

Defensive and Competitive Bidding

Overcalls (Style; Responses; Reopening)

Aggressive 1-level if good suit; Sound 2-level
Cue-bid = 1 round forcing

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

15-18 bal (subs auction as after 1nt opening) 13-15 reopening
NT-system is on

Jump Overcalls (Style; Responses; Unusual NT)

Preemptive

(1x)-2NT=any strength 2 suiter, 2 lowest unbid suits

Direct and Jump Cue Bids (Style; Responses)

Direct Cue = majors o/minor, major/minor o/major
Jump cue=Asks for stopper.

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

Dbl : Strength

2♣ ♥ + ♠, 2♦ = 5 Diamonds+4 spades

2NT ♣ + ♦ or strong 2-suits

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

Take Out DBLs. VS. Multi: D=take out

2NT : 15-18

Versus 2M, example over 2♠=4♣=♣ + ♥

VS. Artificial Strong Openings

Versus 1♣: Dbl=majors, 1NT=minors

Versus 2♣:D=♣

Over Opponents' take out double

Rdbl = 10 hcp +

After 1 major- 2 NT at least invitational in the bid suit

1level forcing for one round, 2 level NF

1M-Dbl- 2♣ = good raise in M (1M-Dbl-2M may be weak)

Leads and Signals

Opening Leads Style

	Lead	In Partner's Suit
Suit	3./5.	3./5.
NT	4 th from hon.	1./3./5.
Subseq	Attitude when opening a new suit through declarer	

Leads

Lead	Vs. Suit	Vs. NT
Ace	AKx/AKxx(x)or A(xxxx)	AK/AKx/AKxx(x)or A(xxxx)
King	KQ/KQJ(x)/KQT(x)/A K	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/Tx/T9	

Signals in order of priority

	Partners lead	Declarer	Discarding
Suit:	Hi=Disc	count	Hi=Disc
2 nd	count		count
3 rd	Lavinthal		lavinthal
NT:	Hi=Disc		Hi=Disc
2 nd	count	count	count
3 rd	Lavinthal		lavinthal

Signals (including Trump's): Lavinthal, Smith

Count: hi-low = even

Doubles

Takeout Doubles (Style; Responses; Reopening)

Takeout D in many situations

Special, Art and Comp Dbl/Rdbl's

NEG+RESP+COMP DBL (showing Take Out-distr)

SUPP DBL and RDBL



WBF

Convention

Card



System: Natural

Players	Christian Bakke	Tor Bakke
Club	Bergen Akademiske BK	BAK
	Norway	Norway
NBF memb.	36314	2360

System Summary

General Approach and Style

5 card MAJOR - if 4-4 in majors opens 1♥

1 ♠ = 3+

1 NT : (14+)15-17, might be 5major/6 minor (may have single Honor)

2 over 1: GF unless suit rebid or 2NT/2♣ may be inv. with 3-card support after majoropening.

Special bids that may require defence

Special forcing pass sequences

1x-(? y)-p = pass might be penalty, dbl = Take Out

Important notes that don't fit

X-Y-NT . Then 2♣ demands 2♦. 2♦=GF (Dto 1X-1Y-1Z)

Lebensohl 2nt in most competitive situations except 1 maj-2 maj-double, then 2 NT = minors

Puppet Stayman on 20+ with NT distri.

Psychics

Rare

Opening	ART	Minimum	Neg. Dbl. To	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		3	3h	10-22 hp	Inverted minor raises (9)10 HP+ Transfer bids : 1D:4+H, 1H: 4+sp, 1S=6-9hp or stronger with diamonds	1♣- 1♥-2♠ = 4S and 11-13 hp 1x-1y--2 NT (18-19)-3♣ may be to play 3y or lower suit	
1♦		4	3h	10-22 hp	Inverted minor raises (9)10HP+ Strong jump shifts in Major 6cards+ 3♣ = Strong 6cards+	1♦- 1♥-2♠ = strong with 4+S or 4H and single S or C	
1♥		5(4)	3ru	10-20 hp May have 4 if 4-4 in M	2♠= Jacoby Inv.+ 4+ card support 2NT/3♣/♦ = inviting game,in ♥, short in the bid suit (NT=short ♠) 3♥ = preemptive	1♥- 2♠-3♥ = Minimum 1♥--2♠-3 any=GF nat 1♥-2♠-3♥-new suit=single 1♥-2♠-3♥-3NT=asks cuebid 1♥-2♠-3NT=18-19, 1♥-2♠-4level=void	Toronto 2♣= Game interest with 3 card support , 2♦ same with 4 card support
1♠		5	3ru	10-20 hp	2NT = Jacoby inv+. 4+ card support. 3♣/♦/♥ = inviting game in ♠, short in the bid suit 3♠ = preemptive	Same principle as 1♥ 1♠-2NT-3♠ = minimum 1♠-2NT-3♣=many hands	Same as 1♥
1 NT		---		(14)15-17 bal., may be 5major/6-minor Maybe singleton honor	2♣ = Stayman, 2♦,♥ is transfers, 2♠ asking best minor, 3♣,♦ = single and at least 4-3 in M 3♥/♠ = Singel GF 4 in other M Smolen/opposite major balanced slaminv.	1NT-2♣-2♦-2♠= inviting game = 5spades 3♣ = asking (after 1NT-2♣- 2x)	
2♣	X	0		20-21 hp bal. Or strong unbalanced	2♦= ask opener to clarify his hand (waiting) or weak Direct bid =5 cards+headed by honor 2NT= bal. 7+ and no 4 M	2♣-2♦-3M= 4M and longer ♦	
2♦		0		Multi (weak 2H/S or 22+ bal.)	2NT =asking 2M/3♣/♦ = non forcing	2♦-2NT-3♣=good weak 2 in H or S 2♦-2NT-3♦=weak 2 in H (3♥ = weak 2 in S)	
2♥		5		5H and if vuln. also 4+ in m (5-10/11 hp)	2NT =asking for minorsuit 2♠/3m= non forcing		
2♠		5		5S and if vuln. also 4+ in m (5-10/11 hp)	2NT =asking for minorsuit 3m/3♥= non forcing		
2 NT		---		5-5 in minors ,5-10/11	3H=forcing with S or invite in m. 3S=forcing with H or any slamtry	Slam Conventions 4NT: Roman Key Card Blackwood: 5♣: 0/3, 5♦: 1/4 5♥: 2, 5♠ 2 incl. Triumph Q Cue bids: 1 st and 2 nd round controls up the line Splinter & Minisplinter After 4NT and answer=5NT=asking specific King, promise all aces	
3x		6		Preempts	½. Pos. Good suit in ♣/♦ New suit forcing		
3NT	X	7		Running suit, No side ace/King in 1 st /2 nd h	4♣ to correct, 4♦ asks for shortness		
4♣,♦		7		Preempts			
4♥,♠		6		To play	New suit is cuebid, 4NT=RKCB		
4NT	x	---		Asks for specific aces	5♣=0 Aces, Suit=that Ace, 5NT= ace of ♣		