Defensive and Competitive Bidding

Overcalls (Style; Responses; Reopening)

Normally 11+, but may be 7+ 1-level (lead directing)

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

2nd: 15-18 NT system ON

4th: 12-15 NT system ON

Jump Overcalls (Style; Responses; Unusual NT)

(3)4-9(10)

2NT: 2 lowest unbid suits, 6-11(12) or 15/16+

Direct and Jump Cue Bids (Style; Responses)

Michaels after 1M (other M+m), 6-11(12) or 15/16+

(1m) 2 $\bullet = both Majors$

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

X – equal strength + If pre-passed

2♣ - both M 2♣ - ♣ + another suit

 $2 \bullet$ - one M $2 \bullet$ - \bullet + M

2♥ - 4(5) ♥ and longer m 2♥ - both M

2♠ - 4(5) ♠ and longer m 2♠ - ♠

2NT - both m x - one suit

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

Take-out DBL, Lebenshol

Over 3m - 4m = both M

(3M) - 4NT = both minor

(Non)Leaping Michals

VS. Artificial Strong Openings

Yeslek

\Delta - 🔷 or both M

♦ - ♥ or both black

💙 - 🌢 or both m

🏚 - 🏖 or both red

 $NT - \clubsuit + \forall \text{ or } \blacklozenge + \spadesuit$

Over Opponents' take out double

XX = 9 + hp

1♣ (dbl) now on the 1-level still transfers.

l eads	and	Signals
Leaus	anu	Jigilata

Opening Leads Style

	Lead	In Partner's Suit	
Suit	3 rd -5 th	3 rd -5 th	
NT	4 th (promise 10 or better)	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), 98xx(x), (H98)
Х	3rd /5th	Hx <u>x</u> / Hxx <u>x</u> (x)/ <u>x</u> xx/ <u>xx</u> xx

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

Smith: Low = enc, Lavinthal in trump

(Leads against 5 and 6 level, A for att and K for count)

Doubles

Takeout Doubles (Style; Responses; Reopening)

Support double (up to 2♠)/ negative double /

Sound style, light reopenings

Special, Art and Comp Dbl/Rdbl's

RDBL in transfer seq shows 3 card support at 1&2 level.



System Card





WBF

System: Red

Thea Hove Hauge Sofie Græsholt Sjødal

Players

Norway

System Summary

General Approach and Style

Natural

2/1 GF if not rebid suit

1NT = 15-17

2NT = 22-24

Transfers responses after 1♣-opening

Special bids that may require defence

1♥/♣- 2♣ = 9/10 – 11/12, 3 card support OR F1 with ♣ OR balanced GF

Special forcing pass sequences

1X – bid –pass may be forcing.

2♣ - bid/dbl - pass = 4/5+ hcp

Important notes that don't fit

1♣ (1♦) dbl = 4+♥

1♣ (**1**♦) **1**♥ = **4**+♠

1♣/1♦ (1♥) dbl = 4+♠

1 ♣ / 1 ♦ (1 ♦ / ♥) 1 ♠ = often 8 - 10 / 11 no stopper

We might go outside of ranges depending on vul, seat...

