

## Defensive and Competitive Bidding

### Overcalls (Style; Responses; Reopening)

1-level overcalls may be light (especially NV)  
Overcalls at the 2-level are normally sound.  
After an overcall, a new suit at the 1- and 3-level are F1, a new suit at the 2-level are NF. After an overcall, a cuebid does not promise support for partner. Same principles after a reopening.  
After 1M overcall, 2NT in competition is 4+c supp and inv+ (3c if no space)

### 1 NT-overcall (2./4.; Answers; Reopening)

15-18 hcp in all hands.  
Same responses as after 1NT-opening.

### Jump Overcalls (Style; Responses; Unusual NT)

WJS at the 2-level (After 2+1♠-opening, 2♦ shows M's)  
Constructive jump-shifts at the 3-level (red vs green) in 2<sup>nd</sup> hand  
Unusual NT shows 2 lowest with jump

### Direct and Jump Cue Bids (Style; Responses)

Cuebid of a minor (3+) shows both majors  
Cuebid of a major shows opposit major + ♣  
Jumpcuebid asks for stopper

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

#### VS weak NT (12-14 or weaker):

Dbl = takeout  
2♠ = Majors, 2♦ = Multi (13+hcp)  
2♥ = 5c+ ♥, 8-12 hcp, 2♠ = 5c+ ♠, 8-12 hcp  
2NT = Both minors, 3m = Constructive

#### VS strong NT in direct seat (13-15 or stronger):

Dbl = equal strength +  
2♠ = majors, 2♦ = Multi  
2♥/♠ = 4(5)c + longer minor, 2NT = both minors  
VS NT after pass or VS strong NT in 4.seat:  
Dbl = one-suiter, 2♠ = ♣ + higher suit, 2♦ = ♦ + M  
2♥ = majors, 2♠ = ♠, 2NT = strong 2-suiter

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

Generally: Dbl = takeout, 2NT = 15-18  
VS Ekren: Dbl = penalty interest, 2♠ = T/O in minors  
VS Multi: Dbl = usually take out of ♣, 2NT = 15-18  
Leaping Micheals VS 2x, 3♣ og 3♦.

### VS. Artificial Strong Openings

VS strong 1♠: Yeslek (suction), double = ♦ or both majors

VS strong 2♠: Yeslek (suction), double = ♦ or both majors

### Over Opponents' take out double

Rdbl = 10+/penalty interest  
Transfers from 1NT after 1M – (dbl)

## Leads and Signals

### Opening Leads Style

	Lead	In Partner's Suit
Suit	3 <sup>rd</sup> /5 <sup>th</sup> (4 <sup>th</sup> from 6c)	3 <sup>rd</sup> /5 <sup>th</sup> (4 <sup>th</sup> from 6c) 3 <sup>rd</sup> from inner seq
NT	ATT (possibly 3 <sup>rd</sup> /5 <sup>th</sup> )	3 <sup>rd</sup> /5 <sup>th</sup> (3 <sup>rd</sup> from inner seq)
Subseq	Mostly attitude (3 <sup>rd</sup> /5 <sup>th</sup> if not)	

### Leads

Card	VS suit	VS NT
Ace	AKx(x)	AK(x)
King	AK/KQ(x)	KQ(x)/KQJ(x)/KQT(x), AKQ(x)
Queen	AQJ(x)/QJ(x)	HQJ(x)/QJ(x)/KQT9(x)
Jack	HJT(x)/JT(x)	HJT(x)/JT(x)
10	HT9x/T9(x)	HT9x/T9x
9	9(x)	H98(x), 9(x)
HI-X	Even number	Xx, Xxx, xXxx(x)

### Signals in order of priority

	Partners lead	Declarer	Discarding
Suit: 1	HIGH = ENC (on honour o.lead – low otherwise)	H/L = EVEN	LOW = ENC
2	H/L = EVEN	Lavinthal	H/L = EVEN
3	Lavinthal		
NT: 1	HIGH = ENC (on honour o.lead - low otherwise)	Smith	LOW = ENC
2	H/L = EVEN	H/L = EVEN	H/L = EVEN
3	Lavinthal	Lavinthal	

**Signasr (trumps included):** Smith: HIGH = likes from both sides, Lavinthal in trumps, H/L = odd if we show length in trumps.

