

Defensive and Competitive Bidding

Overcalls (Style; Responses; Reopening)

6-17 hcp at 1-level, 10/11+ hcp at 2-level (could be weaker when balancing). Responses: new suit = forcing for one round at the 1-level, but not forcing at the 2-level. Jump in a new suit is GF after 2-level overcall, but only invitational after 1-level overcall. Cuebid = good raise (9+ hcp) or a general GF. Jump support = preemptive. NT-bids=natural

1 NT overcall (2nd/4th; Responses; Reopening)

15-17(18) hcp. In 4th hand (after 1x-p-p); (11)12-14(15) hcp, system on. After (1x)-p-(1y); 15-17(18) hcp, system on.

Jump Overcalls (Style; Responses; Unusual NT)

Weak (5-10 hcp). In 4th hand (after 1x-p-p); 11-14 hcp. 2NT = 5-5 in two lowest unbid suits (6-11 hcp or 15/16+ hcp). Can have any strength if partner has passed. 2NT in **4th hand** (after 1x-p-p); **natural** and 19-20(21) hcp.

Direct and Jump Cue Bids (Style; Responses)

(1x)-3x=asking for stopper. 1m-2D=5-5 in majors and 1M-2M=other major + one minor (max. 11 or 15/16+ hcp). Can have any strength if partner has passed

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

Vs 15-17NT-interval: Multi-Landy at the 2-level: 2C=both majors, 2D=one major, 2H/S=that suit (normally 4c) + longer minor, 2NT=minors, Dbl = penalty. After passing and fourth hand: DONT; Dbl=one suit, 2C=C + another suit, 2D=D + one major, 2H = majors, 2S = natural.

Vs 8-14NT-interval: Mohan: 2C=both majors, 2D=transfer to H, 2H = transfer to S, 2S=5+S and 4+ minor, 2NT=minors, Dbl = penalty.

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

Take out doubles. Cuebid at the 3-level: asking for stopper. 4C/D (when jumping) = 5-5 in the minor and the other major. 4NT = take out with 5-5 in the minors or hearts and one minor.

VS. Artificial Strong Openings

Yeslek; suit = next suit or both the following. E.g. (1C)-1H = S or both minors.

Over Opponents' take out double

Transfers after 1C-(D). Jump in new suit after 1m=same as w/o X. Jump in new suit after 1M =minisplinter. Redouble = 9/10+ hcp. Jump support = preemptive. 2NT = support and at least invitational (9/10+ hcp).

Leads and Signals

Opening Leads Style

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

Leads

Lead	Vs. Suit	Vs. NT
Ace	<u>A</u> K/<u>A</u>K_x/<u>A</u>K_{xx}(x)	<u>A</u> K/<u>A</u>K_x/<u>A</u>K_{xx}(x)
King	K <u>Q</u> / K <u>Q</u> _J (x)/ K <u>Q</u> _T (x)	K <u>Q</u> / K <u>Q</u> _J (x)/ K <u>Q</u> _T (x)
Queen	A <u>Q</u> _J (x)/ Q <u>J</u> (x)/ Q <u>J</u> _T (x)	A <u>Q</u> _J (x)/ Q <u>J</u> (x)/ Q <u>J</u> _T (x)
Jack	H <u>J</u> _T (x)/ J <u>T</u> (x)	H <u>J</u> _T (x)/ J <u>T</u> (x)
10	H <u>T</u> ₉ x/ A <u>Q</u> _T (x)/ T <u>9</u> x	H <u>T</u> ₉ x/ A <u>Q</u> _T (x)/ T <u>9</u> x
9	H <u>9</u> _x <u>x</u> _x / T <u>9</u>	H <u>9</u> _x <u>9</u> _x <u>x</u> / T <u>9</u>
X	H <u>x</u> _{xx} / H <u>T</u> ₉ x/ x <u>xx</u> _x (x)	H <u>x</u> _{xx} / H <u>T</u> ₉ x/ x <u>xx</u> _x (x)

Signals in order of priority

	Partners lead	Declarer	Discarding
Suit:	encouraging	count	encouraging
2 nd	count	Lavinthal	count
3 rd	Lavinthal		Lavinthal
NT:	encouraging	Smith-Peter	encouraging
2 nd	count	count	count
3 rd	Lavinthal	Lavinthal	Lavinthal

Signals (including Trump's): Low card = encouraging.

Smith-Peter against NT (low card = shows interest in suit led). Lavinthal (including trumps).

Doubles

Takeout Doubles (Style; Responses; Reopening)

Opening values and support for unbid suits when minum or 17+ hcp with any shape. Could be weaker when reopening/balancing

Special, Art and Comp Dbl/Rdbl's

Negative D to 4S. D after 1C-(1D) and after 1D-(1H) shows 4+ cards in the suit above. Support D and RD with 3-card support after partners response in a major at the 1-level. Competetive D.



System Card
WBF



System: 2-over-1

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System Summary

General Approach and Style

1C = 2+. 5-card majors and transfer responses to opening 1C. 2-over-1 = GF.

Special bids that may require defence

Transfer bids after opening 1C (1D=4+H, 1H=4+S, 1S=6-9 hcp bal. or 4+D). Opening 2D/H/S non-vulnerable.

Special forcing pass sequences

After interference over 2C-opening. After we have forced to game and opps. sacrifice, and after we have voluntarily bid game and they sacrifice in green vs. red.

Important notes that don't fit

1H-2D and 1S-2H=natural GF or 4-7 hcp with support. 2NT in competitive auctions shows a worse hand than a bid on the 3-level ("Good /bad 2NT"). May open very light third hand NV.

Psychics

Very rare.

