

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)
NT-system is on

Jump Overcalls (Style; Responses; Unusual NT)

Preemptive
(1M)-2NT= 6HP+, ♠+♦ (Weak/Strong normally).

Direct and Jump Cue Bids (Style; Responses)

Direct Cue = majors o/minor, major/club o/major appr. 9+
Jump cue=Asks for stopper.

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

Dbl : Strength
2♣ ♥ + ♠, 2♦ = 1 major, 2♥/♠=4 + longer minor
2NT ♣ + ♦ or strong 2-suits

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

Take Out DBLs. VS. Multi: Dbl. = Take out against 2♠,
2NT : 15-18 balanced
Versus 2M, example over 2 or 3♠=4♣=♣ +♥(5-5)

VS. Artificial Strong Openings

Versus 1♠: Dbl=strong unbalanced, 1♦=majors,
1NT=minors
Versus 2♣: D=♣

Over Opponents' take out double

Rdlb = 10 hcp + usually 2(3) decent 4+ suits
After 1 major- 2 NT at least invitational in the bid suit
1 level forcing for one round, 2 level not forcing

Leads and Signals

Opening Leads Style

	Lead	In Partner's Suit
Suit	3./5.	3./5.
NT	Invitational (low encourage)	3 rd – 5th
Subseq	Attitude when opening a new suit through declarer	

Leads

Lead	Vs. Suit	Vs. NT
Ace	AKx/AKxx(x)or A(xxxx)	AKx/AKxx(x)or A(xxxx)
King	AK/KQ/KQJ(x)/KQT(x)/AK	AK/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	HT9(x)/T9(x)

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):
Encourage: Low
Lavinthal
Smith (NT): Hi-Low likes the lead from both.
Count: hi-low = even

Doubles

Takeout Doubles (Style; Responses; Reopening)



WBF

**Convention
Card**



System: Natural

Players	Sam Inge Høyland	Arve Farstad
Club	Topbridge BC	Topbridge BC
	Norway	Norway
NBF memb.	7000	2024

System Summary

General Approach and Style

5 card MAJOR
1 ♣ = 2+
1 NT : (14+)15-17, might be 5major/6 minor (may have single Honor)
2 over 1: GF unless suit rebid/2♣ may be inv. with 3-card support after majoropening.

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
Muppet Stayman on 20+ with NT distri.
Bergen 2 NT in comp. Sit.
Takeout D in many situations

