

Defensive and Competitive Bidding

Overcalls (Style; Responses; Reopening)

1 level: (very) light. (1x)-1y-(p)-2x = inv + with y-support
2 level: sound

Cuebids: Good raise with support

Responses 1-level: F1, 2-level: constructive.

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

15-18 hcp any seat. System on.

Nilslland if 1NT get doubled.

1NT = two unbid suits if opp have bid two suits.

Jump Overcalls (Style; Responses; Unusual NT)

Weak jump overcalls. 2NT = two lowest unbid, weak or strong.
Leaping Michaels.

Direct and Jump Cue Bids (Style; Responses)

Over m = both M, weak or strong.

Over M = other M + ♣, weak or strong.

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

VS strong 1NT:

X = 4(+)card ♠ and longer minor or both majors (at least 4-4)

2♣ = ♣ and ♥

2♦ = ♦ and ♥

2♥/♠ = natural

2NT = Strong two-colour-hand

VS weak 1NT:

X = balanced opening

2♣ = ♥ and ♠

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

T/O dbl

Leaping Michaels (5+ - 5+, FG)

Cuebid: Ask for stopper or Michaels

VS. Artificial Strong Openings

VS 1♣ : X = majors, 1NT = minors.

VS 2♣ : X = ♣

Over Opponents' take out double

Rdbl: 10+ HCP, 1-over-1 = F1, 2-over-1 = NF

Leads and Signals

Opening Leads Style

	Lead	In Partner's Suit
Suit	3rd-5th	3rd-5th
NT	Attitude	3rd-5th
Subseq	Attitude when opening new suit	

Leads

Lead	Vs. Suit	Vs. NT
Ace	AKx/AKxx(x)	AKx/AKxx(x)
King	AK/KQ/KQJ(x)/KQTx	AK/KQ/KQJ(x)/KQT(x)
Queen	AQJ(x)/QJ(x)/QJT(x)	AQJ(x)/QJ(x)/QJT(x)
Jack	HJT(x)/JT(x)/Jx	HJT(x)/JT(x)/Jx
10	HT9x/T9x/Tx	HT9x/T9x/Tx
9	9x	98xx/9x
X	Hxxx/xxx(x)	Hxxx/xxxx(x)

Signals in order of priority

	Partners lead	Declarer	Discarding
Suit:	Encrg/discrg	Count, 3rd/5th	Encrg/discrg
2 nd	Count, 3rd/5th	S/P	Count, 3rd/5th
3 rd	S/P		S/P
NT:	Encrg/discrg	Smith Peter	Encrg/discrg
2 nd	Count, 3rd/5th	Count, 3rd/5th	Count, 3rd/5th
3 rd	S/P	S/P	S/P

Signals (including Trump's): Smith Peter vs NT: High=likes.

Low=odd number or encrg, High=Even number or discrg.

Signals trump: High/low shows interest for ruff or S/P

Doubles

Takeout Doubles (Style; Responses; Reopening)

Light style, also reopenings

Special, Art and Comp Dbl/Rdbl's

Support dbl/rdbl, responsive dbl, neg dbl, comp dbl, lightner dbl

1m - (1♥) - X = max 3♠, 1♠ = 4+



WBF

System

Card



System:

Green

NCBO/team:

Norway
Women

Event:

EC 2012
Dublin

Players

Stine Holmøy

Gunn Tove Vist

System Summary

General Approach and Style

5card major, lowest minor

2-over-1: GF except rebid

15-17NT. May have 5 card M, 6 card m, singleton, 5-4

Special bids that may require defence

1♥-2♦ 3-7hcp and heart support or nat 2over1

1♠-2♥ 3-7hcp and spade support or nat 2over1

2♦ opening NV: 0-7hcp, 5+ in one major

2♦ opening V: 8-11hcp, 6card

2♥/♠ opening: 8-11hcp, 6card

Special forcing pass sequences

Standard negative doubles. Classical forcing pass when GF,
in unclear or competitive positions x = extra, pass = pass

Important notes that don't fit

X-Y-Z, X-Y-NT. Nilslland.

