sup> -3 <sup>rd</sup> -5 <sup>th</sup>	1 <sup>st</sup> -3 <sup>rd</sup> -5 <sup>th</sup>
NT	Low from suit with honour	1 <sup>st</sup> -3 <sup>rd</sup> -5 <sup>th</sup>
Subseq	Low from honour vs. NT	

### Leads

Lead	Vs. Suit	Vs. NT
Ace	AK/AKx/AKxx(x)	AK/AKx/AKxx(x)
King	KQ/KQJ(x)/KQT(x)	KQ/KQJ(x)/KQT(x)
Queen	AQJ(x)/QJ(x)/QJT(x)	AQJ(x)/QJ(x)/QJT(x)
Jack	HJT(x)/JT(x)	HJT(x)/JT(x)
10	HT9x/AQT(x)/T9x	HT9x/AQT(x)/T9x
9	H9x/9xx/T9	H9x/9xx/T9
X	Hxxx/HT9x/xxxx(x)	Hxxx/HT9x/xxxx(x)

### Signals in order of priority

	Partners lead	Declarer	Discarding
Suit:	Att.	Count	Att.
2 <sup>nd</sup>	Lav.	Lav	Count
3 <sup>rd</sup>			
NT:	Att.	Count	Att.
2 <sup>nd</sup>			Count
3 <sup>rd</sup>			

Signals (including Trump's): Lav.

## Doubles

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

Quite solid including reopening positions

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

Support and comp.



WBF

System  
Card



System: **Red**

Players

Aasmund  
Stokkeland

Sverre Johnsen

## System Summary

### General Approach and Style

2-way club 5-card majors 2/1 style with Bergen raises  
Multi

2♥: Short diamond CC Wei Precision style

2♠: Club pre-empt. Flexible style

### Special bids that may require defence

1♣: 10-13 bal. or any 17+

2♦: MULTI – weak 2 M (norm. 6-card 5-9) or 22-23 bal.

2♥: 10-16 4-4-1-4, 3-4-1-5, 4-3-1-5 or 4-4-0-5

2♠: Preempt in clubs – Flexible style

1M- 2♣: Nat GF or 11-13 3c supp.

### Special forcing pass sequences

After 2NT-responses to 1 maj when not limited

### Important notes that don't fit

## Psychics

Rare

Opening	Art	Min. #	Neg. D.	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣	X		4♠	10-13 bal. or any 17+ (except 22-23 bal.)	1♦: 0-7hcp 1♥/♠: 8+ 4c+ Longer minor poss. 1NT/2♣/2♦: 8-12 not 4-c. Maj. 2♥: Inv+ 5+/4+ minors or 20+ bal. without M 2♠: GF 14-19 bal without M or long minor 2NT: 13-14 3NT: 15-19 3♣/♦: Inv. towards weak opener 3♥/♠: Std. preempt	Over 1♦: Weak opener bids 1♥/♠ (May also be strong) 2♣: 17+ clubs or 20-21 bal. 2 maj: GF relay Over 1♥/♠: Weak opener bids 1♠ (may be strong), 1NT or raise with 4-c support. 2♠: Strong relay or clubs 2NT: Support – 19+ or similar Over 1NT: 2♣: Art. Relay, 17+: Over 2♣/♦: Weak opener may raise. Other bids strong	2♥/♠: 7-9 5c
1♦		3	3♠	10-16 3-card only if 5 clubs and single maj. Unbalanced. May have longer ♣	1NT: 6-11 4+ clubs NF 2♦: 9-12 4+ NF 2♥/♠: 4-8 6c+ 2NT: 13-15 with 4+ ♦ 3♣: Invitational 6+	1♦ - 1♥/♠ - 2NT: 14-16 4-c. supp. or 6-card ♦ with single pd's suit.	
1♥		5	3♠	10-16 but not 14-16 bal.	1 NT: 7-13 Opener will pass with 10-11 bal. 2♣: Nat. GF or 10-13 3♥ 2♦: GF, 2♥: 6-10 3-card 2♠: 4-8 6c+ 2NT: GF with support 3♣/♦: 4+♥ 7-9/10-12 3♥: Preempt 0-6 3NT: 14-16 4-3-3-3	Over 1NT: Opener may bid cheapest 3-card min. or 2♣ with 4-5-2-2 Over 2♣: 2♦: Natural or min. With 5♥, 2♥: Min 6c Over 2NT: 3♣: Min Other: Hxx+ 3♥: Hxx+ clubs	2NT: 7-9 4c-supp. Other jumps: singleton. 2-way Drury
1♠		5	3♥	As 1♥	As 1♥ 2♥: GF 5c+ 3♥: Invitational 6+	1♠ - 1NT - 2♣ "nat" or 14 - 16 with 4♥ 1♠ - 2♣ - 2♥: 4+ any range	
1 NT			3♠	(13+) 14-16 5-card major or 6-card min. possible	Stayman (may be weak and does not promise M) and transfers (2♣: One or both min.). 2NT: weak dbl. somewhere 3-level: singleton	Opener breaks transfer with 4-c. supp. New suit after transfer GF	New suit after transfer inv.
2♣		6	3♠	10 - 16	Transfer principle with inv+ values 2NT: Inv+ with club-support	Simple accept of transfer: Minimal values 2-3c Accept on 3-level: Max with 3-card. Jump to 4 maj: Minimal values, splinters with stronger hands	
2♦	X			6-card major 5-9 or 22-23NT	2♥/♠, 3♥/♠ for correction 2NT: Asks suit and strength 4♣: Bid suit with transf. 4♦: Bid suit		
2♥	X			10-16hcp, 4-4-1-4, 3-4-1-5, 4-3-1-5 or 4-4-0-5	2NT asks strength/distr.	Opener bids 3♣ with min. Resp. Continues 3♦ for distr.	
2♠	X			6-7 clubs flexible suit quality	2NT asks suit quality	3♣ weak suit. Other suit singleton with good clubs	
2 NT	X			12-16 hcp 5+♦/4+♣ 4-5,5 losers	3♣ asks distribution 3♦/4♣: NF	Slam Conventions	
3♣ Other 3 bids				13-16, 7 tr. Good suit Preemptive	3♣ asks stoppers in majors	Cue-bids – cheapest control RKCB 0314 Josephine 5NT, voidwood	
3NT	X		Preemptive broken minor suit	Minors for correction			
4♣, ♦	X		3-5 controls strong major suit	Relay invites slam with 1 ace			
4♥, ♠			Preemptive				
4NT			Asks specific ace				