Psychics

Very rare

Opening	Art	Min. #	Neg. D. through	Description	Responses	Subsequent Auction	Passed Hand Bidding
1*		3	3♠	11-22 hcp (usually 1♣ with same length in ♣&♦)	$1 \leftarrow 4 + \checkmark$, $1 \leftarrow 4 + \spadesuit$, $1 \triangleq 6 - 9$ "NT" or any hand $4 + \spadesuit$, $1 \land T = 10/11$, $2 \triangleq \text{inv minor } 4 + \clubsuit$, $2 \spadesuit = \text{weak } \checkmark$, $2 \blacktriangledown = \text{weak } \spadesuit$, $2 \spadesuit = 6/7 - 9 + \spadesuit$, $2 \land T = 11 - 12 \text{ bal}$, $3 \clubsuit$ pre-empt $5 + \clubsuit$, $3 \spadesuit \checkmark \spadesuit$ = void, $4 \land M$ to play	Accept transfer with most hands with 3crd support, jump to 2 level with 4crd support and minimum opening.	Pass-1 ♣-2♣ =9+, NF
1♦		3	3♠	11-22 hcp	Natural, $2 \bullet$ inv minor, 2M to play, 2NT 11-12, $3 \bullet = 6/7$ -9 with \bullet , $3 \bullet$ pre-empt, 3M =splinter, $4 \bullet$ void, 4M play		Pass-1 $ \leftarrow$ -2 $ \leftarrow$ = 9+, NF 1 $ \leftarrow$ - (1x) - 2x= inv+ with $ \leftarrow$
1♥		5	3♠	11-21 hcp	INT= 6-11hp, $2 \triangleq 9/10 - 11/12$, 3 card support OR F1 with \clubsuit OR balanced GF $2 \spadesuit$ nat F1 (usually 5+); $2 \blacktriangledown = 5-9$ (us. 3), $2 \spadesuit 8/9-11$ BAL with 4crd \blacktriangledown OR minisplinter in \spadesuit , 2NT GF w $4+ \blacktriangledown$, $3 \spadesuit \spadesuit = 7/8-10$ mini splinter, $3 \blacktriangledown = 4-7$ $4+ \blacktriangledown$, $3 \spadesuit /4 \spadesuit \spadesuit = \text{void}$	1♥-2♥: 2♠3♠♦= shortness inv+, 2NT= any hand inv+. 1♥-2NT 3-nat extra. (3cards+), 4m=void. 1♥ - 1NT - 2NT = GF	Pass - 1♥ -2♣ = 3+♥, 9+ 1♥ - (dbl) - 2♣= inv+ with 3♥ 1♥ - (dbl) - 2♦= inv+ with 4+♥
14		5	3♠	11-21 hcp	1NT= 6-11hp, $2 = 9/10 - 11/12$, 3 card support OR F1 with \triangle OR balanced GF, $2 = $ nat F1 (usually 5+), $2 = $ nat F1, $2 = 5-9$ (us. 3), 2NT GF w $4+2$, $3 = 7/8-10$ minisplinter \triangle OR 8/9-11 BAL with 4crd \triangle , $3 = 7/8-10$ minislinter 4crd \triangle , $3 = 7/8-10$ minisplinter, $3 = 4-7$ 4+ \triangle , $4 = 7$ 0 void	Same as after 1♥ 1 ♠ - 1NT - 2NT = GF	Pass - $1 \spadesuit$ - $2 \spadesuit$ = $3 + \spadesuit$, $9 + $ $1 \spadesuit - (dbl) - 2 \spadesuit = inv + with 3 \spadesuit 1 \spadesuit - (dbl) - 2 \spadesuit = inv + with 4 + \spadesuit$
1 NT			2♠	15-17 May have 5M, 6m, 5422, (1444)	2♣=Stayman, 2♠♥= transfer, 2♠= interest in minors, 2NT= invite, 3♣ = 5(6) ♥ and 3♠, GF;3♣♠= 5(6) ♠ and 3♥, GF 4♣= 55 in M, no/very slaminterest; 4♠♥= transfer	1NT-2♣ // 2♣-2♥= pick a major, to play 1NT-2♠ // 2NT=♣-preference, 3♣=♣-pref or same 1NT-2♠ // 2NT/3♠ - 3♥= Slam interest ♠, 3♠= Slam interest ♦ 3NT= Slam try in both minors	
2*	х	0		Any strong hand. If bal 20-21/(24)25+	2♦ =wait (any hand), 2♥♠/3♣♦ nat GF 2NT=at least 55 in ♣♦ GF 3♥♠= 0/1 in suit, 3/4 in oM, 5-8	$2 - 2 \cdot / 2M = F1$ 2 - 2 \ - 2 \ / 2M - 3 \ = second negative	
2♦		6 (5)		Weak ((3)5- 9(10)) with ◆ 4 th : 8-11	2M = NF, 3x=F1 2NT= asking for singleton		
2♥		6 (5)		Weak ((3)5- 9(10)) with ♥ 4 th : 8-11	2♠=NF, 3♣♦ = F1, 2NT= asking for singleton or void, 3♥= pre-empt		
2*		6 (5)		Weak ((3)5- 9(10)) with ♠ 4 th : 8-11	Similar to above		
2 NT				22-24 balanced May have 6m/5M, 4441	3♣= puppetstayman, 3♠♥= transfer, 3♠=minors, 4m= transfer M slamtry (♣=♥), 4M= slamtry m (♥=♣)	Slam Conventions	
3x				Pre ((3)5-10	New suit F1	0314 RKCB, Dopi, Ropi, Depo, Splinter bids, Cuebids (1st 2nd controlls), Exclusion blackwood	
3NT					Running minor, 1st and 2nd no outside A or K	3NT = nonserious slamtry when M is agreed	
4♣,♦				Preempt			
4♥,♠				play			