

## Defensive and Competitive Bidding

### Overcalls (Style; Responses; Reopening)

1 level: (very) light. (1x)-1y-(p)-2x=good raise  
 2 level: sound  
 Responses 1-level: F1, 2-level: constructive, 3 level = nat FG  
 Double jumps are fit jumps

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

15-18 hcp any seat. System on.  
 If doubled: All bids to play (except 2 NT) 2♣ is treated as natural, but could possibly be t/o in any two other suits.

### Jump Overcalls (Style; Responses; Unusual NT)

Weak jump overcalls, 2 NT = two lowest, 5<sup>+</sup>-5<sup>+</sup>, wide range.  
 Leaping Michaels, also over 3M, also 4<sup>th</sup> seat (vs Multi, suit+♥), also over 1M-2/3M (pre), 2M-3M

### Direct and Jump Cue Bids (Style; Responses)

Over m = both M. Wide range  
 Over M = other M + ♣. Wide range

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

VS strong NT: Dbl = ♠+another suit,  
 2♣/♦ = ♣/♦ +♥, 2♥/2♠ = natural  
 2NT = both minojors or mars  
 Vs weak NT (11-13 or less) = Multi Landy

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

T/O dbl.  
 Leaping Michaels (5<sup>+</sup>-5<sup>+</sup>, FG) over 2M/3M, all seats  
 Cuebid: ASK for stopper

### VS. Artificial Strong Openings

Yeslek: any bid shows the suit above the suit bid, or the two others, dbl = ♦ OR ♥+♠, NT=♦+♠ OR ♠+♥  
 (if doubled, pass is suggestion to play, xx asks p to bid touching suit, (normally to play own suit) all other bids p/c)

### Over Opponents' take out double

Rdbl: (9)10+ HCP, 1-over-1 = F1  
 1♥/♠-(x) – all bids from 1NT and upwards are transfer. Could be values with support.

## Leads and Signals

### Opening Leads Style

	Lead	In Partner's Suit
Suit	3 <sup>rd</sup> -5 <sup>th</sup> , top of sequence/inner sequence	3 <sup>rd</sup> -5 <sup>th</sup>
NT	4 <sup>th</sup> best (low x promise 10 or better, may sometimes be from longer suits). Top or second best from bad suits.	3 <sup>rd</sup> -5 <sup>th</sup>
Subseq	Attitude when opening a new suit	

### Leads

Lead	Vs. Suit	Vs. NT
Ace	AK/AKx/AKxx(x)	AK/AKx/AKxx(x)
King	KQ/KQJ(x)/KQT(x)	KQ/KQJ(x)/KQT(x)/AKJT
Queen	AQJ(x)/QJ(x)/QJT(x)	AQJ(x)/QJ(x)/QJT(x)/ KQT9
Jack	HJT(x)/JT(x)	HJT(x)/JT(x)
10	HT9x/T9x	HT9x/T9x
9	A98/Q98/J98/9x	A98/Q98/J98/98xx
x	Hx <del>xx</del> /xx <del>x</del> (x)	(10)Hxx <del>x</del> /xx <del>xx</del> (x)/ <del>xxx</del> (x)

### Signals in order of priority

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

### Signals (including Trump's):

Suit preference (S/P) in trump, Smith-Peter: low likes from leader, high likes from partner  
 Low=odd number or encouraging, High= Even number or discouraging  
 5/6 level: A for attitude, K for count  
 A-lead vs suit: for attitude, give count only if Jxxx in dummy

## Doubles

### Takeout Doubles (Style; Responses; Reopening)

Light style, also reopenings

### Special, Art and Comp Dbl/Rdbl's

Support dbl and rdbl, responsive dbl, negative dbl, competitive dbl  
 1♠-(1♦)-dbl=♥, 1♥=4+♠, 1♠=≤ 3crd♠, 1♠-(pass)-1x-(x)-xx= suggest to play (HHxx+ in suit).



