

Defensive and Competitive Bidding
Overcalls (Style; Responses; Reopening)
Conservative overcalls,
1 NT overcall (2ND/4TH; Responses; Reopening)
15-17 sys on
Jump Overcalls (Style; Responses; Unusual NT)
Style: Weak
Unusual NT: 2N=lower 2 unbid suits
Direct and Jump Cue Bids (Style; Responses)
Style: 2-suited
(1m)-2m=Both Majors; (1M)-2M=highest and 1
Responses: Jump cuebid asks for stopper
VS. NT (vs. Strong/Weak; Reopen: PH)
2♣ = ♦ or ♥ + ♠, 2♦ = ♥ or ♠+♣/♦ 2♥ = ♥+♣/♦, 2♠ = ♠ X = 15+hp (long solid suit)
VS. Preempts (Doubles; Cue bids; Jumps; NT bids)
VS. Artificial Strong Openings
Over Opponents' take out double

Leads and Signals			
Opening Leads Style			
Suit	3 rd /5 th	Same	
NT	3 rd /5 th	Same	
Subseq	3 rd /5 th	Same	
Leads			
Lead	Vs. Suit	Vs. NT	
Ace	AKx+	AK(x)+	
King	AK, KQx/	KQ(x), AKQ(x)	
Queen	QJ(x)	AQJ(x)/QJ(x)/QJT(x)	
Jack	J10(x), KJ10(x)	HJT(x)/JT(x)	
10	109x, H109(x)	HT9x/ T9(x)	
9	9x	H98x/9x, 98xx	
Hi-X	Even	Even	
Signals in order of priority			
	Partners lead	Declarer	Discarding
Suit:	Low = E	S/P	Low = E
2 nd	S/P	Count	S/P
3 rd	Count		Count
NT:	same	same	same
2 nd	same	same	same
3 rd	same		same
<i>Signals (including Trump's): S/P</i>			
Doubles			
Takeout Doubles (Style; Responses; Reopening)			
Style: Conservative, Responses: Cuebid only force			
Reopening: Light			
Special, Art and Comp Dbl/Rdbl's			
Support DBL through 2♥, NEG/ RESP DBL thru 3♠ (2♣)			

	System Card	
	WBF	
System:		
Players		
		
Siv Thoresen Norway		Jo Arne Ovesen Norway
System Summary		
General Approach and Style		
Natural 2/1 with transfer on 1♣ 1NT Opening 15-17, single odd distribution and out of range might happen		
Special bids that may require defence		
2♦ = Multi , 6+ ♥ or ♠s, 3-10 HCP 2♥/♦= 5 ♥/♦ 3-9 HCP		
Special forcing pass sequences		
Important notes that don't fit		
Psychics		
Rare but possible		

Opening	Art	Min. #	Neg. D. through	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		2	3♠ 2♠	9-22 hp	1♦ = 4+♥, 1♥ = 4+♠, 1♠ = transfer to INT, 1NT = 10-11 hp, 2♦ = inverted minor 5+♣ 10+hp, 2♦ = 4+♣4♦ gf 2♥ = 4+♣5+♦, 2♠ = ♣♦ weak, 2NT inv 5+♦ weak suit, 3♣ weak 5+♣	1♣ - 1♦ - 1♥ = 3♥, 1♣ - 1♦ - 2♦ = 4♦ 11-14 hp, 1♣ - 1♥ - 1♣ = 3♣, 1♣ - 1♥ - 2♣ = 4♣ 11-14 hp, 1x - 1y - 1z - 2♣ = relay, to play 2♦ or any invite. 1♣ - 1♣ - 1NT - 2♦ = GF with 5+♦, 1♣ - 1♣ - 1NT - 2♦/♣ gf 5+♦ 4+♥/♣, 1♣ - 2♣ - 2♦ = 2♣	
1♦		4	3♠ 2♠	9-22 4-4-4-1 or 5+	2♦ = inverted minor 4+♦ 10+h 2♥/♣/3♣ = 4+♦ splinter limit+		
1♥		5	3♠ 2♠	9-20	2♣ = gf with ♣ or 3♥ 10-12 hp, 2♣3♣♦ = 4+♥ splinter limit+, 2NT = 4+♥ limit+		
1♠		5	3♥ 2♥	9-20	2♣ = gf with ♣ or 3♠ 10-12 hp, 3♣♦♥ = 4+♠ splinter limit+, 2NT = 4+♠ limit+		
1 NT				(13)15-17 single ,odd distribution and out of range might happends	2♣ = stayman, 2♦♥♣NT = transfer 3♣ = weak ♣+♦, 3♦ = gf ♣+♦, 3♥ = 3-1-5(4)-4(5), 3♠ = 1-3-5(4)-4(5)		
2♣				strong	2♦ = waiting or weak, 2♥♣ = weak 4+, 2NT = minors 8+hp, 3♣♦ = 5+ suit 8+hp	2♣ - 2♦ - 2♥ = 5+♦ or 20-21NT or 26-27NT 2♣ - 2♦ - 2♥ - 2♣ = relay 2♣ - 2♦ - 2♥ - 2NT = minors weak 2♣ - 2♦ - 2♥ - 3♣/♦ = weak	
2♦				Multi Weak 6c ♥/♣	23(4)♥/♣ = pass/correct 2NT = F1, 3♣♦ = to play	Responses on 2NT: 3♣ = Max, 3♦♥ = min transfer	
2♥				5♥ 3-9hp	2NT = minor search, 2♣3♣♦ = to play.		
2♠				5♠ 3-9hp	2NT = minor search, 3♣♦♥ = to play.		
2 NT				22-23 NT	Stayman, transfer	Slam Conventions	
3x				6+ weak	Any suit is F	Key-card, splinter, void jump, exulsion blackwood	
3NT				To play			
4♣,♦				Weak 7+			
4♥,♠				Weak 7+			
4 NT				Ask specific A			