## Doubles

### Takeout Doubles (Style; Responses; Reopening)

Normal takeout doubles may be light with good distribution  
Equal-level-convention.

### Special, Art and Comp Dbl/Rdbl's

Neg, responsive doubles, comp, supportdoubles thru 2♥, lead directing doubles – but dbl from overcaller in his suit indicates another lead.  
1♣ - (1♦) – dbl = 4+♥, 1♠ - (1♥) – dbl = 4+♠. Lighter doubles vs game/slam.



WBF

Convention  
card



## Category: RED

Players  
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open



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## System summary

### General approach and style

Natural based system with transfers after 1♠ and 2-over-1 is GF except rebid of a minor. 3<sup>rd</sup> hand openings may be light.  
1♠: 3(2)+♠, might be balanced with 3(2)♠4♦. 1♥: May be 44M  
14,5-17 NT (5(6)M,6m, singleton on 5422 are allowed)  
1NT: 1<sup>st</sup>/2<sup>nd</sup>/3<sup>rd</sup> NV vs VUL: (8)9-12(13)  
2♦, 2♥ og 2♠- openings have different meanings based on VUL.  
Preempts may be very weak NV vs VUL

### Special bids that may require defense

1♣ - 1♦/1♥ = Transfer - 1♣ - 1♠ = ♦ or 6-9NT,  
1♠ - 2♦/2♥ = Transfer (weak or strong), 1♣ - 2♠ = 6-9 5+♣  
1NT 1<sup>st</sup>/2<sup>nd</sup>/3<sup>rd</sup> NV vs VUL: (8)9-12(13)  
2♦ (Non-vul/all red/red vs green): Weak Multi 5c/weak Multi 6c/8-11 6c♦  
2♥ (green vs red / green / red): Both M's / 4-10 hcp 6c♥ / (8)9-11 hcp 6c♥  
2♠ (green vs red / green / red): 5c♥ + 5c♦♠ / 4-10 hcp 6c♠ / (8)9-11 hcp 6c♠  
1M - 2♦ = Nat F1 or 3-7 hcp with 3(4)c support  
1♥ - 2♠ = any minisplinter, 1♥ - 3m = ♥-raises, 1♠ - 3♣ = minisplinter in a minor, 1♠ - 3♦ = 7-11 4c-supp or 11-12 3c-supp  
Gazilli and some transfers after overcalls/doubles [NOTE 6]

### Special forcing pass sequences

Standard forcing pass sequences.

### Important notes that don't fit elsewhere

The suit above the trumpsuit at the 4-level are usually used as BW. If declarer has shown exact distribution, we do not give count signals, but play attitude. All hcp-ranges are approximate – we frequently up-and downgrade.

