

Defensive and Competitive Bidding
Overcalls (Style; Responses; Reopening)
1-level: Light 2-level: Sound <b>Responses:</b> 1- and 2-level F1 if next hand pass, 2-level constructive if next hand bids, Cue-bid is a Good raise in overcaller's suit. 2NT is frequently "Good/Bad" from opener.
1 NT overcall (2ND/4TH; Responses; Reopening)
15-18 hcp 2 <sup>nd</sup> seat and 4 <sup>th</sup> seat over 1M. 11-14 hcp 4 <sup>th</sup> seat over 1m. Same responses as after opening 1NT.
Jump Overcalls (Style; Responses; Unusual NT)
<b>1-Suit:</b> Light jump overcalls, but NOT bad red vs. green <b>2-Suit:</b> 2NT = 2 lowest suits (5+-5+) weak/strong <b>Reopen:</b> 12-15 HCP, 6+ card suit (1M)-p(2M)-2NT=15-18 red vs green, other VUL minors
Direct and Jump Cue Bids (Style; Responses)
<b>Over m:</b> Both Majors (5+-5+) <b>Over M:</b> Other Major + ♣ (5+-5+) <b>Jump cue-bid:</b> Asks for stopper
VS. NT (vs. Strong/Weak; Reopen: PH)
2♣ = Both Majors 2♦ = ♥ OR ♠ 2♥ = ♥ and a minor (usually longer) 2♠ = ♠ and a minor (usually longer) 2NT = Both minors OR GF with any 2-suiter 4 <sup>th</sup> seat and after initial pass: DONT
VS. Preempts (Doubles; Cue bids; Jumps; NT bids)
Take out DBL <b>Cue-bid:</b> Ask for stopper <b>Jump in m:</b> That minor + other Major (5+-5+) <b>Over 3M:</b> 4m is natural
VS. Artificial Strong Openings
Over Opponents' take out double
Rdbl: 9+ HCP, <b>Of 1m:</b> Ft-jump in M, jump in the other minor is 9+ with proper fit for opener. <b>Of 1M:</b> Transfers from 1NT, Mini-Splinter.

Leads and Signals			
Opening Leads Style			
	Lead	In Partner's Suit	
Suit	3 <sup>rd</sup> -5 <sup>th</sup> =odd; 2-4 <sup>th</sup> -6 <sup>th</sup> =even	3 <sup>rd</sup> -5 <sup>th</sup> =odd; 2-4 <sup>th</sup> -6 <sup>th</sup> =even	
NT	3 <sup>rd</sup> -5 <sup>th</sup> =odd; 2-4 <sup>th</sup> -6 <sup>th</sup> =even	3 <sup>rd</sup> -5 <sup>th</sup> =odd; 2-4 <sup>th</sup> -6 <sup>th</sup> =even	
Subseq			
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/AQT(x)/T9x	HT9x/AQT(x)/T9x	
9	9xx/9x	9xx/9x	
X	Hxx <u>x</u> /HT9 <u>x</u> /xx <u>xx</u> ( <u>x</u> )	Hxxx/HT9 <u>x</u> /xx <u>xx</u> ( <u>x</u> )	
Signals in order of priority			
	Partners lead	Declarer	Discarding
Suit:	Encrg/Discrg	Count	Encrg/Discrg
2 <sup>nd</sup>	Count		Count
3 <sup>rd</sup>			
NT:	Encrg/Discrg	Smith	Encrg/Discrg
2 <sup>nd</sup>	Count	Count	Count
3 <sup>rd</sup>			
<b>Signals (including Trump's):</b> Hi-Low = Discrg/Even number, Low-Hi = Encrg/Odd number. Smith (NT): Hi-low likes the lead. Trumps: Lavinthal/upside down count			
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

1♣ - (1♦) - DBL shows 4+♥, 1m - (1♥) - DBL shows 4+♠,  
1m- (1♠) - DBL strongly suggests at least 4♥



WBF

System  
Card



System:

Players

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System Summary

General Approach and Style

**Natural**, 5c M. Transfer responses to 1♣  
Light openings, extremely light 3<sup>rd</sup> hand openings  
Light preempts green vs. red  
**1NT Openings:** (14)15-17 HCP (5M/6m/single/5422)  
**2-over-1 Responses:** GF except rebid in the minors

Special bids that may require defence

2♦: 2-7 HCP 6c M (may be 5 green) OR 24+NT  
2♥: Good weak 2, 8-11 HCP, 6 card ♥  
2♠: Good weak 2, 8-11 HCP, 6 card ♠

