

Defensive and Competitive Bidding

Overcalls (Style; Responses; Reopening)

1-level: light

2-level: Sound

Responses; 1-level F1 if next hand pass, 2-level constructive, double jumps are Splinter. Cue-bid is at least a good raise, Jump in opener suit is Mixed-raise with 4+ support, 2NT is natural, but 4+ support and INV+ in competition. Jumps in new suit at 2/3-level is natural GF.

1 NT overcall (2ND/4TH; Responses; Reopening)

15-18 HCP 2nd and 12-16 HCP 4th seat. After 2nd seat overcall: Same responses as after opening 1NT. After 4th seat overcall: 2♣ asks for range.

After sandwich 1 NT followed by penalty double: pass is neutral.

Jump Overcalls (Style; Responses; Unusual NT)

1-Suit: Light jump overcalls, but not bad red vs. green

2-Suit: 2 NT = 2 lowest suits (5+/5+) weak/strong

Reopen; 11-13 HCP, 6+ card suit

(1♥) - p - (2♥) - 2NT = Minors

(1♠) - p - (2♠) - 2NT = 5-5+ in ♥+ minor

Direct and Jump Cue Bids (Style; Responses)

Over 1m: 2♦ = Both majors (so 2♣ is always natural)

Over 1M = Other Major + 5+ in a minor

Jump cue-bid = Ask for stopper, except (1♣) - 3♣ = 5-5 in ♣+♦

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

Vs Strong NT:

DBL = Strength/Penalty, 2♣ = Both majors, 2♦ = ♥ or ♠, 2♥ = ♥ and a minor (normally longer), often 4♥ and 5m+, 2♠ = ♠ and a minor (normally longer), often 4♠ and 5m+, 2NT = Both minors OR GF with any 2-suiter

Vs Weak NT:

DBL = Strength/Penalty, 2♣ = Both majors, 2♦ = ♥ or ♠, max 11 HCP, 2♥ = ♥ and 12+ HCP, 2♠ = ♠ and 12+ HCP, 2NT = Both minors OR GF with any 2-suiter

Vs BAL over Strong NT or as a passed hand vs all 1NT:

DBL = One m or both M, 2♣ = ♠ + higher, 2♦ = ♦ + M, 2♥ = ♥, 2♠ = ♠

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

Take-out DBL

Over 3m = 4♣ shows mm + 5M, GF, 4♦ = Both M

Over 3M = 4m shows that m + 5 in other M, GF. 4M = Both minor and approx. 10,5 tricks, 4NT = Both minor and approx. 9-10 tricks

VS. Artificial Strong Openings

Vs strong 1♣; YESLEK at ALL levels

Vs strong 2♣; Db l= M+m, 2NT = Both m, 3♣ = Both M

Vs strong 2♦; Dbl = M+m, 2NT = Both m, 3♦ = Both M

Over Opponents' take-out double

Rdbl: 9+HCP.

Of 1 m: Fit jump in M, jump in the other minor shows 9+ HCP with proper fit for opener. TRF over 1♣.

Of 1 M: Transfers from 1NT, Mini-Splinter

Of 2 M: Transfers from 2NT

Leads and Signals

Opening Leads Style

	Lead	In Partner's Suit
Suit	3 rd -5 th	3 rd -5 th
NT	Attitude (Possible 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	QJx	QJ(x),HQJx(x),KQ109(x)
Jack	JT(x), KJ10(x)	HJT(x)/JT(x)
10	HT9x/T9x	HT9x/T9x
9	9x	9x, A98(x), Q98(x), J98(x)
X	Even number	xx, xxx, xxxx(x)

Signals in order of priority

	Partners lead	Declarer	Discarding
Suit:	Enrg/Discrg	Count	Enrg/Discrg
2 nd	Count	S/P	Count
3 rd	S/P		S/P
NT:	Enrg/Discrg	Smith	Enrg/Discrg
2 nd	Count	Count	Count
3 rd	S/P	S/P	S/P

Signals (including Trumps): Hi-Low = Discrg/Even number.

