

Defensive and Competitive Bidding

Overcalls (Style; Responses; Reopening)

1-level: Light
2-level: Sound

Responses: 1- and 2-level F1 if next hand pass, 2-level constructive if next hand bids, jumps are minisplinter, double jumps Splinter, cue-bid is a good raise in overcaller's suit.

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

15-18. Same responses as after opening 1NT.

Jump Overcalls (Style; Responses; Unusual NT)

1-Suit: Light jump overcalls, but not bad red vs. white
2-Suit: 2NT = 2 lowest suits (5+-5+) weak/strong

Direct and Jump Cue Bids (Style; Responses)

Over m: Both Majors (5+-5+)

Over M: Other Major + ♣ (5+-5+)

Jump cue-bid: Asks for stopper

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

2♣ = One suit (any) may have a minor if suit is a major
2♦ = Both Majors
2♥ = ♥ and a minor (usually longer)
2♠ = ♠ and a minor (usually longer)
2NT = Strong 2-suiter

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

Take out DBL

Cue-bid: Ask for stopper

Jump in m: That minor + other Major (5+-5+)

Over 3M: 4m is natural

VS. Artificial Strong Openings

Over Opponents' take out double

Rdbl: 9+ HCP. 1 of a suit F1, 2 of a suit NF.

Leads and Signals

Opening Leads Style

	Lead	In Partner's Suit
Suit	3 rd /5 th	3 rd /5 th
NT	3 rd /5 th	3 rd /5 th
Subseq	Attitude	

Leads

Lead	Vs. Suit	Vs. NT
Ace	AKx(x)	AK(x)
King	AK, KQ(x)	KQ(x), AKQ(x), AKJ10(x)
Queen	QJ(x)	QJ(x), HQJx(x), KQ109(x)
Jack	J10(x), KJ10(x)	J10(x), HJ10(x)
10	109(x), H109(x)	109(x), H109(x)
9	9x	9x, 98(x)
Hi-X	Even number	xx, xxx, xxxx(x)

Signals in order of priority

	Partners lead	Declarer	Discarding
Suit:	Encrg/Discrg	Count	Encrg/Discrg
2 nd	Count	Count	Count
3 rd	Count	Count	Count
NT:	Encrg/Discrg	Count	Encrg/Discrg
2 nd	Count	Count	Count
3 rd	Count	Count	Count

Signals (including Trump's):

Hi-Low = Discrg/Even number, Low-Hi = Encrg/Odd number
Smith (NT): low/hi likes the lead from both.

Doubles

Takeout Doubles (Style; Responses; Reopening)

Light style, also reopenings

Special, Art and Comp Dbl/Rdbl's

Neg, Responsive, Support DBL to 2♠, Competitive DBL
1m - (1♥) - DBL denies 4♠,
1m - (1♥) - 1♠ shows 4+♠,
1m - (1♠) - DBL strongly suggests at least 4♥



WBF

System Card



Category: Green

NCBO/team:
Norway

Event:

Players:



Jan Olav
Røseeng



Dag Tore
Røseeng

System Summary

General Approach and Style

Natural. 3rd hand openings may be light
Light preempts green vs. red

1NT Openings: (14)15-17 HCP (5M/6m/single/5422)

2-over-1 Responses: GF

Special bids that may require defence

2♦: Ekrens

Special forcing pass sequences

When GF established
After 1m-(p)-2m-(2/3x)
After 1M-(p)-2NT-(3x)

Important notes that don't fit

xy-NT

Psychics

Very rare

Opening	Art	Min. #	Neg. D. thru	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		3	4♠	10+ HCP, 3+♣	Natural, 2♣= inverted minor 3♣ 6-9 HCP. Double jump shifts = shortage	1♣-2♣, 2M=Nat, GF, 2NT=11-12, 3♣= weak unbalanced, 3♦♥♠=Shortage, 3NT=13-14	
1♦		3	4♠	10+ HCP, 3+♦	Similar as for 1♣	Similar as for 1♣	
1♥		4	4♠	10-22 HCP, 5+♥ If 4, also 4♠	1NT=6-12 HCP NF, 2♣= GF if not 3. Or 4.seat 2♥=6-9 w/3+♥. 2♠=mini splinter. 2NT=4+♥ GF. 3minor minisplinter. 3hj=invitational	If 4, also 4♠	
1♠		5	4♠	10-22 HCP, 5+♠	Similar as for 1♥		
1 NT			4♠	(14)15-17 HCP (Good 14 to 17) May have 5c M, 6c m, (5-4-2-2)	2♣=Stayman, 2♦/2♥=TRF, 2♠=minor, 2NT= HHxxxxx in a minor 3♣= ♣+♥inv, 3♦= ♦+♥inv. 3♥= ♣+♠inv 3♠=♦+♠inv, 4♣/4♦= TRF, 4♥/4♠=To play	inv	
2♣	✓			Strong, HCP (22+) OR tricks (8,5+)	2♦=Weak OR waiting, 2M=GF 5+, 2NT=6+ w/5-5 minors, 3m=GF 5+	2♣-2♦, 2M=F1, 3m=GF, 2M-3♣= 2 nd negative, can stop in 3M.	
2♦				Ekrens. 7-10 vul, 0-8 nonvul	2♥/2♠= to play, 2NT= Forcing, 3♣♦=to play		
2♥		6		6+ ♥, 7-10 vul, 0-8 nonvul	2♠=Constructive, 2NT=Ask for shortage 3♣, 3♦= NAT F1. 3♥=Preempt, 3♠/4♣/4♦=Splinter, 4NT=BW		
2♠		6		6+ ♠, 4-10 HCP	2NT=Ask for shortage,		
2 NT			4♠	20-21 HCP	3♣ = Puppet Stayman, 3♦/3♥ = TRF, 3♠ = 5♠4♥ 2NT-4♣/4♦/ slam try	2NT-3♣, 3♦=At least one 4c M, 3♥/3♠=5c, 3NT=Denies 4/5 c M	
3x		6		PRE, ACC to VUL	Natural		
3NT	✓			Solid minor, gambling VUL Semisolid minor, gambling NONVUL	4♣=p/c,	High Level Bidding RKCB Exclusion RKCB, DOPI/ROPI/ 5NT is frequently pick a slam. Splinter bids Cue-bids (Italian style) Lightner DBL	
4♣				PRE, ACC to VUL	4♦=cuebid, 4♥♠=To play, 4NT=BW		
4♦				PRE, ACC to VUL	4♥♠=To play, 4NT=BW		
4♥, ♠		6		PRE, ACC to VUL	4♠=To play 5m=Cuebid		
4NT	✓			Asks for specific aces	5♣=0 Ace, 5NT=2Aces, 5♦/5♥/5♠/6♣= that Ace		