Special forcing pass sequences

Important notes that don't fit

1♥-2♦ and 1♠-2♦ either 2/1 or weak raise (0-7) to opening suit

Psychics

Can occur

Opening	Art	Min.	Neg.rough	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		3	4♠	11+ HCP, 3+♣	1♦=4+♥, 1♥=4+♠, 1♠= 6-10NT or ♦. INVERTED m, 2♦/M=Good 6c GF, 1NT= 11-12, 2NT=PRE, 3♣= INV vs 18-19NT, 3x=void w/5+♣	Accepts TRF if 3c and not 18-19NT	TRF at the 1-level 1♣-2♣= 6-9, 5+♣ 1♣-2♦= 9+, 5+♣
1♦		3	4♠	11+ HCP, 3+♦	INVERTED m, 2M= Good 6c GF, 2NT=inv, 3♣= 4+♦, 6-9 HCP, 3♦= PRE <b>NOT</b> INV vs 18-19NT, 3x=void	Similar as for 1♣	1♦- 2♦= 6-9+ w/4+♦ 1♦- 3♣= 9+ w/4+♦
1♥		5	4♠	10-22 HCP, 5+♥	1NT=6-12 HCP NF, 2♣=GF except rebid, 2♦=Weak raise to 2♥ (0-7) OR NAT, 2♥=8-11 HCP, 2♠= Shortage in a m, INV, 2NT=4+♥ GF, 3♣=4c SUPP <b>without</b> shortage, INV, 3♦= Shortage in ♠, INV, 3♥=PRE, 3♠/4m=void	1♥-2NT, 3x=NAT, not MIN 1♥-2NT, 3x-3♥= asks for singleton 1♥-2NT, 3x-3NT= asks for cue Good raises 1M-1NT-2NT:FG	1♥-2♣= 3-card raise 1♥-2♦= 4-card raise
1♠		5	4♠	10-22 HCP, 5+♠	2m=GF except rebid 2♦=Weak raise to 2♠ OR NAT, 2♠=8-11, 2NT=4+♠ GF, 3♣= Shortage in a m, 3♦=4c SUPP <b>without</b> shortage, INV, 3♥=Shortage in ♥, INV, 3♠=PRE, 1♠-4m/♥=void	Similar as for 1♥	1♠-2♣= 3-card raise 1♠-2♦= 4-card raise 1♠-2NT = NAT, INV 1♠-3m = NAT, INV
1 NT (14) 15-17				May have 5c M, 6c m, (5-4-2-2) and singleton	2♣=staym, 2♦/♥= transf, 2♠= min. transf, 3x= shortness		
2♣	✓			Strong, HCP (22+) OR tricks (8,5+)	2♦=Weak OR waiting w/2-suiter, 2M=GF 6+, 2NT=6+ w/5-5 minors, 3m=GF 6+	2♣-2♦, 2M=F1, 3m=GF, 2M-3♣= 2 <sup>nd</sup> negative, can stop in 3M.	
2♦	✓			2-7 HCP 6c M OR 24+NT (may be 5c)	2♥/2♠=Pass or 2♠/3♥, 2NT= Ask, 3♠/3♦=To play, 3♥=Pass or 3♠, 4♣=Ask for TRF	2♦-2NT, 3♣=any MAX, 3♦=MIN ♥, 3♥= MIN ♠, 2♦-2NT, 3♣-3♦, 3♥=♠, 3♠=6♥	
2♥		6		Good weak 2, 6c♥, 8-11 HCP	2♠=F1, 2NT=Ask for shortage/strength, 3m=GF, 3♥=Preempt (can be raised), 3♠/4♠/4♦=Splinter, 4NT=BW	2♥-2NT, 3♣=6-4 hand w/any side suit, 3♦= Shortage in a m, 3♠= Shortage, 3♥=MIN, 3NT=MAX no shortage, 2♥-2NT-4♣, 4♦=Void	
2♠		6		Good weak 2, 6c ♠, 8-11 HCP	2NT=Ask for shortage/strength, 3x=NAT GF, 3♠=Preempt (can be raised), 4♣/4♦=Splinter, 4NT=BW	2♠-2NT, 3♣=6-4 hand w/any side suit, 3♦= Shortage m, 3♥= Shortage, 3♠=MIN, 3NT= MAX no shortage, 2♠-2NT-4♣, 4♦, 4♥=Void	
2 NT			4♠	20-21 HCP	3♣= Puppet stayman, 3♦/3♥= TRF, 3♠= 44+m 2NT-4♣/4♦/4♥/4♠=Slam try with ♥/♠/♣/♦		
3x		6		PRE, ACC to VUL	3♣-3♦ asks for 3♥, 3m-3M=GF, after DBL competitive, 3M-4m = Control, 4M=t/p	<b>High Level Bidding</b>  1430 Blackwood (over ♦/♥/♠) and RKCB (over ♣)  Exclusion RKCB, DOPI/ROPI/DEPO  5NT is frequently pick a slam.  Splinter bids  Cue-bids (Italian style), last train cue-bids.	
3NT	✓			Solid minor, gambling	4♣=p/c, 4♦=Ask for control		
4♣, 4♦	✓			PRE			
4♥, ♠		6		PRE, ACC to VUL	4♠=To play 5m=Cuebid		
4 NT	✓			Asks for specific aces	5♣=0 Ace, 5♦/5♥/5♠= that ace, 5NT=♣Ace, 6♣ 2 aces		