

Defensive and Competitive Bidding

Overcalls (Style; Responses; Reopening)

Aggressive 1-level if good suit; Sound 2-level
Cue-bid = 1 round forcing

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

15-18 bal (subs auction as after 1nt opening)
NT-system is on

Jump Overcalls (Style; Responses; Unusual NT)

Preemptive
(1M)-2NT=any strength normally 9HP+ , ♣+♦.

Direct and Jump Cue Bids (Style; Responses)

Direct Cue = majors o/minor, major/club o/major appr. 9+
Jump cue=Asks for stopper.

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

Dbl : Strength
2♣ ♥+♠, 2♦ = 1 major, 2♥/♠=5+ minor
2NT ♣+♦ or strong 2-suits

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

Take Out DBLs. VS. Multi: D=take out
2NT : 15-18

Versus 2M, example over 2 or 3♠=4♣=♣+♥

VS. Artificial Strong Openings

Versus 1♣: Dbl=strong unbalanced, 1♦=majors,
1NT=minors

Versus 2♣: D=♣

Over Opponents' take out double

Rdlb = 10 hcp + usually 2(3) decent 4+ suits
After 1 major- 2 NT at least invitational in the bid suit
1 level forcing for one round, 2 level not forcing

Leads and Signals

Opening Leads Style

	Lead	In Partner's Suit
Suit	3./5.	3./5.
NT	4 th from H/10, high from no H	3 rd - 5th
Subseq	Attitude when opening a new suit through declarer	

Leads

Lead	Vs. Suit	Vs. NT
Ace	AK/AKx/AKxx(x)or A(xxxx)	AK/AKx/AKxx(x)or A(xxxx)
King	KQ/KQJ(x)/KQT(x)/A K	KQ/KQJ(x)/KQT(x)/K
Queen	AQJ(x)/QJ(x)/QJT(x)	AQJ(x)/QJ(x)/QJT(x)
Jack	HJT(x)/JT(x)	HJT(x)/JT(x)
10	HT9x/Tx/T9	HT9(x)/T9(x)

Signals in order of priority

	Partners lead	Declarer	Discarding
Suit:	Hi=Disc	count	Hi=Disc
2 nd	count		count
3 rd	Lavinthal		lavinthal
NT:	Hi=Disc		Hi=Disc
2 nd	count	count	count
3 rd	Lavinthal		lavinthal

Signals (including Trump's): Lavinthal

Count: hi-low = even

Doubles

Takeout Doubles (Style; Responses; Reopening)

Takeout D in many situations

Special, Art and Comp Dbl/Rdbl's

NEG+RESP+COMP DBL (showing Take Out-distr)

SUPP DBL and RDBL



WBF

System
Card



System:

Green

Players	Tor Bakke	Arve Farstad
Club	Bergen Akademiske BK	Topbridge BC
	Norway	Norway
NBF memb.	2360	2024

System Summary

General Approach and Style

5 card MAJOR - if 4-4 in majors opens 1♥

1♣ = 3+

1 NT : (14+)15-17, might be 5major/6 minor (may have single Honor)

2 over 1: GF unless suit rebid/2♣ may be inv. with 3-card support after majoropening.

Special bids that may require defence

Special forcing pass sequences

1x-(? y)-p = pass might be penalty, dbl = Take Out

Important notes that don't fit

X-Y-NT . Then 2♣ demands 2♦. 2♦=GF (D to 1X-1Y-1Z)

Lebensohl 2nt in most competitive situations except 1 maj-2 maj-double, then 2 NT = minors

Puppet Stayman on 20+ with NT distr.

Bergen 2 NT in comp. Sit.

Psychics

Rare

Opening	ART	Minimum	Neg. DbI.	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		3	4ru	10-22 hp	Inverted minor raises 9 HP+ Strong jump shifts in ♦/♥/♠ 6Cards+ Walsh	1♣ - 1♦ - 1major = 5 club, 4+ major or 4-4-4-1 1♣- 1♥-2♠ =Natural GF	
1♦		4	4ru	10-22 hp	Inverted minor raises 9HP+ Strong jump shifts in Major 6cards+ 3♣ = Strong 6cards+	1♦ - 1♥-2♠ = natural GF	
1♥		5(4)	4ru	10-20 hp	2NT= Jacoby Inv.+ 4+ card support 2♠/3♣/♦ = inviting game,in ♥, short in the bid suit 3♥ = preemptive	1♥- 2NT-3♥ = Minimum 1♥--2NT-3 any=GF nat 1♥-2NT-3♥-new suit=single 1♥-2NT-3♥-3NT=asks cuebid 1♥-2NT-3NT=18-19, 1♥-2NT-4level=void	Drury 2♣/♦ = Game interest with 3/4+card support
1♠		5	4ru	10-20 hp	2NT = Jacoby inv+. 4+ card support 3♣/♦/♥ = inviting game in ♠, short in the bid suit 3♠ = preemptive	Same as 1♥	Same as 1♥
1 NT		---	3♠	(14)15-17 bal., may be 5major/6-minor Maybe singleton honor	2♣ = Stayman, 2♦,♥ is transfers, 2♠ asking best minor, 3♣,♦ = Singel GF, 3 or 4 in M 3♥/♠ = Singel GF and 4 in unbid M Smolen/opposite major balanced slaminv.	1NT-2♣-2♦-2♠= inviting game = 5spades+4hearts 1NT-2♦-2♥-2♠= inviting game=5hearts+4spades 3♣ = asking	
2♣	X	0		20-21 or 24+ hp bal. Or strong unbalanced	2♦= asking opener to clarify his hand (waiting) Direct bid = ((5(6minor)) cards+headed by honor)) 2NT=pos. 5-5 minors	2♣-2♦-2♥-2♠(obl.)-2NT = 24-25 NT. 2♣-2♦-2♠-2NT=5+ bal., 3♣ second negative 2♣- 3♥/♠= semi-running 6 cards	
2♦		6(5)		5-10	2NT =asking bid 2♥/♠ NF , 3♣ NF		
2♥		6(5)		5-10	2NT= asking for single, 2♠ NF , 3♣/♦ NF		
2♠		6(5)		5-10	2NT=asking for single, 3♣/♦/♥ NF		
2 NT		---		22-23 Balanced	Puppet stayman, transfers , 3♠ =transf. to 3NT or slaminv. minors 3 NT = 5♠/4♥ 4♣/♦ = slamtry in ♥/♠ 4♥/♠ = slamtry in ♣/♦	Slam Conventions	
3x		6		Preempts	½. Pos. Good suit in ♣/♦ New suit forcing	4NT: Roman Key Card Blackwood:	
3NT	X	7		Running suit, No side ace/King	4♣ to correct, 4♦ asks for shortness	5♣: 0/3, 5♦: 1/4 5♥: 2, 5♠ 2 incl. Triumph Q	
4♣,♦		7		Preempts		Cue bids: 1 st and 2 nd round controls up the line Splinter & Minisplinter	
4♥,♠		6		To play	New suit is cuebid, 4NT=RKCB	After 4NT and answer=5NT=asking specific King, promise all aces	
4NT	x	---		Asks for specific aces	5♣=0 Aces, Suit=that Ace, 5NT= ace of♣	Exclusion Blackwood	