






Defensive and Competitive Bidding
Overcalls (Style; Responses; Reopening)
1-level: Light 2-level: Sound Responses: 1- and 2-level F1 if next hand pass, 2-level constructive if next hand bids, Cue-bid is a Good raise in overcaller's suit.
1 NT overcall (2ND/4TH; Responses; Reopening)
15-18 hcp 2 nd seat and 4 th seat over 1M. 11-14 hcp 4 th seat over 1m. Same responses as after opening 1NT.
Jump Overcalls (Style; Responses; Unusual NT)
1-Suit: Light jump overcalls, but NOT bad red vs. green 2-Suit: 2NT = 2 lowest suits (5+-5+) weak/strong (max 11/15+) Reopen: 12-15 HCP, 6+ card suit
Direct and Jump Cue Bids (Style; Responses)
Over m: Both Majors (5+-5+) Over M: Other Major + ♠ (5+-5+) Jump cue-bid: Asks for stopper
VS. NT (vs. Strong/Weak; Reopen: PH)
VS weak NT (12-14 or weaker): Dbl = takeout, 2 ♠ = both major 2♦ = 5 + in ♥ OR ♠ 6-11p, 2♥/ 2♠ = 5c+ 12 + 2NT = Both minors OR GF with any 2-suiter, 3m = Constructive
VS strong NT(13-15 or stronger) 2♠ = Both Majors 2♦ = ♥ OR ♠ 2♥ = ♥ and a minor (usually longer) 2♠ = ♠ and a minor (usually longer) 2NT = Both minors OR GF with any 2-suiter 4th seat and after initial pass: DON'T
VS. Preempts (Doubles; Cue bids; Jumps; NT bids)
Take out DBL Cue-bid: Ask for stopper Jump in m: That minor + other Major (5+-5+) Over 3M: 4m is natural
VS. Artificial Strong Openings
vs. strong 1♠ (and 2♠): DBL = ♥ and ♠, 1NT = ♦ and ♣
Over Opponents' take out double
Rdbl: 9+ HCP

Leads and Signals			
Opening Leads Style			
	Lead	In Partner's Suit	
Suit	3 rd /5 th	3 rd /5 th	
NT	3 rd /5 th	3 rd /5 th	
Subseq	Attitude		
Leads			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(x)	AK(x)	
King	AK, KQ(x)	KQ(x), AKQ(x), AKJ10(x)	
Queen	QJ(x)	QJ(x), HQJx(x), KQ109(x)	
Jack	J10(x), KJ10(x)	J10(x), HJ10(x)	
10	109(x), H109(x)	109(x), H109(x)	
9	9x	9x, 98(x)	
X	Even number	xx, xxx, xxxx, xxxxx	
Signals in order of priority			
	Partners lead	Declarer	Discarding
Suit:	Encrg/Discrg	Count	Encrg/Discrg
2 nd	Count	S/P	Count
3 rd	S/P		S/P
NT:	Encrg/Discrg	Smith	Encrg/Discrg
2 nd	Count	Count	Count
3 rd	S/P	S/P	S/P
Signals (including Trump's): standard count, upside-down attitude. Hi-Low = Discrg/Even number, Low-Hi = Encrg/Odd number Smith (NT): Hi-Low likes the lead from both. S/P in trumps			
Doubles			
Takeout Doubles (Style; Responses; Reopening)			
Light style, also reopening			
Special, Art and Comp Dbl/Rdbl's			
Neg, Responsive, Support DBL to 2♥, Competitive DBL 1♣ - (1♦) - DBL shows 4+♥, 1m - (1♥) - DBL shows 4+♠, 1m- (1♠) - DBL strongly suggests at least 4♥			

	System Card		
WBFF			
Category: Red			
NCBO/team: Norway			
Event: All events			
Players:	Gunn Tove Vist	Liv Marit Grude	
System Summary			
General Approach and Style			
Natural, 5c M. Transfer responses to 1♣ Light openings, Light preempts green vs. red			
1NT Openings: (14)15-17 HCP (5M/6m/single/5422) 2-over-1 Responses: GF except rebid in the minors. 1M-2♣ can be good raise in M.			
Special bids that may require defence			
2♦: 0-7 HCP 5/6c M OR 24+NT 2♥: 8-11 HCP, 6 card ♥, 2♠: 8-11 HCP, 6 card ♠			
Special forcing pass sequences			
Standard forcing pass sequences.			
Important notes that don't fit			
1♣ - 1♦/1♥ = Transfer - 1♣ - 1♠ = ♦ or 6-9NT, 1♣ - 2♦/2♥/2♠ = Natural, weak (0-5 HCP). After opponents overcall: 1♣-(1♦)-1♥= 4+♠ 1m-(1♥)-1♠= denies 4♠ xy-NT/xyz: 2♣=sign off in ♦ OR INV, 2♦=GF Passed hand: 2♦ shows a better INV than 2♣			
Psychics			
Rare			

