

Defensive and Competitive Bidding

Overcalls (Style; Responses; Reopening)

1-level overcalls may be light (especially NV)
Overcalls at the 2-level are normally sound.
After an overcall, a new suit at the 1- and 3-level are F1, a new suit at the 2-level are NF. After an overcall, a cuebid does not promise support for partner. Same principles after a reopening.
After 1M overcall, 2NT in competition is 4+c supp and inv+ (3c if no space)

1 NT-overcall (2./4.; Answers; Reopening)

15-18 hcp in all hands.
Same responses as after 1NT-opening.

Jump Overcalls (Style; Responses; Unusual NT)

WJS at the 2-level (After 2+1♠-opening, 2♦ shows M's)
Constructive jump-shifts at the 3-level (red vs green) in 2nd hand
Unusual NT shows 2 lowest with jump

Direct and Jump Cue Bids (Style; Responses)

Cuebid of a minor (3+) shows both majors
Cuebid of a major shows opposit major + ♠
Jumpcuebid asks for stopper

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

VS weak NT (12-14 or weaker):

Dbl = takeout
2♠ = Majors, 2♦ = Multi (13+hcp)
2♥ = 5c+ ♥, 8-12 hcp, 2♠ = 5c+ ♠, 8-12 hcp
2NT = Both minors, 3m = Constructive

VS strong NT in direct seat (13-15 or stronger):

Dbl = equal strength +
2♠ = majors, 2♦ = Multi
2♥/♠ = 4(5)c + longer minor, 2NT = both minors
VS NT after pass or VS strong NT in 4.seat:
Dbl = one-suiter, 2♠ = ♠ + higher suit, 2♦ = ♦ + M
2♥ = majors, 2♠ = ♠, 2NT = strong 2-suiter

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

Generally: Dbl = takeout, 2NT = 15-18
VS Ekren: Dbl = penalty interest, 2♠ = T/O in minors
VS Multi: Dbl = usually take out of ♠, 2NT = 15-18
Leaping Micheals VS 2x, 3♠ og 3♦.

VS. Artificial Strong Openings

VS strong 1♠: Yeslek, double = ♦ or both majors

VS strong 2♠: Yeslek, double = ♦ or both majors

Over Opponents' take out double

Rdbl = 10+/penalty interest
Transfers from 1NT after 1M – (dbl)

Leads and Signals

Opening Leads Style

	Lead	In Partner's Suit
Suit	3 rd /5 th (4 th from 6c)	3 rd /5 th (4 th from 6c) 3 rd from inner seq
NT	ATT (possibly 3 rd /5 th)	3 rd /5 th (3 rd from inner seq)
Subseq	Mostly attitude (3 rd /5 th if not)	

Leads

Card	VS suit	VS NT
Ace	AKx(x)	AK(x)
King	AK/KQ(x)	KQ(x)/KQJ(x)/KQT(x), AKQ(x)
Queen	AQJ(x)/QJ(x)	HQJ(x)/QJ(x)/KQT9(x)
Jack	HJT(x)/JT(x)	HJT(x)/JT(x)
10	HT9x/T9(x)	HT9x/T9x
9	9(x)	H98(x), 9(x)
HI-X	Even number	Xx, Xxx, xXxx(x)

Signals in order of priority

	Partners lead	Declarer	Discarding
Suit: 1	HIGH = ENC (on honour lead – low otherwise)	H/L = EVEN	LOW = ENC
2	H/L = EVEN	Lavinthal	H/L = EVEN
3	Lavinthal		
NT: 1	HIGH = ENC (on honour lead - low otherwise)	Smith	LOW = ENC
2	H/L = EVEN	H/L = EVEN	H/L = EVEN
3	Lavinthal	Lavinthal	

Signasr (trumps included): Smith: HIGH = likes from both sides, Lavinthal in trumps, H/L = odd if we show length in trumps.

Doubles

Takeout Doubles (Style; Responses; Reopening)

Normal takeout doubles may be light with good distribution
Equal-level-conversion.

Special, Art and Comp Dbl/Rdbl's

Neg, responsive doubles, comp, supportdoubles thru 2♥, lead directing doubles – but dbl from overcaller in his suit indicates another lead.
1♠ - (1♦) – dbl = 4+♥, 1♠ - (1♥) – dbl = 4+♠. Lighter doubles vs game/slam.



