

Defensive and Competitive Bidding
<b>Overcalls (Style; Responses; Reopening)</b>
Normally sound, but may be weak 1-level (lead direction)
<b>1 NT overcall (2ND/4TH; Responses; Reopening)</b>
15-18 1-3 <sup>rd</sup> , 15-18 4 <sup>th</sup> . NT system ON.
<b>Jump Overcalls (Style; Responses; Unusual NT)</b>
(2M) - 4m: = 5+m 5M (other M) (3M) - 4m = 5+m 5M (other M) 2NT: 2 lowest unbid suits, weak/strong (1♥)-x-(2♥) -2NT = minors (1♠)-x-(2♠)-2NT= minor
<b>Direct and Jump Cue Bids (Style; Responses)</b>
Michaels after 1M (other M+♣) (1♠) - 2♦: Both major
<b>VS. NT (vs. Strong/Weak; Reopen: PH)</b>
Vs strong (from 13 + NT) X=at least same strength (1st pos) In 4 <sup>th</sup> seat may be more balance-pos. 2♣= both M, 2♦= one major, 2♥=♥+ minor (normally longer minor), 2♠=♠+ minor (normally longer minor) In 4 <sup>th</sup> seat DON'T Dbl=long suit, 2♣/2♦=minor + one major, 2♥=both majors, 2♠=♠
<b>VS. Preempts (Doubles; Cue bids; Jumps; NT bids)</b>
Take-out DBL Over 3m -4m =both M Over 2M, 4m shows that m + 5 in other M Over 3M, det same over 2 M 4NT = both minor
<b>VS. Artificial Strong Openings</b>
NAT vs 2♣ opening Dobl M, 1NT m va 1♠ strong

Over Opponents' take out double			
Leads and Signals			
Opening Leads Style			
	Lead	In Partner's Suit	
Suit	3 <sup>rd</sup> -5 <sup>th</sup> =odd;	3 <sup>rd</sup> -5 <sup>th</sup> =odd;	
NT	3 <sup>rd</sup> -5 <sup>th</sup> =odd;	3 <sup>rd</sup> -5 <sup>th</sup> =odd;	
Subseq			
Leads			
Lead	Vs. Suit	Vs. NT	
Ace	AKx/AKxx(x)	AK/AKx/AKxx(x)	
King	AK/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	Hx <del>xx</del> /HT9 <del>x</del> /xx <del>xx</del> (x)	Hxx <del>x</del> /HT9 <del>x</del> /xx <del>xx</del> (x)	
Signals in order of priority			
	Partners lead	Declarer	Discarding
Suit:	Enc/Discrg	Count	Enc/Discrg
2 <sup>nd</sup>	Count	S/P	Count
3 <sup>rd</sup>	S/P		S/P
NT:	Enc/Discrg	Smith	Enc/Discrg
2 <sup>nd</sup>	Count	Count	Count
3 <sup>rd</sup>	S/P	S/P	S/P
<b>Signals (including Trump's):</b> Low=Enc, Lavintahl in trump when possible. Smith high.			
Doubles			
Takeout Doubles (Style; Responses; Reopening)			
Sound style, light reopenings			
Special, Art and Comp Dbl/Rdbl's			

**RDBL in transfer seq shows 3 card support at 1-2 level.**  
XX= 9+ hp, after 1♣-x -sys same as pass -xx still 9+hp.

	<b>System Card</b>	
<b>WBF</b>		
System:		
<b>Players</b>	Lisbeth Glærum	Ole Arild Berset
	Åsane Bk	Sunndalsøra bk
System Summary		
General Approach and Style		
Natural, 15-17 NT, 2♣=20+ 2♦, 2♥, 2♠= 6-kort, 3 <sup>rd</sup> seat opening may be light.		
Special bids that may require defence		
If strong ♣ = Dobl M, 1NT m		
Special forcing pass sequences		
1X - bid -pass may be forcing. 2♣ -bid-pass=4+hp		
Important notes that don't fit		
1♣-(1♦)-X = both majors, 1♣/1♦-(1♥)-1♠ = at least 3 ♣, 1♣-(1♥)-x = 4+ ♣, 1♣-(1♦)-2♦ =inverted minor		
Psychics		
Can occur (very seldom)		