Psychics

Rare

Opening	Art	Min. #	Neg. D. through	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		3	7NT	Could open light if distributional, (11)12+ hcp with balanced hands	2♣ = inverted minor, at least invitational 2♦ = 9-11hcp, club support 2♥/♠ = 6 cards, 3-7 hcp 3♣ = preemptive, 3♦/♥/♠ = void	1♣-1♦-1M = unbalanced, 1♣-1♦-1NT = can have 4M 1♣-2♣-3♣ = min unbal, 1♣-2♣-2NT = min balanced 1♣-2♣-2♦ = nat or good opening with 6+♣ or 18/19NT 1♣-2♣-3NT = 13/14 balanced	Not inverted minor after pass
1♦		3	7NT	As above	2♦ = inverted minor, at least invitational 2♥/♠ = 6 cards, 3-7 hcp 3♣ = 9-11hcp, diamond support 3♦ = preemptive, 3♥/3♠/4♣ = void	1♦-2♦-3♦ = min unbal, 1♦-2♦-2NT = min balanced 1♦-2♦-2♥ = nat or good opening with 6+♦ or 18/19NT 1♦-2♦-3NT = 13/14 balanced	Not inverted minor after pass
1♥		5	7NT	As above	2♦ = nat 2-over-1 or 3-7hcp with heart support 2NT = 4+♥ FG, Mini-splinter, 3♠/4x = void, 4♠ = To play	After 2NT: 3x = nat, not min, 3♥ = min, 3NT = 18/19 1♥-2NT-3x-3♥ asks for singleton, 3/4x = singleton, 3NT = start cuebid	1♥ - 2NT both minors
1♠		5	7NT	As above	2♥ = nat 2-over-1 or 3-7hcp with spade support 2NT = 4+♠ FG, Mini-splinter, 4x = void	After 2NT: 3x = nat, not min, 3♠ = min, 3NT = 18/19 1♠-2NT-3x-3♠ asks for singleton, 4x = singleton, 3NT = start cuebid	1♠ - 2NT both minors
1 NT			7NT	15-17hcp (5M/6m/5-4/ singleton)	2♣ = stayman, 2♦/♥/♠ = transfer, 3♣/♦/♥/♠ = singl 4♣ = 5♥ quant, 4♦ = 5♠ quant, 4♥/♠ = to play	Smolen. After transfer: New suit GF, After stayman response: 3♣ rele. 1NT-2♣, 2M-3M forcing. 1NT-transfer, 2M-3M forcing	When opponents interfere (nat) we use T/O-doubles and lebensohl. If not nat, X is showing good cards.
2♣	X			Strong, 20+ hcp or weaker with playing tricks.	2♦ = waiting bid, 2♥/♠ = 4+, to play against 20-21NT 2NT = 5+♣, 3♣ = 5+♦, 3♦ = 6card ♥, 3♥ = 6card ♠	Second negative. 2♣-2♦-3M = ask for cue 2♣-2♦-4M/5m = 9/10 playing tricks	Double after opponents interfere is 0-4hcp.
2♦	X			NV: 0-7hcp, 5+♥ or ♠ V: 8-11, 6card	NV: 2♥/3♥/4♥ = p/c, 2NT = asking, 3♣/4♣ = bid the suit below your suit, 3♦ = forcing w/♥, 4♦ = bid your suit.	NV: 2♦-2NT-3♣ = any max → 3♦ = ASK bid opposite M 2♦-2NT-3♦ = min with ♥, 3♥ = min with ♠	NV: If X: XX = bid M If 2♦ - (2/3M) - X = p/c
2♥		6		8-11hcp	2NT ask for singleton		
2♠		6		8-11hcp	2NT ask for singleton		
2 NT				22-24hcp	Puppet stayman, transfers. 4♣ = ♥ slam int, 4♦ = ♠ slam int 4♥ = ♣ slam int, 4♠ = ♦ slam int	Slam Conventions	
3x				Preemptive	4♣ after 3♦/♥/♠ and 4♦ after 3♣ opening = artificial, ask for cuebid	RKCB (0314), Exclusion RKCB, DOPI/ROPI/DEPO. 5 NT in unclear situation: pick a slam.	
3NT				1st/2nd seat: running m	4♣/5♣ = p/c 4♦ = ask for short suit	Splinters	
4♣,♦		6		Preemptive		Cuebids	
4♥,♠		6		Natural. To play		After BW answer: The suit over ask for trump Q	
4NT	X			Ask for specific aces	5♣ = none, 5♦/♥/♠ = that specific ace, 5NT = ace of clubs, 6♣ = two aces, 6NT = three aces	After BW answer: 6x ask for 3rd round control	