WBF

System  
Card



Category:

Red

NCBO/team:  
Norway

Event: WBG

Players:



Ann Karin Fuglestad



Marianne Harding

## System Summary

### General Approach and Style

Natural, 5-card majors, (4) 5-card ♦, 1♣=2+  
 Very light opening bids if distributional

2-over-1 Responses: GF except rebid

1NT: 8-12 1<sup>st</sup>, 2<sup>nd</sup> hand all green and green vs red  
 1NT =15-17 red and all 3<sup>rd</sup> / 4<sup>th</sup> seat

### Special bids that may require defence

Transfer over 1♣ opening  
 1♣ - 1♠ = 6-8 nt/various weak minor hands/inv. or GF with ♦  
 1♣ - 2♦/♥ = 6+ ♥/♠, 4-7 hcp or GF  
 1♣ - 2♠ = ♠ supp. 6-9 hcp  
 Weak NT according to pos./vul.  
 1♥/♠-2♦/♥ = 3+ supp. 4-7, OR nat. GF, except rebid  
 2♦: (0) 3-10 hcp, 4+-4+M. Playing strength depend on vul.

### Special forcing pass sequences

### Important notes that don't fit

### Psychics

May occur

Op ening	A r t	M in #	N eg D. to	Description	Responses	Subsequent Auction	Passed Hand Bidding and interfered auctions
1♣		2	4♣	Include all 4333/4432-hands  Could open light if distributional, 11+ hcp with balanced hands	1♣=4+♥, 1♥=4+♠, 1♠= 6-8 NT/ weak with ♣/ weak with both m, inv with ♦ or GF with ♦ (could have GF 5+♦,4+M) 1 NT=9-10 (11) hcp balanced, 2NT = nat, inv 2♣= inverted minor, at least invitational, 2♦/2♥= 6+ cards♥♣, 4-7 hcp or FG 2♠=♣ supp, 6-9, 3♣ = preemptive, 0-5 hcp, 3♦/♥/♠= void	1♣- 2♥ = 4♥ 11-12 (13) hcp 1♣- 1♥=(2-4♥ nv) 3♥ any distribution, or 4♥ and stronger (semi) balanced hand (strength depending on vuln. because of weak NT non vul), xy and xyz NT. 1x-1y-1NT = 15-17 nv, could have oM. 1♣-2♣-3♣=weak 4+♠, 1♣-2♣-2NT=12-13 (14) balanced ,1♣-2♣-2♦=nat, strong,OR (17)18-19NT	Passed: Transfers and Inverted minor on. xy-NT and xyz on. Fit jumps. 1m – (2M) -2NT=Lebensohl (always) SWITCH (off if passed) ex. (1♣-(1♠) – 2♦=♥, 2♥=♦ 1♣-(1♥) – 2♥=6+♠, 2♠=inv minor (off if passed – fit jump)
1♦		4/5	4♣	4 only if 4-4-4-1	Inv minor, 3♣=4+♦,6-9, 2M=6+, 4-7, double jumpshifts = void	Natural, xy-NT, xyz, 1♦-1♠-2♥ = nat OR 16+, 6+♦+3♣, 1♦-1♠, 4♦=4252,18+, 4♣= 4441, 18-19	As above
1♥		5	4♣	5+♥ Could open light if distributional. 11+ if balanced	2♦ 2/1=GF unless rebid suit OR 4-7 3+♥ support. 2♥=8-11 2♣= Mini-splinter in one m, exactly invitational. 3♣=4+♥, bal inv, 3♦ = single ♠, inv, 3♥=pre, 2NT=4+♥,GF. 3NT = any void, 7-11. 4♣=To play	2NT-3NT=(17)-18-19 bal. 2NT-3x=nat, not min. 2NT-3x-3♥=asks for singleton, 3/4x = singleton, 3NT = start cuebid Gazilli	1♥-2 m = values in bid m, 3+♥, inv 1♥-2 NT = both minors SWITCH: 1♥-(1♠/2♠) - transfers
1♠		5	4♣	As above	1NT=NF, 6-11 hcp, 2♥= Nat GF OR 4-7 ♠-supp, 2♠= 8-11, 3+♠ 3♣= Mini-splinter in one m 3♦ = 4+♠, bal inv, 3♥=single, inv, 3♠=pre, 2NT=4+♠, GF, 3NT =void 7-11,4♣♦♥=void, 12+	Similar as above.	As above Weak raise reversed if double