Opening	Art	Min. #	Neg. D. through	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		2	3♦	11-22 hp	2♣=inv minor 4+♣, 1NT=5-10, 2♦=6-9 with ♣, 2♥/2♠=strong, 2NT=11-12 bal 4+♣, 3♣ pre-empt 5+♣ 3♥♠ splinter, 4♦ void, 4M to play, 4NT = RCBW	1♣-2♣, 2♦=nat rev. 1♣-2♣, 2M= nat rev. jump = splinter 1c-1x, 2NT-3y=transfer	1♣-2♣=natural play, 9-10 p
1♦		4	3♦	11-22 hp	Natural, 2♦ inv minor, 2♥/2♠=strong, 2NT 11-12, 3♣ 7-9 with ♦, 3♦ pre-empt, 3M =splinter, 4♣ void, 4M play, 4NT RCBW	1♦-2♦, 2♥ nat rev. 1♦-2♦, 2♠=nat rev. jump = splinter. 1m-1M, 2NT-3x=transfer	1♦-2♦= natural play, 9-10 p
1♥		5	3♦	10-21 hp	1NT 6-11p, 2 lever respond FG, 2♥=6-9 hp, 2♠ splinter one suit, 2NT GF w 4+♥, 3♣/3♦ splinter inv+ with 4♥, 3♥ 0-6 4+♥, 1♥-3♥ invite	1♥-2♥: 2♠3♣♦= shortness inv+, 2NT= any hand inv+. 1♥-2N 3-nat extra. (3cards+), 4m=void. 1♥-(X)-2♦= fit with three cards inv	1S-2KI= 3 card support 1S-2D= 4 card support
1♠		5	3♦	10-21 hp	1NT 6-11p, 2 lever respond FG, 2♠-6-9 p, 2NT GF w 4+♠, 3♣/3♦/3♥ splinter inv+ with 4♠, 3♠ 0-6 4+♠	Same as after 1♥  1♠-(X)-2♥= fit with three cards inv	1S-2KI= 3 card support 1S-2D= 4 card support
1 NT			2♠	(14)15-17 May have 5M, 6m, single H 5422	2♠=Stayman, 2♦♥= transfer, 2♠= minorstayman, 2NT= invite, 3♣♦=nat, 3♥=invite slem, 3♠=invite slemwith 4♣♦ M transfer, 4♥♠= to play	1N-2♣, 2♦-2♥= pick a major, to play. , smolen 2♠=for play Other bid natural . 3♠- new search	
2♣	x	0		Any strong hand. If balanced 20-21	2♦ =wait (any hand) , 2♥♠3♣♦ nat GF, 2NT (54+)♠+♦ 9+hp ,3♥♠ 6+cards 0-3hp , 3NT good ♣or♦ nothing else, gående. 4♣♦=transfer M, slamtry vs 28-30 , 4♥♠=transfer to m	2♣-2♦, 2x-3♣= sec neg. 2♣-2♦, 3♣-3♦ sec neg.	
2♦		6		6-9	2 NT - ask	3kl - good suit and nothing else, 3ru - weak 3M - shortness, 3NT- good opening	
2♥		6		6-9 hp	2NT=ask for single, 3♥= pre-empt, New suit ♠-♣-♦ F1		
2♠		6		Same as 2 H	2NT=ask for single, 3♠= pre-empt, New suit ♥-♣-♦ F1		
2 NT			4♠	20-21 balanced May have 6m/5M (5422)	3♠= puppetstayman, 3♦♥= transfer, 3♠=minors, 4m= transfer M slamtry (♠=♥) , 4M= slamtry m (♥=♠)	<b>Slam Conventions</b>	
3x				PREEMPT Acc to VUL	New suit F1	0314 RCKB Dopi Ropi	
3NT				Solid minor, gambling	4♣ p/c	Splinter bids Cuebids (1st 2nd controls)	
4♣,♦				Preempt		5NT is frequently pick a slam	
4♥,♠				play	4NT is RKBW	Lightner DBL	
4NT				Ask specific Aces	5♣ none, 5N=2 aces		