WBF

Convention
card



Category: RED

Players
Norway
open



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System summary

General approach and style

Natural based system with transfers after 1♠ and 2-over-1 is GF except rebid of a minor. 3rd hand openings may be light.
1♠: 3(2)+♠, might be balanced with 3(2)♠4♦. 1♥: May be 44M
14,5-17 NT (5(6)M,6m, singelton og 5422 are allowed)
1NT: 1st/2nd/3rd NVvsVUL: (8)9-12(13)
2♦, 2♥ og 2♠- openings have different meanings based on VUL.
Preempts may be very weak NV vs VUL

Special bids that may require defense

1♠ - 1♦/1♥ = Transfer - 1♠ - 1♠ = ♦ or 6-9NT,
1♠ - 2♦/2♥ = Transfer (weak or strong), 1♠ - 2♠ = 6-9 5+♠
1NT 1st/2nd/3rd NVvsVUL: (8)9-12(13)
2♦ (Non-vul/all red/red vs green): Weak Multi 5c/weak Multi 6c/8-11 6c♦
2♥ (green vs red / green / red): Both M's / 4-10 hcp 6c ♥ / (8)9-11 hcp 6c ♥
2♠ (green vs red / green / red): 5c♥ + 5c ♦♠ / 4-10 hcp 6c ♠ / (8)9-11 hcp 6c ♠
1M - 2♦ = Nat F1 or 3-7 hcp with 3(4)c support
1♥ - 2♠ = any minisplinter, 1♥ - 3m = ♥-raises, 1♠ - 3♠ = minisplinter in a minor, 1♠ - 3♦ = 7-11 4c-supp or 11-12 3c-supp
Gazilli and some transfers after overcalls/doubles

Special forcing pass sequences

Standard forcing pass sequences.

Important notes that don't fit elsewhere

The suit above the trumpsuit at the 4-level are usually used as BW. If declarer has shown exact distribution, we do not give count signals, but play attitude. All hcp-ranges are approximate – we frequently up-and downgrade.