### Psychics

Seldom

Opening	Art	Min. #	Neg. X thru.	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣	(X)	3(2)	4♥	3(2)+♣ (may have longer ♦) (8) 11+ hcp (May be 2+♣ rarely with 4432)	1♦/1♥ = 4+♥/4+♠, 1♠ = ♦ or 6-9 NT, 1NT = 10-12 hcp, 2♣ = Inv. Minor [NOTE 2], 2♦/♥ = ♥/♠ (3-7 hcp or 15+ hcp) 2♠ = 5+♣ 6-9 hcp, 2NT = 13-15/19-20 hcp, 3♣ = 5+♣ 0-5 hcp 3x = void, 3NT = 16-18 hcp [NOTE 1]	1♣ - 1♦ - 1♥ = 3+♥, 1♣ - 1♠ - 1NT = may have singleton ♦ 1♣ - 1♦ - 2♥ = 4♥, minimum 1♣ - 1♠ - 2♦ = minorbased hand, does not promise extras X-Y-Z/NT,	1♣ - (1♦) - dbl = 4+♥, 1♣ - (1♦) - 1♠ = 4♠, 4+♥ 5-10 hcp pass - 1♣ - 2♦/♥ = 5♥/♠ + 4+♣, inv
1♦		4(3)	4♥	4+♦ (may be 3♦ rarely with 4432) (8) 11+hcp	Natural answers, 1NT = 6-9 hcp, 2M = strong, Inverted minor [NOTE 2], 3♣ = 6-9 hcp with ♦-support, 3♦ = 0-5 hcp with ♦-support 3M = void, 3NT = 13-15 bal	1♦ - 2♦ - 3NT = 13-14 hcp X-Y-Z/NT	Pass - 1♦ - 2M = 5cM + 4c♦ inv
1♥		4	4♦	5+♥ or 4(+)+4+♥ (8) 11+hcp	2♣ = Nat, but can be 3c with longer ♦, 2♦ = nat F1 or 3-7 hcp with ♥-support, 2♥ = 8-11 hcp with 3(4)♥-support, 2♠ = Minisplinter in any suit (not GF-hands) 2NT = 4c-support, GF [NOTE 8], 3♣ = 4c♥ 7-11 hcp, 3♦ = 3c♥ 11-12 hcp, 3♥ = Preemptive, 3♠/4♠/4♦ = void, 3NT = 13-15 3c-support bal [NOTE 3 and 5]	1♥ - 2♦ - 2♥ = Not inv vs weak raise, 1♥ - 2♦ - 2/3x = Nat inv vs weak raise, 1♥ - 2NT - 3x = nat, not minimum, 1♥ - 1♠/1NT - 2♣ = 15+ or 6+♥ 11-14 hcp, 1♥ - 1♠/1NT - 2♥ = 5(+)+♥ + 4+♣ 11-14 hcp 1♥ - 2♠ - 2NT = asks, 1♥ - 3♣ - 3♦ = re inv. X-Y-Z/NT, After double => transfers	2-way Drury, 2NT = minors Minisplinters
1♠		5	4♥	5+♠ (8) 11+hcp	2♣ = nat, but can be 3c with longer ♥/♦, 2♦ = nat F1 or 3-7 hcp with ♠-support, 2♠ = 8-11 hcp with ♠-support, 2NT = support GF [NOTE 8], 3♣ = Minisplinter in a minor, 3♦ = 4c♣ 7-11 hcp or 3c♣ 11-12 3♥ = Minisplinter, 3♠ = preemptive, 3NT = 13-15 3c-supp bal 4x = void [NOTE 4 and 5]	1♠ - 2♦ - 2♠ = Not inv vs weak raise, 1♠ - 2♦ - 3x = Nat inv vs weak raise, 1♠ - 2NT - 3x = nat, not min 1♠ - 1NT - 2♣ = 15+ or 6+♠ 11-14 hcp 1♠ - 1NT - 2♠ = 5(+)+♠ + 4+♣ 11-14 hcp After double => transfers	2-way Drury, 2NT = minors Minisplinters