Psychics Rare

Opening	ART	Minimum	Neg. Dbl. To	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		2	4sp	10-22 hp	2♦ = 9-11 and ♣. 2♣ = GF Strong jump shifts in ♥/♠ 6Cards+ Walsh 4♥/4♠/5♣/5♦ = to play	1♣ - 1♦ - 1major = 5 club, 4+ major or 4-4-4-1 1♣- 1♥-2♠ = Natural F1 --> 2NT only response not Forc. 1♣- 1♥-3♣ = invitational After 1♣-(1♦): double=4+ 4+ ♥-♠, 2♦/♥=6+♥/♠ After 1♣-(1♥): double=4-5♠, 2♥=6+♠6+hp, 2♠=inv. In club Transfer after 18-19NT	
1♦		4	4sp	10-22 hp	3♣ = 9-11, inv. In D, 2 D = GF Strong jump shifts in Major 6cards+ 4♥/4♠/5♣/5♦ = to play	1♦ - 1♥-2♠ = Natural F1 --> 2NT only response not Forc. 1♦ - 1♥-3♣/3♦ = invitational/forcing to 3♦ After 1♦-(1♥): double=4-5♠, 1♠=no ♠suit, 2♥=6+♠, 2♠= inverted minor raise 9/10+HP Transfer after 18-19NT	
1♥		5	4sp	10-20 hp	2♣ = natural or invitational and 3 card support 2NT= Jacoby GF. 4+ card support 2♠= inviting game in ♥, short in ♣or♦ 2NT ask 3♣= limit raise in ♥. 4+ card support 3♦= inviting game,in ♥, short in ♠ 3♥ = preemptive	1♥-2♣-3♣= 5♥4♣, 14p+ 1♥-2♣-3♥= AKDxxx(x) → 3NT/4♣/4♥/= Not min/Cue and extra /min 1♥- 2NT-3♥ = no side suit → new suit/3NT = single/ asks cuebid 1♥-2NT-3 any=nat → 3♥/3NT = single/ asks cuebid 1♥-2NT-3NT=18-19, 1♥-2NT-4level=void 1♥-1NT-2NT:GF. 3♣=5+♣, 3♦=5+♦, 3♥=Hx, 3♠/3NT=3244max/min	Drury 2♣/♦ = Game interest with 3 /4+card support
1♠		5	4♥	10-20 hp	2NT = Jacoby. 4+ card support 3♣= inviting game in ♠, short in ♣or♦ (rele ask), 3♦= limit raise in ♠, 3♥=splinter 3♠ = preemptive	Same as 1♥ 1♠-1NT-2NT: GF. 3♣=5+minor, 3♦=4+♥, 3♥=2344&max, 3♠=Hx, 3NT=2344&min 1♠-1NT-3♥: 5♠-5♥ GF	Same as 1♥
1 NT		---	3♠	(14)15-17 bal., may be 5major/6-minor Maybe singleton honor	2♣ = Stayman, 2♦,♥ is transfers, 2♠ asking best minor, 3♣,♦ = Invitational 3♥/♠ = Singel GF and 3 in unbid M (3-1-5-4 etc.) Smolen/opposite major balanced slaminv.	1NT-2♣-2♦-2♠= inviting game = 5spades+4hearts 1NT-2♦-2♥-2♠= inviting game=5hearts+4spades 1NT-2♥-2♠-3♥=GF 5-5 in major 1NT-2♣-2x-3♣ = Asking for distr.	
2♣	X	0		22-23 or 24+ hp bal. Or strong unbalanced	2♦= asking opener to clarify his hand (waiting) Direct bid = ((5(6minor)) cards+headed by honor)) 2NT=pos. 5-5 minors	2♣-2♦-2♥-2♠(obl.)-2NT = 24-25 NT. 3 NT = 26-27 2♣-2♦-2♠-2NT=5+ bal., 3♣ second negative 2♣- 3♥/♠= semi-running 6 cards	
2♦		6(5)		5-10	2NT =asking bid, 2♥/♠ NF, 3♣ NF		
2♥		6(5)		5-10	2NT= asking for single, 2♠ NF, 3♣/♦ NF		
2♠		6(5)		5-10	2NT=asking for single, 3♣/♦/♥ NF		

Slam Conventions					
2 NT		---		20-21 Balanced	Muppet stayman, transfers, 3♠ = slam inv. minors 3 NT = to play 4♣/♦ = slamtry in ♥/♠ 4♥/♠ = slamtry in ♣/♦
3x		6		Preempts	½. Pos. Good suit in ♣/♦ New suit forcing
3NT	x	7		Running suit, no side A/K	4♣ to correct, 4♦ asks for shortness
4♣,♦		7		Preempts	
4♥,♠		6		To play	New suit is cuebid, 4NT=RKCB
4NT	x	---		5+♣5+♦	Exclusion Blackwood

Transfer after 2NT rebid

1m – 1y
2NT

- Transfer on 3-level
 - Transfer to 3♦ is always accepted
 - 1♣ – 1♠ – 2NT – 3kl – 3♦ – Pass / 3♥/♠ is to play
 - 1♣ – 1♠ – 2NT – 3kl – 3♦ – 3NT is a slamtry with diamond
 - Other bids than 3kl is forcing to game
 - Transfer to responders suit is accepted with 3 card
 - 1♣ – 1♥ – 2NT – 3♥ = 4♥ and 4♠

XY-NT and XYZ

1x – 1y
1Z

- When three bids on 1st level has occurred XYZ is on
 - XYZ is still on when responder has started with Pass
 - XYZ is on when maximum one opponent has made one bid
- 2♣ is transfer to 2♦ which is either to play or invitational if another bid is made
- 2♦ is forcing to game
- Examples:
 - 1♣ – 1♥ – 1nt – 2♣* – 2♦* – 2♥ = invitational with 5+♥

- $1\clubsuit - 1\heartsuit - 1nt - 2\diamond^* =$ Forcing to game. Not showing anything in \diamond
- $1\clubsuit - (p) - 1\heartsuit - (1\spadesuit);$
 $p^* - (p) - 2\diamond^* =$ is forcing to game. Pass counts as a bid
- $1\clubsuit - 1\heartsuit - 1nt - 3\clubsuit =$ To play
- $1\diamond - 1\heartsuit - 1nt - 2\diamond^* - 2NT - 3\clubsuit =$ Forcing to game $5\heartsuit 4\clubsuit$
 - $1\diamond - 1\heartsuit - 1nt - 3\clubsuit =$ Exception: Strong and slamtry with $5\heartsuit 5\clubsuit$