Smith (NT): Hi-Low likes the lead from both. S/P in trumps (could be STD count when ruffing)

Doubles

Takeout Doubles (Style; Responses; Reopening)

Light style, also reopenings

Special, Art and Comp Dbl/Rdbl's

Negative, Responsive, Support DBL to 2♥, Competitive

1♣-(1♦)-DBL shows 4+♥, 1m-(1♥)-DBL shows 4+♠, 1m-(1♠)-DBL suggests 4+♥



WBF

System

Card



System:

GREEN

NCBO/team:
Norway Open

Event:
EC 2012 Dublin



Players

Boye Brogeland

Frode C. Nybo

System Summary

General Approach and Style

Natural, 5c M. Transfer responses to 1♣

Light openings, extremely light 3rd hand openings

Light pre-empts green vs red. 1NT opening: (14)15-17 HCP (may have 5M/6m/single/5422) 2-over-1 responses: GF except rebid of the minor

Special bids that may require defence

2♦: 2-7 HCP 6c M (may be 5 green vs red). 2♥ and 2♠: Good weak 2, 8-11 HCP, 6 c. (1♦)-3♦ and (1M)-3M = Ask for stopper
1♣ - 2♦ = 6+♥, 3-9 HCP or GF max one loser suit, 1♣ - 2♥ = 6+♠, 3-9 HCP or GF max one loser suit, 1♣ - 2♠ = 5-5+ m, 3-9 HCP or GF

Special forcing pass sequences

Important notes that don't fit

1♣ - (1♦) - 1♥ = 4+♠
1♣ - (1♦) - 1♠ = Denies 4+ M
1♣ - (1♥) - 1♠ = Denies 4+ ♠
1♣ - (1♦) - 2♣ = 4-4 in M, 6+ HCP
1♣ - (1♦) - 2♦ = 6+♥ INV+, but inverted if passed originally
1♣ - (1♦) - 2♥ = 6+♠ INV+, but fit-jump if passed originally
1m - (1♥) - 2♥ = 6+♠ INV+, but fit-jump if passed originally
1m - (1♥) - 2♦ = Both minors, at least INV, but NAT if passed originally
1m - (1♠) - 2♥ = Both minors, at least INV, but NAT if passed originally
SWITCH bids (when at least 2 suits available at 2-level)
Xy-NT/xyz. 2♣ = sign off in ♦ or INV, 2♦ = GF (NAT if passed originally)
Nilslands slinkingar when 1NT opening is doubled.