Op eni ng	Ar t	M i n · #	N eg · D. th ru	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		3	4♣	10+ HCP, 3+♣, may open w/ 3-3-4-3	1♦=4+♥, 1♥=4+♠, 1♠-1♠ = 4+♦ or 6-9NT, 1nt: 10,5-12hcp INVERTED m, 2 nd level: long suit weak (0-5HCP)	Accepts TRF if 3c. 1♦/♥-2♥/♠: 13-14 bal or 11-12 unbal, 4c sup, 1♠-2♣; 2NT=11-12, 3♣=11-12, 4+♣, no shortness, 3♥♥♠=Shortness, 3NT=13-14	2♣= inverted m
1♦		3	4♣	10+ HCP, 3+♦ Normally good suit if 3-3-4-3	INVERTED m, 2M= 0-5HCP with 6c M, 2NT=inv w/3-3-(3-4), 3♣ = 4+♦ PRE NOT INV vs 18-19NT, 3♦= 4+♦ 6-9 HCP, 3x=void, 3NT=13-15 w/3-3-(3-4)	Similar as for 1♣	2♦= inverted m
1♥		5	4♣	10-22 HCP, 5+♥	1NT=6-12 HCP NF, 2♣=GF except rebid or good raise in ♥, 2♠= Shortness in a m, INV, 2NT=4+♥ GF, 3♣=4c SUPP without shortness, INV, 3♦= Shortness in ♠, INV, 3♥=PRE, 3♠/4m=void, 3NT=16-18 w/3-3-(3-4)	1♥-2NT, 3♣= nat, values, 3♦= nat, values, 3♥ minimum, ♠= nat, 3NT= 18- 19, 4 th level: void	2♣ = 3-card raise 2♦ = 4-card raise
1♠		5	4♣	10-22 HCP, 5+♠	1NT=6-12 HCP NF, 2♣=GF except rebid or good raise in ♠, 2NT=4+♠ GF, 3♠= Shortness in a m INV, 3♦=4c SUPP without shortness, INV, 3♥=Shortness in ♥, INV, 3♣=PRE, 3NT=void in ♥ , 1♠-4m=void, 4♥= to play	Similar as for 1♥	2♣ = 3-card raise 2♦ = 4-card raise
1 NT			4♣	(14)15-17 HCP (Good 14 to 17) May have 5c M, 6c m, (5-4-2-2) and singleton	2♣=STAY, 2♦/2♥=TRF, 2♠= TRF w. ♣, 2NT= TRF w. ♦ (OR 0-7HCP w. ♣ and ♦), 3♣ = 5+5+ in m. 8+, 3♦ = ask for 5c M. 3M shortness, 4♣/4♦= TRF, 4♥/4♠=To play	1NT-2♣, 2♦-2♥=pick a M; correct to ♠ w/ equal length. 2x-3♣=Asking bid	
2♣	X			Strong, HCP (22+) OR tricks (8,5+)	2♦=Weak OR waiting, 2M=GF 5+, 2NT=6+ w/4-4 minors, 3m=GF 6+, 3M = 4144/1444 6+.	2♣-2♦, 2M=F1, 3m=GF, 2M-3♣= 2 nd negative, can stop in 3M.	
2♦	X			0-7 HCP 5/6c M OR 24+NT, always 6c vul, vul=3-7hcp	2♥/2♠=Pass or 2♠/3♥, 2NT= Ask, 3♠/3♦=To play, 3♥=Pass or 3♠, 4♣=Ask for TRF, 4♦= bid your suit	2♦-2NT, 3♣=max 5-7HCP , 3♦=MIN 0- 4HCP♥, 3♥= min 0-4HCP ♠, 3♠= 24- 25NT, 3NT=26-28NT	
2♥		6		6c ♥, 8-11 HCP	2♠=F1, 2NT=Ask for strength and distr, 3♣=GF ,3♦: GF, 3♥=Preempt, 3♠/4♠/4♦=Splinter, 4NT=BW	2♥-2NT, 3♣=6-4-X-X, 3♦= 6-3-3-1(m), 3♥=6-3-2-2 min, 3♠=6-3-3-1(M), 3NT= 10-11 balanced	
2♠		6		6c ♠, 8-11 HCP	Similar as for 2♥	Similar as for 2♥	
2 NT			4♣	20-21 HCP	3♣ = PuppetSTAY, 3♦/3♥ = TRF, 3♠ = 44+m 2NT-4♠/4♦/4♥/4♠=Slam try with ♥/♠/♣/♦	High Level Bidding	
3x		6		PRE, ACC to VUL		0314Blackwood (over ♠/♦/♥/♠)	
3NT	X			Solid minor, gambling	4♣=p/c, 4♦ =Ask for control	Exclusion RKCB, DOPI/ROPI/PEDO	
4♣		7		Pre		5NT is frequently pick a slam.	
4♦		7		Pre		Splinter bids	
4♥,♠		7		Play	4♠=To play 5m=Cuebid	Cue-bids (Italian style)	
4NT	X			Asks for specific aces	5♣=0 Ace, 5NT=2Aces, 5♦/5♥/5♠/6♣= that Ace	Lightner DBL	
2♦				4th seat: 11-13 HCP, 6+♦	2NT=INV		
2M				4th seat: 11-13 HCP, 6+M	As for 1-3 rd seat		