1NT			4♣ ----- No neg. dbl	15-17 vul and 3 <sup>rd</sup> /4 <sup>th</sup> seat (5M/6m/single/5-4) ----- 8-12 1 <sup>st</sup> , 2 <sup>nd</sup> non vul	<b>After strong NT:</b> 2♣ = Stayman, 2♦/♥/♠= transfers, 3♣/♦ = (5) 6+♠/♦ +4♥, inv, 2NT ask 5-card M, 3♥/♠=singleton, 4♣=trf to ♥, 4♦= trf to ♠, 4♥/♠= to play <b>After weak NT:</b> 2♣ = Weak Stayman, 2♦=GF Stayman, 2♥/♠ 3♣/♦ = to play, 2NT = inv. 3M: 6+ cards, very mild distrib.game try, 4NT= quantitative	1NT-2NT-, 3♣= 6 card one m, 3♦ = no 5-card M Break transfer: 2NT=4+max, 3x=Nat HHxx(x), 3+ card support. 1NT-3x-4x=super fit 1NT -2♣-2x, 2/3M=5 card suit, inv 1NT -2♦-2x-2NT=asks for distribution	<b>Contested auctions</b> If natural interference: Bid=NF, t/o dbl <u>If art. int., dbl = inv+</u> <u>If natural interference:</u> dbl = penalty, if dbl: xx = to play, 2NT = art.If artificial interference: dbl = inv+
2♣	X			Strong. Normally 20+ hcp, could be weaker with playing tricks	2♦= weak. 2♥/♠= Nat, 5+ hcp, 2NT=balanced, 7+ hcp, 3m= Nat, at least Hxxxx, 6+hcp, 3M=4M+5+♦, 3NT=solid suit, no outside strength	2♣ - 2♦-2♥/♠-3♣=2 <sup>nd</sup> neg (rele if response 3♣/♦) 2♣-2NT-3♣=ASK 4 card suits, 2♣-2♦-3M=5+♦-4M, 2♣ - 2M-3M-3/4x=single, 3NT=bal slamtry	x/xx=0-3hcp, pass = 4+ (semi) bal. 2x = nat 5+ cards, 5+
2♦	X			Min. 4-4(5 vul) MM. 3-10 hcp, playing strength dep on vul.	2/3/4♥/♠ or NT bid = to play, 3♣= ASK 3♦=3M3M, inv+ 4♣/4♦= slamtry ♥/♠	2♦-3♣-3♦ = all minimum hands 2♦-3♣-3♥/♠=5+ cards in bid suit and max. 2♦-3♣-4♣/♦ = void and min. 5-5.	4 <sup>th</sup> seat: 11-15, 6 <sup>(+)</sup> -card suit
2♥		5		3-10, dep vul. 5 Maj and 4+ ♠/♦	2♠=NF, 2NT = inv+ w/support OR any GF. 3♣=p/c, 3♦ = (5)6+♠, inv+, 3♥= to play, jump = splinter	2♥- 2NT-3♣ = any min, 3♦ = max(3♥= ASK), 3♥=5+♠ max, 3♠= 5+♦ max	4 <sup>th</sup> seat: 11-15, 6 <sup>(+)</sup> -card suit
2♠		5		As above	As above.	As above	As above
2NT			4♣	20-21 hcp	3♣ = Puppet Stayman (3♥= denies M, 3NT=5♥) 3♦/♥= transfers, 3♠= slamtry m (4+-4+), 4♣ = slamtry with 6+♥, 4♦ = slamtry with 6+♠ etc. If interference: dbl=t/o, if art: dbl=strength	<b>High Level Bidding</b>	
3x		6		Preemptive, according to vul	3♣ - 3♦=trf, to play in ♥ or ♠(light inv) or pick a game. New suit FG. After dbl competitive. 3M-4m = cuebid, 4M=To play	RKCB (0314), Exclusion RKCB (all jumps to the 5-level when trump suit is agreed), DOPI/ROPI/DEPO (with interference above trump suit). 5NT in most situations: pick a slam.	
3NT				1 <sup>st</sup> /2 <sup>nd</sup> seat: solid m	4♣ = p/c, 4♦=ASK short suit,4M=To play,4NT=ASK length	RKCB: If trump Q denied, we can switch trump to a previous bid suit.	
4♣, ♦		6		Natural, preemptive	4M = To play	Splinters, Cuebids, last train cuebids	
4♥, ♠		6		Natural. To play	Any bid: Cuebid.	Lightner dbl	
4NT	X			Asks for specific aces	5♣ = none, 5♦♥♠6♠ that specific ace		