






Defensive and Competitive Bidding
Overcalls (Style; Responses; Reopening)
1 level: 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, 4 th seat: 12-15 hcp over minor openings. 1NT = two unbid suits if passed hand and opps have bid 2 suits
Jump Overcalls
WJS, but 2♦ vs 1♣ = both majors 5+ 5+ 2NT = two lowest unbid. Leaping Michaels vs weak 2. (Note 1)
Direct Cue Bids
Over 1♣/♦: 2♣ = nat, 2♦ = both majors 5+ 5+ Over M = other M + one minor
VS. NT (vs. Strong/Weak; Reopen: PH)
VS strong 1NT: X = strong 2♣ = ♥ and ♠ 2♦ = ♥ or ♠ 2♥/♠ = 4(+)card and (normally) longer sidesuit in minor DONT in 4 th seat and when passed hand: X = one (unspecified) suit 2♣ = ♣ and one unspecified suit 2♦ = ♦ and one unspecified suit 2♥ = ♥ and ♠ 2♠ = natural (worse hand than X and bid 2♠)
VS weak 1NT (<12-14NT): X = "balanced" opening or good hand (also against 12-14NT) 2♣ = ♥ and ♠, 2♦ = ♥ or ♠, "weak" 2♥/♠ = natural, constructive
VS. Preempts (Doubles; Cue bids; Jumps; NT bids)
T/O dbl Leaping Michaels (5+ - 5+, FG) (Note 1) Cuebid: Ask for stopper or Michaels
VS. Artificial Strong Openings
VS 1♣/2♣: YESLEK (Note 2)
Over Opponents' take out double
Rdbl: (9)10+ HCP, 1-over-1 = F1, 2-over-1 = NF. 2♣ after 1M - (X) = good raise in M.

Leads and Signals			
Opening Leads Style			
	Lead	In Partner's Suit	
Suit	3rd-5th *	3rd-5th *	
NT	3rd-5th *	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)	Encrg/discrg
2 nd	(Count)	S/P	(Count)
3 rd	S/P		S/P
NT:	Encrg/discrg	Smith Peter	Encrg/discrg
2 nd	(Count)	(Count)	(Count)
3 rd	S/P	S/P	S/P
Signals (including Trump's): Smith Peter vs NT: Low=likes. Low=odd number or encrg, High=Even number or discrg. Count only when we want to. Signals trump: S/P * NB: Can lead high from bad suit and 4 th best if can't afford 3 rd .			
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 = 4+ ♠, 1♠ = max 3♠			

 WBFF	System Card 	
Category: Red		
NCBO/team: NORWAY		
Event:		
Players	Torild <u>Heskje</u>	Gunn Tove <u>Vist</u>
System Summary		
General Approach and Style		
5card M, 4card ♦, transfer responses after 1♣ (2+) opening. May have longer ♦ when opening 1♣. 2-over-1: GF, except 2♣: nat GF or may be good raise in M (14)15-17NT. May have 5 card M, 6 card m, singleton, 5-4		
Special bids that may require defence		
2♦ opening: (17)18/19 balanced, denies 5card M 1♣ - 1♦/1♥ = Transfer, 1♣ - 1♠ = ♦ or 6-10NT 1♣-2♣ = 6+♦, (5)6-9 HCP or 5+-5+ Majors 5-9 HCP 1m-2♦/2♥ = 6+♥/6+♠, (5)6-9 HCP or GF 1♣/1♦-2♠ = inv+ w/support, 1♣-2NT = 5+ support, ca 2-8 hcp 1♣/1♦-3♣ = 4+(5+ if ♣) support, ca 9-11 hcp 1♦-2♣ = nat GF or 5+-5+M (5-9 hcp)		
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.		
Psychics		
Rare		