1NT		1	4♥	(14) 15-17 hcp 5M, 6m, singleton, 5422.  1 <sup>st</sup> /2 <sup>nd</sup> /3 <sup>rd</sup> NV vs VUL: (8)9-12(13) 6m, 5422 (singleton)	2♣ = Stayman, 2♦/♥ = Trf, 2♠ = weak doubleton in any suit, 2NT = weak or strong, minorbased hand, 3♣ = Singleton in a major, 3♦ = Puppet Stayman, 3M = Slamtry 4♣/4♦ = TRF 2♣ = NF Stayman, 2♦ = relay, 2M = NF, 2NT = ♣ or GF with 4/5M 3♣ = Minors NF, 3x = To play, 4x = To play [NOTE 10]	1NT - 2♣ - 2♦ - 2♥ = normally both majors, weak 1NT - 2♣ - 2♥ - 2NT = GF relay  1NT - 2♦ - 2♥/2♠ = ♠/♥	
2♣	X			Strong unbal 22+ bal	2♦ = Relay, 2M = Nat GF, 2NT = minor, 3m = Nat GF 3M = 4cM + 6c+♦	2♣ - 2♦ - 2♥ = 25+NT or nat 2♣ - 2♦ - 2M - 3♣ = Second negative	
2♦	X	5 6		Green: 5cM, 4-8 hcp  All RED: Multi, 6cM 4-8  RED VS GREEN: 6k♦ 8-11 4 <sup>th</sup> : 9-13 hcp, 6c♦	2♥ = P/C, 2♠ = Nat, NF, 2NT = relay, 3♣ = Nat, NF [NOTE 11] 3♦ = Inv with ♥, 3♥ = P/C, 3♠ = Inv with ♠  2♥/2♠ = P/C, 2NT = Relay, 3m = NF, 3♥ = P/C, 3♠ = Nat F1 4♣ = Asks for transfer, 4♦ = Asks suit, 2NT = singleton?  Natural vs 2♦ showing ♦	2♦ - 2NT: 3♣ = 5c♥, 3♦ = 5c♠, 3♥ = 5c♥ + 5m, 3♠ = 5c♠ + 5c♣, 3NT = 5c♠ + 5c♦	
2♥		4 6 6 6		G vs R: 4+♠ 4+♥ 4-10 hcp Green: 4-10 hcp 6c♥ RED: 8-11 hcp 6c♥ 4 <sup>th</sup> : 9-13 hcp 6c♥	2NT = Relay, 3M = preemptive 2NT = singleton?, 3♣ = Art F1 2NT = singleton?, 3♠ = Art F1	2♥ - 3♣ - 3♦ = Minimum, 2♥ - 3♣ - 3♥ = Extras with "bad" suit, 2♥ - 3♣ - 3♠ = Extras with good suit	
2♠	X	- 6 6 6		G vs R: 5c♥ + 5c♦/♠ 4-10 hcp Green: 4-10 hcp 6c♠ RED: 8-11 hcp 6c♠ 4 <sup>th</sup> : 9-13 hcp 6c♠	2NT = relay, 3♣ = P/C, 3♦ = Inv ♥, 3♥ = To play 2NT = singleton?, 3♣ = Art F1 2NT = singleton?, 3♠ = Art F1	2♥ - 3♣ - 3♦ = Minimum, 2♥ - 3♣ - 3♥ = Extras with "bad" suit 2♥ - 3♣ - 3♠ = Extras with good suit	
2NT		1	4♥	(19) 20 -21 hp 5M, 6m, singleton, 5422	Mod Puppet Stay and transfers 3♠ = minors, 4♣ = slamtry ♥, 4♦ = slamtry ♠ 4♥ = slamtry ♣, 4♠ = slamtry ♦	<b>High Level Bidding</b>	
3x				Preemptive, may be very weak NV vs VUL 4 <sup>th</sup> : 9-13 hcp, 7c suit	3x = F1. 3♣ - 4♦ / 3♦/♥/♠ - 4♣ = BW 3♣ - 3♦ = asks suit quality	BW: Generally are the suit above the trumpsuit used as 0314-RKCB. If the suit above is used as BW, 4NT is a cuebid in the "missing" suit.. 4NT/5♣/5♦/5NT as BW in some cases. If the answer promises 0/3 or 1/4 you will always raise to slam with 3 or 4 aces. [NOTE 7]	
3NT				Solid minor 3rd/4th: To play	4♣ = P/C, 4♦ = Asks cue, 4M = To play, 4NT = asks suit length	Cuebid - Italian style Last train, DOPI/ROPI/DEPO with disurbance	
4♣, ♦				Preemptive		5NT is frequently pick-a-slam.	
4♥, ♠				To play			
4NT				Asks specific ace	5♣ = no aces, 5♦/♥/♠ = ace, 5NT = 2 aces, 6♣ = ace		