


Defensive and Competitive Bidding	
Overcalls (Style; Responses; Reopening)	
Aggressive 1-level; Sound 2-level	
1 NT overcall (2 ND /4 TH ; Responses; Reopening)	
15-18 bal (subs auction as after 1nt opening)	
NT system is on	
Jump Overcalls (Style; Responses; Unusual NT)	
2-level = 10-13hcp , 6 card	
3-level = pre-emptive	
(1X)-2NT = 2 lowest suits	
Direct and Jump Cue Bids (Style; Responses)	
Michaels after 1M (2 highest suits), weak or strong	
(1mi) 2mi = both Majors	
VS. NT (vs. Strong/Weak; Reopen: PH)	
Yeslek	
♣ - ♦ or both M	
♦ - ♥ or ♠/♣	
♥ - ♠ or both m	
♠ - ♣ or ♦/♥	
NT - ♣/♥ or ♦/♠	
4 th seat : 2 ♣ = both majors. 2♦/♥/♠ = natural	
VS. Preempts (Doubles; Cue bids; Jumps; NT bids)	
Take-out DBL	
Over 3mi - 4mi = both M	
(3M) - 4NT = both minor	
VS. Artificial Strong Openings	
Yeslek (See Vs. NT)	
Over Opponents' take out double	
XX= 9+ hp ,	
1♠ (dbl) now on the 1-level still transfers.	

Leads and Signals			
Opening Leads Style			
	Lead	In Partner’s Suit	
Suit	3 rd -5 th	3 rd -5 th	
NT	Attitude	3 rd -5 th	
Subseq	Attitude when playing a new suit		
Leads			
Lead	Vs. Suit	Vs. NT	
Ace	<u>A</u> Kx/ <u>A</u> Kxx(x)	<u>A</u> K/ <u>A</u> Kx/ <u>A</u> Kxx(x)	
King	AK/KQ/KQJ(x)/KQT(x)	KQ/KQJ(x)/KQT(x)	
Queen	QJ(x)/QJT(x)	AQJ(x)/QJ(x)/QJT(x)	
Jack	HJT(x)/JT(x)	JT(x)	
10	HT9x/T9x	HJTX /HT9x//T9x / 10x	
9	9x, (Q98(x) or J98(x)	H9x, 9xx,T9	
X	3rd /5th	Hxx <u>x</u> / HT9 <u>x</u> / <u>xx</u> x/ <u>xxxx</u> (x)	
Signals in order of priority			
	Partners lead	Declarer	Discarding
Suit:	Enc/Discrg	Count	Enc/Discrg
2 nd	Count	S/P	Count
3 rd	S/P		S/P
NT:	Enc/Discrg	Count	Enc/Discrg
2 nd	Count	S/P	Count
3 rd	S/P		S/P
In General: low/high = encouraging (or odd)			
Lavintal			
Low smith vs NT			
Doubles			
Takeout Doubles (Style; Responses; Reopening)			
Support double / negative double /			
Sound style, light reopenings			
Special, Art and Comp Dbl/Rdbl’s			
RDBL in some sequences shows 3 card support at 1&2 level.			

 WBF	System Card		
System:			
Players	Ida Marie Øberg Thea Lucia Indrebø		
	Norway		
System Summary			
General Approach and Style			
Natural, 2/1 style. 15-17 NT Transfers responses after 1♣-opening 5 card openings in ♦ / ♥ / ♠			
Special bids that may require defence			
2 NT = both minors (5+5) 10-13 hcp or GF with both minors 2♦ = Multi			
Special forcing pass sequences			
1X – bid –pass may be forcing. 2♣ -bid-pass=4+HCP			
Important notes that don't fit			
1♣ (1♦) dbl = 4+♥ 1♣ (1♦) 1♥ = 4+♠ 1♣ (1♦) 1♠ = Both majors 4-4 or 5-5			
Psychics			
Very seldom			

