



Defensive and Competitive Bidding	
Overcalls (Style; Responses; Reopening)	
Normally 11+, but may be 7+ 1-level (lead directing)	
1 NT overcall (2 ND /4 TH ; Responses; Reopening)	
2 nd : 15-18 NT system ON	
4 th : 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♦ = both Majors	
VS. NT (vs. Strong/Weak; Reopen: PH)	
X – equal strength + (If pre-passed X – one minor)	
2♣ - both M	
2♦ - one M	
2♥ - 5♥ and 4+ m	
2♠ - 5♠ and 4+ m	
2NT – both m	
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	
♣ - ♦ or both M	
♦ - ♥ or both black	
♥ - ♠ or both m	
♠ - ♣ or both red	
NT – ♣ + ♥ or ♦ + ♠	
Over Opponents' take out double	
XX= 9+ hp	
1♣ (dbl) now on the 1-level still transfers.	

Leads and Signals			
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)	
X	3rd /5th	Hx <u>x</u> / Hxx <u>x</u> (x)/ <u>x</u> xx/ <u>x</u> xxx	
Signals in order of priority			
	Partners lead	Declarer	Discarding
Suit:	Low=enc	Count	Enc/Discrg
2 nd	Count	S/P	Count
3 rd	Hi/low=even		
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: high = enc			
(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.			

 WBF	System Card 	
System: Red		
Players	Kaja Brekke Sofie Græsholt Sjødal	
	Norway	
System Summary		
General Approach and Style		
Natural 2/1 GF if not rebid suit 1NT = 15-17 2NT = 22-23(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♦=4+♥, 1♥=4+♠, 1♠=6-9 "NT" or any hand 4+♦, 1NT=10/11, 2♣=inv minor 4+♣, 2♦=weak or strong ♥, 2♥=weak or strong ♠, 2♠= 6/7 -9 5+♠, 2NT=11-12 bal, 3♣ pre-empt 5+♠, 3♦♥♠=void, 4M 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 (not 3343 if 11-14)	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 1♦ - (1x) - 2x= inv+ with ♦
1♥		5	3♠	11-21 hcp	1NT= 6-11hp, 2♣= 9/10 - 11/12, 3 card support or F1 with ♣ or balanced GF, 2♦= nat F1 (usually 5+); 2♥= 5-9 (us. 3), 2♠ 8/9-11 BAL with 4♥ or minisplinter in ♠, 2NT GF 4+♥, 3♣♦= 7/8-10 minisplinter, 3♥= 4-7 4+♥, 3♠/4♣♦= 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♠		5	3♠	11-21 hcp	1NT= 6-11hp, 2♣= 9/10 - 11/12, 3 card support or F1 with ♣ or balanced GF, 2♦= nat F1 (usually 5+), 2♥= nat F1, 2♠= 5-9 (us. 3), 2NT GF 4+♠, 3♣= 7/8-10 minisplinter ♣ or 8/9-11 BAL with 4♠, 3♦♥= 7/8 -10 minislinter 4♠, 3♠= 4-7 4+♠, 4♣♦♥= void	Same as after 1♥ 1♠ - 1NT - 2NT = GF	Pass - 1♠-2♠ = 3+♠, 9+ 1♠ - (dbl) - 2♠= inv+ with 3♠
1 NT			2♠	15-17 May have 5M, 6m, 5422, (1444)	2♠=Stayman, 2♦♥= transfer, 2♠= interest in minors, 2NT= invite, 3♣= 5♥ and 3♠, GF; 3♦= 5♠ 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♣	x	0		Any strong hand. If bal 20-21/24+	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♦ // 2♥ = Kokish, 24NT+ or nat 2♣ - 2♦ // 2♠ - 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				22-23(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		
3NT					Running minor, 1 st and 2 nd no outside A or K		
4♣,♦				Preempt			
4♥,♠				play			