Psychics

Seldom

Opening	Art	Min. #	Neg. X tthru.	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣	(X)	3(2)	4♥	3(2)+♣ (may have longer ♦) (8) 11+ hcp (May be 2+♣ rarely with 4432)	1♦/1♥ = 4+♥/4+♠, 1♠ = ♦ or 6-9 NT, 1NT = 10-12 hcp, 2♣ = Inv. Minor, 2♥/2♠ = ♥/♠ (3-7 hcp or 15+ hcp) 2♠ = 5+♣ 6-9 hcp, 2NT = 13-15/19-20 hcp, 3♣ = 5+♣ 0-5 hcp 3x = void, 3NT = 16-18 hcp	1♣ - 1♦ - 1♥ = 3+♥, 1♣ - 1♠ - 1NT = may have singleton ♦ 1♣ - 1♦ - 2♥ = 4♥, minimum 1♣ - 1♠ - 2♦ = minorbased hand, does not promise extras X-Y-Z/NT,	1♣ - (1♦) - dbl = 4+♥, 1♣ - (1♦) - 1♠ = 4♠, 4+♥ 5-10 hcp pass - 1♣ - 2♥/♥ = 5♥/♠ + 4+♠, inv
1♦		4(3)	4♥	4+♦ (may be 3♦ rarely with 4432) (8) 11+hcp	Natural answers, 1NT = 6-9 hcp, 2M = strong, Inverted minor 3♣ = 6-9 hcp with ♦-support, 3♦ = 0-5 hcp with ♦-support 3M = void, 3NT = 13-15 bal	1♦ - 2♦ - 3NT = 13-14 hcp X-Y-Z/NT	Pass - 1♦ - 2M = 5cM + 4c+♦ inv
1♥		4	4♦	5+♥ or 4(+)+4+♥ (8) 11+hcp	2♣ = Nat, but can be 3c with longer ♦, 2♦ = nat F1 or 3-7 hcp with ♥-support, 2♥ = 8-11 hcp with 3(4)♥-support, 2♠ = Minisplinter in any suit (not GF-hands) 2NT = 4c-support, GF, 3♣ = 4c♥ 7-11 hcp, 3♦ = 3c♥ 11-12 hcp, 3♥ = Preemptive, 3♠/4♠/4♦ = void, 3NT = 13-15 3c-support bal	1♥ - 2♦ - 2♥ = Not inv vs weak raise, 1♥ - 2♦ - 2/3x = Nat inv vs weak raise, 1♥ - 2NT - 3x = nat, not minimum, 1♥ - 1♠/1NT - 2♣ = 15+ or 6+♥ 11-14 hcp, 1♥ - 1♠/1NT - 2♥ = 5(+)+♥ + 4+♠ 11-14 hcp 1♥ - 2♠ - 2NT = asks, 1♥ - 3♣ - 3♦ = re inv. X-Y-Z/NT, After double => transfers	2-way Drury, 2NT = minors Minisplinters
1♠		5	4♥	5+♠ (8) 11+hcp	2♣ = nat, but can be 3c with longer ♥/♥, 2♦ = nat F1 or 3-7 hcp with ♠-support, 2♠ = 8-11 hcp with ♠-support, 2NT = support GF 3♣ = Minisplinter in a minor, 3♦ = 4c♠ 7-11 hcp or 3c♠ 11-12 3♥ = Minisplinter, 3♠ = preemptive, 3NT = 13-15 3c-supp bal 4x = void	1♠ - 2♦ - 2♠ = Not inv vs weak raise, 1♠ - 2♦ - 3x = Nat inv vs weak raise, 1♠ - 2NT - 3x = nat, not min 1♠ - 1NT - 2♣ = 15+ or 6+♠ 11-14 hcp 1♠ - 1NT - 2♠ = 5(+)+♠ + 4+♠ 11-14 hcp After double => transfers	2-way Drury, 2NT = minors Minisplinters
1NT		1	4♥	(14) 15-17 hcp 5M, 6m, singleton, 5422. 1 st /2 nd /3 rd NV vs VUL: (8)9-12(13) 6m, 5422 (singleton)	2♣ = Stayman, 2♦/♥ = Trf, 2♠ = weak doubleton in any suit, 2NT = weak or strong, minorbased hand, 3♣ = Singleton in a major, 3♦ = Puppet Stayman, 3M = Slamtry 4♣/4♦ = TRF 2♠ = NF Stayman, 2♦ = relay, 2M = NF, 2NT = ♣ or GF with 4/5M 3♣ = Minors NF, 3x = To play, 4x = To play	1NT - 2♣ - 2♦ - 2♥ = normally both majors, weak 1NT - 2♣ - 2♥ - 2NT = GF relay 1NT - 2♦ - 2♥/2♠ = ♠/♥	
2♣	X			Strong unbal 22+ bal	2♦ = Relay, 2M = Nat GF, 2NT = minor, 3m = Nat GF 3M = 4cM + 6c+♦	2♣ - 2♦ - 2♥ = 25+NT or nat 2♣ - 2♦ - 2M - 3♣ = Second negative	
2♦	X	5 6		Green: 5cM, 4-8 hcp All RED: Multi, 6cM 4-8	2♥ = P/C, 2♠ = Nat, NF, 2NT = relay, 3♣ = Nat, NF 3♦ = Inv with ♥, 3♥ = P/C, 3♠ = Inv with ♠ 2♥/2♠ = P/C, 2NT = Relay, 3m = NF, 3♥ = P/C, 3♠ = Nat F1 4♣ = Asks for transfer, 4♦ = Asks suit, 2NT = singleton?	2♦ - 2NT: 3♣ = 5c♥, 3♦ = 5c♠, 3♥ = 5c♥ + 5m, 3♠ = 5c♠ + 5c♣, 3NT = 5c♠ + 5c♦	
		6 6		RED VS GREEN: 6k♦ 8-11 4 th : 9-13 hcp, 6c♦	Natural vs 2♦ showing ♦		
2♥		4 6 6 6		G vs R: 4+♠ 4+♥ 4-10 hcp Green: 4-10 hcp 6c♥ RED: 8-11 hcp 6c♥ 4 th : 9-13 hcp 6c♥	2NT = Relay, 3M = preemptive 2NT = singleton?, 3♣ = Art F1 2NT = singleton?, 3♣ = Art F1	2♥ - 3♣ - 3♦ = Minimum, 2♥ - 3♣ - 3♥ = Extras with "bad" suit, 2♥ - 3♣ - 3♠ = Extras with good suit	
2♠	X	- 6 6 6		G vs R: 5c♥ + 5c♦/♠ 4-10 hcp Green: 4-10 hcp 6c♠ RED: 8-11 hcp 6c♠ 4 th : 9-13 hcp 6c♠	2NT = relay, 3♣ = P/C, 3♦ = Inv ♥, 3♥ = To play 2NT = singleton?, 3♣ = Art F1 2NT = singleton?, 3♣ = Art F1	2♥ - 3♣ - 3♦ = Minimum, 2♥ - 3♣ - 3♥ = Extras with "bad" suit 2♥ - 3♣ - 3♠ = Extras with good suit	
2NT		1	4♥	(19) 20 -21 hp 5M, 6m, singleton, 5422	Mod Puppet Stay and transfers 3♠ = minors, 4♣ = slamtry ♥, 4♦ = slamtry ♠ 4♥ = slamtry ♣, 4♠ = slamtry ♦	High Level Bidding	
3x				Preemptive, may be very weak NV vs VUL 4 th : 9-13 hcp, 7c suit	3x = F1. 3♣ - 4♦ / 3♦/♥/♠ - 4♣ = BW 3♣ - 3♦ = asks suit quality	BW: Generally are the suit above the trumpsuit used as 0314-RKCB. If the suit above is used as BW, 4NT is a cuebid in the "missing" suit.. 4NT/5♠/5♥/5NT as BW in some cases. If the answer promises 0/3 or 1/4 you will always raise to slam with 3 or 4 aces.	
3NT				Solid minor 3rd/4th: To play	4♣ = P/C, 4♦ = Asks cue, 4M = To play, 4NT = asks suit length	Cuebid - Italian style Last train, DOPI/ROPI/DEPO with disturbance	
4♣, ♦				Preemptive		5NT is frequently pick-a-slam.	
4♥, ♠				To play			
4NT				Asks specific ace	5♣ = no aces, 5♦/♥/♠ = ace, 5NT = 2 aces, 6♣ = ace		