Withdrawal of 1NT doubled

1NT-(x),
 (1x)-1NT-(x),
 (1x)-p-(1y)-1NT; (x)

- Pass = want to play 1NT doubled
- XX is transfer to $2\clubsuit$
 - Pass = $5+\clubsuit$
 - $1NT-(x)-XX^*-(p); 2\clubsuit^*-(p)-2\diamond = \diamond$ and M
 - $1NT-(x)-XX^*-(p); 2\clubsuit^*-(p)-2\heartsuit =$ both majors, longest \heartsuit
- $2\clubsuit$ is transfer to $2\diamond$
 - Pass = $5+\diamond$
 - $1NT-(x)-2\clubsuit^*-(p); 2\diamond^*-(p)-2\heartsuit =$ M+M, longest \spadesuit
- $2\diamond$ is transfer to $2\heartsuit$
- $2\heartsuit$ is transfer to $2\spadesuit$

Walsh

$1\clubsuit-1\diamond?$
 $1\clubsuit-1\spadesuit?$

The Walsh philosophy is, "Immediately bid your major suit with a minimum hand; with game-going values and a long \diamond suit, only then should you begin with the $1\diamond$ response and belatedly rebid a major suit on your own.

- $1\clubsuit-1\spadesuit = 4+\spadesuit$, may also have $4+\diamond$ if below 12p.

- $1\clubsuit-1\diamond-1NT$ = After responder bids $1\diamond$, opener assumes responder does not hold 4M and will bypasses his M (perhaps 4=3=2=4 shape).
- $1\clubsuit-1\diamond-1NT-2\spadesuit$ = Holding 4=2=5=2 with opening hand or better

Defence against 1NT

(1NT)?
 $1\clubsuit-(1NT)?$

In general x shows equal or stronger, multi-landy when opponents starts the bidding and $2\clubsuit$ equal majors when the opponent is bidding 1NT after partner opens. When opponents uses a weak NT then bidding require a stronger hand, if 1NT shows up to 12 then x shows 13 and other bidding shows around 12+(11).

- (1NT) - x = 16+
 - $2\clubsuit$ = M+M
 - $2\diamond$ = 1M
 - $2\heartsuit$ = 4 \heartsuit +5m
 - $2\spadesuit$ = 4 \heartsuit +5m
 - 2NT = m+m or strong two suited
- $1\clubsuit - (1NT) - x = 9+$
 - $2\clubsuit$ = 4+ \spadesuit 4+ \heartsuit
 - $2\diamond/2\heartsuit/2\spadesuit$ = Nat
- $1\diamond - (1NT) - x = 9+$
 - $2\clubsuit$ = 4+ \spadesuit 4+ \heartsuit
 - $2\diamond/2\heartsuit/2\spadesuit$ = Nat
- $1\heartsuit - (1NT) - x = 9+$
 - $2\clubsuit$ = 5+ \spadesuit 2 \heartsuit
 - $2\diamond/2\heartsuit/2\spadesuit$ = Nat
- $1\spadesuit - (1NT) - x = 9+$
 - $2\clubsuit$ = 5+ \heartsuit 2 \spadesuit
 - $2\diamond/2\heartsuit/2\spadesuit$ = Nat

Good Bad

In general only opener can bid good bad. When partner bids 1NT after you opened in diamond or clubs the 2NT will be a fight a minor (5-4 typical).

- $1\spadesuit - (p) - 1NT - (2\heartsuit)$
 - 2NT = Fight on 3 level with one other suit.

- 3m = 5♠ + 4m and invitational
- 1m – (1♠) – 1NT – (2♠) – 2NT = Atleast 5-4 in minors.

Muppet

2♣-2♦-2NT?
2NT?

3♣ after 2NT is muppet asking for majors. Response to muppet is that 3♥ denies majors and 3NT shows 5+♥. 3♦ shows one or two 4 card major and 3♠ in response shows 5♠.

- 2NT – 3♣ – 3♥ = No major
 - 3♠ = 5♠ and 4♥
- 2NT – 3♣ – 3♠ = 5♠
 - 4x = que
- 2NT – 3♣ – 3NT =
 - 4♣ = general slamtry
 - 4♦ = Transf. to ♥
- 2NT – 3♣ – 3♦ = 1 or 2 majors
 - 4♣ = slamtry with both
 - 4♦ = accept with ♥
 - 4♥/4♠ = Min with suit
 - 4NT = BW with spades
 - 4♦ = bid you major