Opening	Art.	Min. #	Neg. D. through	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		2	4♥	Could open light if distributional, (11)12+ hcp with balanced hands	Transfer responses at one level. 1♠ = ♦ or 6-10NT, 1NT = 11-12hcp. 2♣ = diamonds ((5)6-9 hcp) or 5+-5+M (5-9 hcp) 2♦/♥ = 6+ ♥/♠ ((5)6-9 hcp or 13+) 2♠ = inv+ with club support, 2NT = 5+ club support (ca 2-8hcp) 3♣ = ca 9-11hcp, 5+ club support. 3♦/♥/♠ = nat (7+) <7hcp	1♣ – 1♦ – 1♥ = 4♥ 11-12 hcp or 3♥ any hcp 1♣ – 1♦ – 2♥ = 4♥ 13-14 hcp 1♣ – 1♦ – 2NT = 4♥ (14) 15+ hcp XYZ and XYNT (Note 3)	
1♦		4	4♥	As above	2♣ = nat GF or 5+-5+M (5-9 hcp) 2♦/♥ = 6+ ♥/♠ ((5)6-9 hcp or 13+) 2♠ = inv+ with 4+ support, 3♣ = 9-11hcp, 4+ support 3♦ = 4+ support (ca 2-8hcp), 3♥/3♠ = nat (7+) <7hcp, 4♣ = void	1♦ – 1♥ – 2NT = 4♥ (14) 15+ hcp XYZ and XYNT (Note 3)	1♦ – 2♣ = diamond support 6-9hcp or 5+-5+M (5-9 hcp)
1♥		5	4♥	As above	1NT = semiforcing, 2♣ = nat GF or (9)10-12hcp with heart support, 2NT = 4+♥ FG, 2♠ = minisplinter one minor, 3♣ = limit, 3♦ = short ♠, 3♥ = “preempt” (<9hcp), 3♠/4x = void	After 2NT: 3♣ = min, 3♦ = one singl/void, 3♥ = 5422, 3♠ = 6322, 3NT = 18/19, 4♥ = min 5332. XYNT (Note 3)	1♥ - 2♣ 3card support, inv+ 1♥ - 2♦ 4card support, inv+ 1♥ - 2NT balanced inv
1♠		5	4♥	As above	1NT = semiforcing, 2♣ = nat GF or (9)10-12hcp with spade support, 2NT = 4+♠ FG, 3♣ = minisplinter one minor, 3♦ = limit, 3♥ = minisplinter, 3♠ = “preempt” (<9hcp), 4x = void	After 2NT: 3♣ = min, 3♦ = one singl/void, 3♥ = 5422, 3♠ = 6322, 3NT = 18/19, 4♠ = min 5332.	1♠ - 2♣ 3card support, inv+ 1♠ - 2♦ 4card support, inv+ 1♠ - 2NT balanced inv
1 NT			4♥	(14)15-17hcp (5M/6m/5-4/x)	2♣ = hybrid stayman (inv+) (Note 4), 2♦/♥ = transfer, 2♠ = diff minor hands, 2NT = 4-4M inv, 3♣ = ♦ or 5-5M, 3♦ = 5+/4+M, 3♥/♠ = singleton, 4♣ = ♥, 4♦ = ♠	3♣ = “puppet stayman” after 2♦ answer.	
2♣	X			Strong. 20+ hcp or weaker with playing tricks.	2♦ = waiting bid. Other bid is nat, positive hand. 2NT = 5+-5+ m.	Second negative. 2♣-2♦-3M = 4card and longer ♦ 2♣-2♦-4M/5m = 9/10 playing tricks	
2♦	X			(17)18/19 balanced, denies 5card M	2♥ = spade or clubs, 2♠ = transfer to 2NT, 2NT = 5-5M slamtry, 3♣ = 5+/4+M, 3♦ = 4-4M, 3♥/♠ = 4card other M, 3NT = 5-5M no slamtry		
2♥		(5)6		(5)6-10hcp	2NT ask for strength and suit quality. 4♣ ask for keycards. New suit is forcing one round (except 2♠).		
2♠		(5)6		(5)6-10hcp	2NT ask for strength and suit quality. 4♣ ask for keycards. New suit is forcing one round.		
2 NT				20-21hcp	Muppet stayman (Note 5), transfers. 4♣ = ♥ slam int, 4♦ = ♠ slam int 4♥ = ♣ slam int, 4♠ = ♦ slam int	Slam Conventions	
3x		6		Preemptive (ca 2-10 hcp)	4♣ after 3♦/♥/♠ and 4♦ after 3♣ opening = ask for keycards	RKCB (1430, 0314 when clubs agreed). Exclusion RKCB (0314), DOPI/ROPI. 5 NT in unclear situation: pick a slam. Splinters Cuebids After BW answer: The suit over ask for trump Q After BW answer: 6x ask for 3rd round control	
3NT				1st/2nd seat: running m	4♣/5♣ = p/c, 4♦ = ask for short suit 4NT = ask for length		
4♣, ♦				Running ♥/♠ Nat 3rd hand	4NT = ask for length when M		
4♥, ♠		6		Natural. To play			
4NT	X			Ask for specific aces	5♣ = none, 5♦/♥/♠ = that specific ace, 5NT = ace of clubs, 6♣ = red or black, 6♦ = minor or major, 6♥ = c+h or d+s		