Opening	Art	Min. #	Neg. D. through	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		1	3♣	11-22 hp	1♦=4+♥, 1♥=4+♠, 1♠=6-9 "NT" or any hand 4+♦ or 4+♠ or both, 1NT=(9)10/11, 2♣=GF 5+♠, 2♦=multi, 2♥/♠=4♥/♠ and 5+♠ GF, 2NT= pre-empt or slam try with both minors (5+4), 3♣=(9)10-11 hcp 6+♠, 3♦♥♠=void, 4M to play	Accept transfer with most hands with 3crd support, jump to 2 level with 4crd support and minimum opening.	1♣ - (1x) - 2x= inv+ with ♣
1♦		5	3♣	11-22 hp	Natural, 2♦ inv minor, 2M to play, 2NT 11-12, 3♣= minisplinter, 3♦ pre-empt, 3M= minisplinter, 4♣ void, 4M play		1♦-2♦= 9+, NF 1♦ - (1x) - 2x= inv+ with ♦
1♥		5	3♣	11-21 hp	1NT= 6-11hp, 2♣=(3+♠) Normally GF, invite if 3♣ is rebidded 2♦= nat F1 (usually 5+); 2♥= 5-9 with support, 2♠= minisplinter in ♠, 2NT GF w 4+♥, 3♣♦= mini splinter, 3♥= 10-12 invite with ♥ support, 3♠/4♣♦= void	1♥-2♥: 2♠3♣♦= long suit inv+, 2NT= GF 1♥-2NT: 3♣ min, 3♥= minisplinter with clubs 3♦♠= cue with extras, 4mi=void. 1♥ - 1NT - 2NT = FG	Pass - 1♥-2♣= 3+♥, 9+
1♠		5	3♣	11-21 hp	1NT= 6-11hp, 2♠= Normally GF, invite if 3♣ is rebidded 2♦= nat F1 (usually 5+), 2♥= nat F1, 2♠= 5-9, 2NT GF w 4+♠, 3♣= minisplinter ♣, 3♦= minisplinter 4crd ♠, 3♥= mini splinter, 3♠= 10-12 invite with ♠ support, 4♣♥♦= void	Same as after 1♥ 1♠ - 1NT - 2NT = FG	Pass - 1♠-2♣= 3+♠, 9+
1 NT			2♠	15-17 May have 5M, 6m, single H 5422	2♣=Stayman, 2♦♥= transfer, 2♠= interest in minors, 2NT= invite, 3♣♦= HHxxxx invite 4♣= 55 in Ma, no slaminterest; 4♦♥= transfer	1NT-2♣ // 2♦-2♥= pick a major, to play 1NT-2♠ // 2NT/3♣= Both minors to play (5+4) 3♦= bad xx in one minor 3-3 M 3♥= 1-3 and 5-4 in minor 3♠= 3-1 and 5-4 in minor 3NT=2-2 and 5-4 in minor 1NT-2NT // 3♣/ pass = to play 3♦= to play 3♥= 1-2-5-5 3♠= 2-1-5-5 3NT= 4-4 in minors 15-16 hp	
2♣	x	0		Any strong hand. If balanced 20-21	2♦=wait (any hand), 2♥♠/3♣♦ nat GF 2NT=at least 5-4 in ♣♦ GF or F1 3♥♠= 4♥♠ and 5+♦ GF	2♣ - 2♦// 2Ma = F1 2♣ - 2♦// 2Ma - 3♣= second negative	
2♦		6 (5)		Multi . Weak with one major 5-9 or 22+ NT	2♥= relay 2♠= 3+♥ p/c 2NT= Forcing 3♣♦= nat F1, 3♥= pre-empt p/c	2♦ - 2NT// 3♣ max 2♦ - 2NT// 3♦ min with ♥ 3♥ min with ♠ 3NT 22-24	
2♥		6 (7)		10-13(14) ♥	2♠3♣♦= F1, 2NT= asking for singleton, void and strength F1, 3♥=pre-empt		
2♠		6 (7)		10-13(14) ♠	Similar as above		
2 NT				10-13 or GF minors (5+5+)	3♣♦= to play, 3♥♠= (5) 6+ GF, 4mi= slamtry, 4M= to play	Slam Conventions	
3x				PREEMPT	New suit F1		
3NT					Running minor, 1 st and 2 nd no outside A or K		
4♣, ♦ 4♥, ♠		7 (6)		Preempt To play	4♣= ♥ better than 4♥, 4♣= ♠ better than 4♠		
						1430 RCKB, Dopi, Ropi, Depo Splinter bids, Cuebids (1 st 2 nd controls), Exclusion blackwood 3NT = nonserious slamtry when Ma is agreed;	