




Defensive and Competitive Bidding
Overcalls (Style; Responses; Reopening)
Normally sound, but may be weak 1-level (lead direction)
1 NT overcall (2ND/4TH; Responses; Reopening)
2 nd : 15-18 NT system ON.
4 th : 12-15 NT system ON
If pre-passed unusual
Jump Overcalls (Style; Responses; Unusual NT)
Weak.
2NT: 2 lowest unbid suits, weak or strong
Direct and Jump Cue Bids (Style; Responses)
Michaels after 1M (other M+m), weak or strong
(1m) 2m = both Majors
VS. NT (vs. Strong/Weak; Reopen: PH)
2♣ - both M
2♦ - one M (5)6+
2♥ - 5♥ and 4+ m
2♠ - 5♠ and 4+ m
2NT - both m
Double in direct penalty, double 4th hand 10-12 hp
VS. Preempts (Doubles; Cue bids; Jumps; NT bids)
Take-out DBL
Over 3m - 4m = both M
(3M) - 4NT = both minor
(non)leaping Michaels
VS. Artificial Strong Openings
Double both M
NT both m
Over Opponents' take out double
XX= 9+ hp
Over 1M - (dbl) - transfers from 1NT

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 when playing a new suit		
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/T9x	HT9x//T9x	
9	9x	9x	
X	3rd /5th	3rd /5th and some HXXx	
Signals in order of priority			
	Partners lead	Declarer	Discarding
Suit:	Low=enc	Count	Enc/Discrg
2 nd	Count Hi/low=even	S/P	Count
3 rd	S/P		S/P
NT:	Enc/Discrg	Smith	Enc/Discrg
2 nd	Count	Count	Count
3 rd	S/P	S/P	S/P
In General: low/high = encouraging or odd, often suit preference			
Smith: high = enc			
Doubles			
Takeout Doubles (Style; Responses; Reopening)			
Support double / negative double /			
Can be weak if good distribution			
Special, Art and Comp Dbl/Rdbl's			

	System Card	
WBF		
System: RED		
Players	Sofie Græsholt Sjødal	
	Nicolai Heiberg-Evenstad	
	Stian Evenstad	
	Norway	
System Summary		
General Approach and Style		
Natural, 2/1 style.		
(14)15-17 NT		
Transfers responses after 1♣-opening		
2♣ = 18-21 NT or strong unbalanced		
Special bids that may require defence		
2♦ = multi (0-7 one M, 24+NT, 4441 GF)		
2M= constructive one M (8-11)		
Special forcing pass sequences		
1X - bid -pass may be forcing		
Important notes that don't fit		
1♣ (1♦) dbl = 4+♥		
1♣ (1♦) 1♥ = 4+♠		
1♣ (1♦) 1♠ = 4♠ and 4+♥		
May go outside of ranges depending on vul, seat, etc..		
Psychics		
May occur		

Opening	Art	Min. #	Neg. D. through	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		3	3♠	11-22 hp	1♦=4+♥, 1♥=4+♠, 1♠=6-9 "NT" or any hand 4+♦, 1NT=11/12, 2♣=inv minor 4+♣, 2♦=weak or GF ♥, 2♥=weak or GF ♠, 2♠ = 55m weak or GF, 2NT=13-15 or 19-20, 3♣ pre-empt (5)6+♣, 3♦=pre nat 3♥♠♦ =splinter, 4M to play	Accept transfer with most hands with 3crd support or 11-12 4crd support, jump to 2= 13-14 and 4crd support	Pass-1♣-2♣=9+, NF Pass-1♣ -2M fit jump
1♦		3	3♠	11-22 hp	Natural, 2♦ inv minor, 2M to play, 2NT 11-12, 3♣ = 6/7 -9 with ♦, 3♦ pre-empt, 3M =splinter, 4♣ void, 4M play		Pass-1♦-2♦= 9+, NF Pass-1♦ -2M fit jump
1♥		5	3♠	11-21 hp	1NT= 6-11hp, 2♣= GF 2+♣, 2♦= GF (usually 5+); 2♥= 5-9 (us. 3), 2♠ weak 6+♠, 2NT GF w 4+♥, 3♣= invite 3+♥, 3♦= 6/7 -9 4(+)♥, 3♥= pre-empt 4+♥, 3♠♠♦ = void	1♥-2♥: 2♠3♣♦= shortness inv+, 2NT= any hand inv+. 1♥-2NT 3-nat extra. (3cards+), 4m=void. Gazilli 1♥ - 1♠/1NT - 2♥ = 5♥4♣	Pass - 1♥ -2♣ = 3+♥, 9+ 1♥ - (dbl) - transfer from 1NT, 2♦= good raise (8+)
1♠		5	3♠	11-21 hp	1NT= 6-11hp, 2♣ = GF 2+♣, 2♦= GF (usually 5+), 2♥= GF, 2♠= 5-9 (us. 3), 2NT GF w 4+♠, 3♣= invite 3+♠ 3♦= 6/7 -9 4(+) ♠, 3♥= 6+♥ invite, 3♠= pre-empt 4+♠, 4♠♥♦ = void	Same as after 1♥	Pass - 1♠ -2♣ = 3+♠, 9+ 1♠ - (dbl) - transfers
1 NT			2♠	15-17 May have 5M, 6m, single H 5422	2♣=Stayman, 2♥♥= transfer, 2♣=♣ or range ask, 2NT= both m weak or ♦, 3♣ = puppet, 3♦= GF both m 4♠♦= transfer, 4♥♠= to play	1NT-2♣ // 2♦-2♥= pick a major, to play New transfer after transfers	
2♣	x	0		Any strong hand. If balanced 18-21	2♦ =wait (any hand), 2♥♠/3♦♦ to play 2NT=6+M or 55M GF, 3♥♠= (41)44, 3NT running suit	2♣ - 2♦// 2♥ kokish (20-21 NT or nat)	
2♦	x	6 (5)		Weak M (0-7) or 24+NT or (4441) GF	2/3M p/c, 3m= to play, 2NT= asking for singleton, 4♣= bid suit-1, 4♦= bid suit, 4M to play	2♦ - 2NT // 3♣= min ♥, 3♦= min ♠, 3♥= max ♠, 3♠= max ♥, 3NT=24+, 4-lvl 4414, 4441, 1444, 4144	
2♥		6 (5)		Weak (6-10) with ♥	2♠3♠♦ = F1, 2NT= asking, 3♥= pre-empt	2♥-2NT // 3♣=64, 3♦=short m, 3♥= min no short 3♠=short ♠, 3NT= max no short	
2♠		6 (5)		Weak (6-10) with ♠	Similar as above	2♠-2NT // 3♣=64, 3♦=short m, 3♥= short ♥ 3♠=min no short, 3NT= max no short	
2 NT				22-23 balanced May have 6m, 5M, 5422, 4441	3♣= Muppetstayman, 3♥♥= transfer, 3♠=minors, 4m= transfer M slamtry (♠=♥), 4M= slamtry m (♥=♠)	Slam Conventions	
3x				PREEMPT	New suit F1	1430 RCKB, Dopi, Ropi, Depo, Splinter bids, Cuebids (1 st 2 nd controls), Exclusion blackwood (0314)	
3NT					Running minor, 1 st and 2 nd no outside A or K	Often show shortness in slambidding	
4♣, ♦				Preempt			
4♥, ♠				play			