Supplementary sheets, Torild Heskje – Gunn Tove Vist

Note 1 Leaping Michaels

We only use leaping michaels after opponents weak 2-openings.

(2M) - 4m = 5+ bid minor and 5+ other major, GF.

(2♦) - 4♣ = 5+ ♣ og 5+ in one major, GF. After 4♣, 4♦ ask for major.

If 2♦ is Multi: 4♦ is 5+ ♦ og 5+ in one major, GF. After 4♦, 4♥ is pass/correct.

Note 2 YESLEK

We use YESLEK against 1♣ and 2♣ strong openings.

x = ♦ or ♥ + ♠

♣ = ♦ or ♥ + ♠

♦ = ♥ or ♠ + ♣

♥ = ♠ or ♣ + ♦

♠ = ♣ or ♦ + ♥

NT = ♣ + ♥ or ♦ + ♠

Note 3 XYZ/XYNT

If we bid 1x-1y, 1z/NT we use:

2♣ ask partner to bid 2♦. Either to play 2♦ or to show any invitational hand.

2♦ is artificial GF.

Note 4 Hybrid stayman after 1NT-opening

2♣ = «Hybrid Stayman», inv+ (ca. 8⁺/9+ hcp)

- 2♦ = denies 5-card M and 6-card minor max hand
- 2♥ = 4-card ♠, inv (denies 4♥), F1.
- 2♠ = 4-card ♥, inv (denies 4♠), F1.
- 2NT = inv without 4-card M.
- 3♣ = Puppet Stayman (has at least one M). Opener respond:
 - 3♦ = 4-card in one or both M
 - 3♥ = 4♠
 - 3♠ = 4♥
 - 3NT = 4-4 major, slamtry. Forcing.
 - 4♦ = 4-4 major, no slam interest.
 - 3♥ = 5-card ♣, max hand.
 - 3♠ = 5-card ♦, max hand.
 - 3NT = denies 4-card M
- 3♦ = slamtry with at least one minor
- 3♥ = 3♥ + 5♠

- $3\spadesuit = 3\spadesuit + 5\heartsuit$
- 3NT = to play
- 4m = transfer to 4M ($4\clubsuit = 6+ \heartsuit$ og $4\diamond = 6+ \spadesuit$) with 4-6/6-4 M
- 4NT = quantitative

- $2\heartsuit = 5\text{-card } \heartsuit$, min
- $2\spadesuit = 5\text{-card } \spadesuit$, min
- 3m = good 6-card suit, max hand.
- 3M = 5-card suit, max hand.

Note 5 Muppet stayman after 2NT

- $3\clubsuit =$ Muppet Stayman
 - $3\diamond =$ at least one 4-card M
 - $3\heartsuit =$ denies 4m or 5M
 - $3\spadesuit = 5\text{-card } \spadesuit$
 - 3NT = 5-card \heartsuit