Psychics

Can occur

Opening	Art	Min. #	Neg. D.	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		2	4♠	11+ HCP if BAL, 2+♣. May have 2♣ or 3♣ and 4♦.	1♦=4+♥, 1♥= 4+♠, 1♠ = No M unless GF, 2♣=INVERTED m, 5+♣, 2♦=6♥, 3-9 or GF max one loser suit, 2♥=6♣, 3-9 or GF max one loser suit, 2♠=Both m, 3-9 or GF, 1NT=11-12, 2 NT=13-15 OR 19-20 w/33(34), 3♣= 5-9 18-19, 3x=void w/6+♣, 3NT=16-18,33(34), 4♣/4♦= PRE, 4M=To play	Accepts TRF if 3c (may or may not bid 2NT with 18-19NT and 3c support). Jumps w/4-card and ok 12-14. [Note 1] 1♣-2♣: 2♦=GF var. hands, 2M=Nat, GF, 2NT=11-14 and 2 or 3♣, 3♣=11-12 and 4+♠, no shortage, 3x=shortage. [Note 5]	TRF at the 1-level 1♣-2♣=Natural, max 9 hcp 5+♣ 1♣-2♦=9-11 hcp with 5+♣ 1♣-2M=Fit jump; 5 M+4+♣, 6-10 hcp
1♦		4	4♠	11+ HCP if BAL, 4+♦. Could be 4-4 in the minors.	INVERTED m, 2M=Good 6c GF, 2NT=11-12, 3♣=4+♦, 6-9 HCP, 3♦=PRE, NOT INV vs 18-19NT, 3x=void, 3NT=13-15 with 3334	Similar as for 1♣, but no TRF.	1♦-2♦= Natural, max 9 hcp 4+♦ 1♦-3♣=9-11 hcp with 4+♦ 1♦-2M = Fit jump, 5M + 4+♦, 6-10 hcp
1♥		5	4♠	11+ HCP if BAL, 5+♥	1NT =6-12 hcp NF, 2♣♦=GF except rebid, 2♠=Short in a m., INV, 2NT=4+♥GF, 3♣=BAL INV with SUPP, 3♦=Short in ♠, INV, 3♥=PRE, 3♠=Single 10-12, 3NT=Void♠, 4m=Void	[Note 2] 1♥-2NT-3x=NAT, not MIN. 1♥-2NT-3x-3♥=Ask for singleton, 3NT=Ask for cue [Note 3] [Note 4]	1♥-2♣/2♦=3card/4card raise 1♥-2NT/3m= NAT, INV
1♠		5	4♥	11+ HCP if BAL, 5+♠	2m=GF except rebid, 2♥=GF, 2NT=GF with 4+♠, 3♣= Short in a m., INV, 3♦ =BAL INV with SUPP, 3♥=Short in ♥, INV, 3♠ =PRE, 3NT= Single 10-12, 4m/4♥=Void	Similar as for 1♥	Similar as for 1♥
1 NT			4♠	15-17 HCP (Good 14) May have 5M, 6m, 5422 and singleton [Note 6]	2♣=STAY, 2♦ /2♥=TRF, 2♠ =mSTAY, 2NT=Bad doubleton, GF, 3x=Singleton GF, 4♣/4♦=TRF to 4♥/4♠=15-16 with 2344/3244	1NT-2♣ -2♦ -2♥=Pick a M, normally pass with equal length. 2x-3♣=New asking bid 1NT-2NT-3♣=Ask for which weak doubleton (respond one below for M and two below for m).	
2♣	v			Strong, HCP 22+ OR Tricks 8,5+	2♦=Weak OR waiting, 2M=5+ card and 6+ HCP, GF, 2NT=6+ with 5-5 in the minors, 3m=5+ card and 6+ HCP, GF, 3M=Shortage 1444, 3NT=EKDxxx unspecified suit	2♣-2♦-2M=F1, 3m=GF, 3♥=4♥ and 5+♦, 3♠= 4♠ and 5+♦. After 2M (F1)-3♣=2nd negative, we can stop in 3M	
2♦	v			2-7 HCP 6c M (may 5 gr.vs red) 4th Seat 11-13, 6♦	2♥/2♠=Pass or correct, 2NT=Ask, 3♣/3♦=To play except if fit by opener, 3♥=Pass or correct, 3♠=Slam try for ♣, 4♣=ask for TRF (bid one below your suit), 4M=NAT, to play [Note 7]	2♦-2NT-3♣=Any MAX, 3♦= MIN ♥, 3♥=MIN ♠ 2♦-2NT-3♣-3♦=Asking: 3♥=Shows♠, 3♠=Shows♥	
2♥		6		Good weak 2. 8-11 HCP, 6♥ (4th seat 11-13)	2♠=F1, 2NT=Ask for shortage/strength, 3m=GF, 3♥=PRE (can be raised with 6-4), 3♠ =NAT INV, 4♣ =Poor man's BW, 4♦=Splinter, 4♠ =To play, 4NT=4 ace BW [Note 8]	2♥-2NT-3♣=Any 6-4, 3♦=Shortage in a m, 3♠=Shortage 3♥/3NT=MIN/MAX without shortage. 4♣/4♦/4♥=void in ♠/♦/♠	
2♠		6		Good weak 2. 8-11 HCP, 6♠ (4th seat 11-13)	2NT=Ask for shortage/strength, 3x= NAT GF, 3♠= PRE (can be raised with 6-4), 4♣ =Poor man's BW 4♦=Splinter, 4♥=To play, 4NT=4 ace BW [Note 8]		
2 NT			4♠	20-21 HCP (19) May have 5M, 6m, 5422, single	3♠=PuppetSTAY, 3♦/3♥=TRF, 3♠=4+4+ in m 2NT-4♣/4♦/4♥/4♠= slam try with ♥/♠/♣/♦	Slam Conventions	
3x		6		PRE, ACC to VUL	3♣-3♦ asks for 3♥, 3m-3M=GF, but competitive afterDBL, 3♦-4♣= Poor man's BW, 3M-4♠= Poor man's BW, 3M-4♦=Cue, 4M=To play	1430 KEYCARD BW over ♦/♥/♠, and 0314 KEYCARD BW over ♣ and Exclusion BW. DOPI/ROPI/DEPO.	
3NT	v			Solid minor, gambling	4♠=Pass or correct, 4♦=Ask for control, 4M=Natural	5NT is frequently pick a slam Splinter bids	
4♣,♦	v			8-9 tricks with good ♥/♠ (NAT PRE in 3rd hand)	4♣-4♦=slam try with ♥, 4♦-4♥=slam try with ♠	Cuebids (Italian style), a lot of last train cuebids Lightner DBL	
4♥,♠		6		PRE, ACC to VUL	4♠=To play, 5m=Cuebid, 4NT=KEYCARD BW (1430)		
4NT	v			Asks specific Aces	5♣=0 Aces, 5♦♥♠ and 6♠=That Ace, 5NT= 2 Aces		