Opening	Art	Min. #	Neg. D. through	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♦		2	4S	10-21(22) hcp, can have 4cD and 2cC	1D/H=4+H/S. 1S=6-9 hcp bal. or 4+D. 1NT=9-11 hcp. 2C=5+C, 11+hcp. 2D=6+H, 1-5hcp. 2H=6+S, 1-5HCP. 2S=5+C, 1-5hcp. 2NT=12-13 hcp. 3C=5+C, 7-10 hcp. 3D=nat. pre-empt. 3H/S=void. 3NT=14-15 hcp.	After 1D/H (transfer): 1 in partners major= 3-card support unless 13-14HCP, 2M=4-card support, 11-12hcp. Transfers after a jump to 2NT (=18-19 hcp). XYZ/NT; 2C asks for 2D and 2D is GF	
1♦		5(4)	4S	10-21(22) hcp	2C=nat. GF, 2D=4+D, 11+ hcp. 2H=5-5 H+S, 5-9HCP. 2S= 6+S, 0-4hcp. 2NT=11-12 hcp. 3C=4+D, 0-6hcp. 3D=7-10 hcp	Same as after 1C (except no transfers after 1D). 1D-1H/S-3C/D = singleton, spade support in M.	
1♥		5	4S	10-20(21) hcp	2C=nat. GF (could be 3c). 2D=nat. GF (5+D) or 4-7 hcp w/support. 2H=(6)8-(9)11 hcp. 2S=singleton minor, invite. 2NT=GF w/ 4+support. 3C = singleton spade, invite. 3D=limit raise. 3H =pre-emptive	Transfers after 1H-1S:2NT. XYZ; 2C and 2D are conventional after 1H-1S:1NT (as above). 1H-1NT:2NT=GF (asking). 1H-1NT:3C/D=5-5 and invitational	2C/D=3/4 c H and (8)9-11 hcp.
1♠		5	4S	10-20(21) hcp	2C/D = nat GF (C=2+,D=5+). 2H=nat. GF or 4-7 hcp w/support. 2S=(6)8-(9)11 hcp. 2NT=GF w/4c-support. 3C=singleton C or D, invite. 3D=limit raise. 3H=singleton, invite. 3S=pre-emptive	1S-1NT:2NT=GF (asking). 1S-1NT:3C/D/H=5-5 and invitational	Same as after 1S
1 NT			3H	15-17 hcp, may have 5-card M, 6-card m and/or singleton	2C=Stayman. 2D=5+H. 2H=5+S. 2S=D or slaminvite w/both minors. 2NT=C or slaminvite w/one minor or weak dbl major. 3C=muppet stayman. 3D=invite. 3H/S=singleton. 4C/D=6+ H/S.	3C after response to Stayman is Extended Stayman. 1NT-2C:2D-3H/S=4-card + 5-card in other major. 1NT-2C:2M-3D=support, no singleton, slaminviting	
2♣	X			Forcing; 19+ hcp or 9+ playing tricks	2D=weak or waiting. 2H/S=non-forcing (0-4 hcp). 2NT=slaminvite w/both minors. 3-level=transfer to next suit	After 2C-2D: 2H=nat. or 24+ hcp balanced (Kokish), 2NT=20-21 hcp, 3C/D=GF, 3H/S=slaminviting, 3NT=long and strong minor (21-24 hcp).	
2♦	(X)	6 (if weak two)		Non-vul: 6-card M, 5-10hcp Vul: 6cD, 5-10hcp. 4 th : 6cD, 11-14hcp	Non-vul: 2/3/4H &2/3S=pass or correct. 2NT=asking, 3C/D=not forcing. Vul: 2NT = asking, lowest suit-bid non-forcing	Non-vul: 3C=max, 3D/H=min and transfer Vul: 3C/H/S=values, 3D=min, 3NT=max	
2♥	(X)	(5)6 (if weak two)		Non-vul: Both M, 4/4-5/5, 5-10hcp Vul: 6cH 6-10 hcp 4 th : 6cH, 11-14hcp	Non-vul: 2/3/4H/S=to play. 2NT=asking. 3C/D = non-forcing Vul: 2NT=asking, lowest suit-bid non-forcing	Non vul: 3C=min, 3D/NT=max, 5-5/4-4, 3H/S=max, 4-5/5-4 Vul: Singleton, and max / min.	
2♠	(X)	(5)6 (if weak two)		Non-vul 1 st -2 nd : pre-empt in minor, 3 rd : 5S-4+m, 6-10hcp Vul: 6cS 6-10 hcp 4 th : 6cS, 11-14hcp	Non-vul 1 st /2 nd : 2NT = want to play suit at 3-level, 3/4/5C = pass/correct, 3D =invite in C, 4D = nat D, 3H/S = nat invite. 3 rd : 2NT = asking for minor Vul: 2NT=asking, lowest suit-bid non-forcing	Vul: same as after 2H	
2 NT				22-23 hcp, may have 5-card M, 6-card m and/or singleton	3C=Muppet Stayman. 3D=5+H. 3H=5+S. 3S=C + D. 4C/D/H/S=6+ D/H/S/C and slaminviting	Slam Conventions	
3x		6		Preemptive. Good suit in minors (normally two of AKQ)	New suit=forcing. 3M-4C/D=cuebid. 3S-4H=to play.	Roman Key-Card Blackwood (0314), Exclusion RKCB (0314), Cuebids, Splinter bids.	
3NT				Solid minor (7+)	4/5/6C=pass or correct. 4D=asking shortage. 4H/S=to play.		
4♣,♦		7		Preemptive, not a solid suit	4H/S=to play. New minor=inviting slam in openers suit. 4NT=to play		
4♥,♠		7		Preemptive	4S after 4H is to play, but 5C/D = cuebid!		

4NT

Ask specific aces

5C=no ace. 5D/H/S/6C=ace in that suit. 5NT=two aces