

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+

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 2nd hand
2NT over a minor show 5+♥ + 5+om, 2NT over a major show 5+oM+5+♦
3♣ over a major show both minors. All 2-suits overcalls are widerange.

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 or strong 2-suiter, 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 or strong 2-suiter

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 = penaltyinterest, 2♠ = T/O in minors

Leaping Micheals VS 2x, 3♠ og 3♦.

VS. Artificial Strong Openings

VS strong 1♠: Yeslek at 1-level, double = ♦ or both majors

VS strong 2♠: Yeslek at 2-level, 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 rd /5 th (4 th from 6c)	3 rd /5 th (4 th from 6c) 3 rd from inner seq
NT	ATT	3 rd /5 th (3 rd from inner seq)
Subseq	Mostly attitude (3 rd /5 th 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 lead – low otherwise)	H/L = EVEN	LOW = ENC
2	H/L = EVEN	Lavinthal	H/L = EVEN
3	Lavinthal		
NT: 1	HIGH = ENC (on honour lead - low otherwise)	Smith	LOW = ENC
2	H/L = EVEN	H/L = EVEN	H/L = EVEN
3	Lavinthal	Lavinthal	

Signals (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
Cuebid after Tdbl = F1
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

NBO:
Norway



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System summary

General approach and style

Natural based system with transfers after 1♠. 2-over-1 is GF (a few exceptions) 3rd hand openings may be light.
1♠: 2+♠, might be balanced with 2♠3+♦.
1♥: May be 44M, else 5+♥
14.5-17 NT (5(6)M.6m, singleton og 5422 are allowed)
1NT: 1st/2nd/3rd 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 1st/2nd/3rd NV vs VUL: (8)9-12(13)
2♦ (Non-vul/all red/red vs green): Weak Multi 5/6c/weak Multi 6c/8-11 6c♦
2♥ (green vs red): 4+♠ + 4+♥ 3-10 hcp
2♠ (green vs red): 5+♥ + 5+m 7-11 hcp
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.
Constructive jump overcalls at the 3-level (red vs green) in 2nd hand

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 don't 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	Aa-Livgard Norway Open Responses	Subsequent Auction	Competative and passed hand bidding
1♣	(X)	2	4♥	2+♣ (may have longer ♦) (8) 11+ hcp Can choose opening when fitting several options.	1♦/1♥ = 4+♥/4+♠, 1♠ = ♦ or 6-9 NT, 1NT = 10-12 hcp, 2♣ = Inv. Minor, 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	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, 1x - 1y - 2NT = 18-19 bal	PH: 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 = 6-11 hcp, 2M = strong, Inverted minor 2NT = 0-5 supp or bal inv, 3♣ = NAT inv, 3♦ = 6-9 hcp ♦-support 3M = void, 3NT = 13-15 bal	1♦ - 2♦ - 3NT = 13-14 hcp X-Y-Z/NT,	PH: Pass - 1♦ - 2M = 5cM + 4c+♦ inv
1♥		4	4♦	5+♥ or 4(+♠)4+♥ (8) 11+hcp	2♣ = Nat or bal, 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, 3♣ = 4c♥ 7-11 hcp, 3♦ = 3c♥ 11-12 hcp, 3♥ = Preemptive, 3♠/4♠/4♦ = void 11+hcp, 3NT = any void 5-10 hcp	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, Gazilli	PH: 2-way Drury, 2NT = minors Minisplinters COMP: Some switch bids, transfers after dbl
1♠		5	4♥	5+♠ (8) 11+hcp	2♣ = Nat or bal, 2♦ = nat F1 or 3-7 hcp with ♠-support, 2♠ = 8-11 hcp with ♠-support, 2NT = support GF, 3♠ = Minisplinter in a minor, 3♦ = 4c♠ 7-11 hcp or 3c♠ 11-12 3♥ = Minisplinter, 3♠ = preemptive, 3NT = any void 5-10 hcp 4x = void 11+ hcp	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 Gazilli	PH: 2-way Drury, 2NT = minors Minisplinters COMP: Some switch bids, transfers after dbl
1NT		1	4♥	(14) 15-17 hcp 5M, 6m, singleton, 5422. 1 st /2 nd /3 rd NV vs VUL: (8)9-12(13) 6m, 5422 (singleton)	2♣ = NF Stayman, 2♦/♥ = Trf, 2♠ = weak d-ton in any suit, 2NT = weak/strong, 1/2 minors, 3♣ = S-ton 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	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♦ - 2♠ - 3♠ = Second negative	
2♦	X	5 6 6		Green: 5cM, 3-8 hcp (can be 6c favorable) All RED: Multi, 6cM 3-8 RED VS GREEN: 6k♦ 8-11 4 th : 9-13 hcp, 6c♦	2♥ = P/C, 2♠ = Nat, NF, 2NT = relay, 3♠ = Nat, NF 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?	2♦ - 2NT: 3♠ = 5c♥, 3♦ = 5c♠, 3♥ = 6c♠, 3♠ = 6c♥	
2♥	X	4 6 6 6		Green vs red: 4+4+Ms, 3-9 hcp Green: 4-10 hcp 6c♥ RED: 8-11 hcp 6c♥ 4 th : 9-13 hcp 6c♥	2NT = relay, 3m = NF, 3M = pre 2NT = singleton?, 3♠ = Art F1 2NT = singleton?, 3♠ = Art F1	2♥ - 2NT: 3♠ = min, 3♦ = 5♥4♠, 3♥ = 5♠4♥, 3♠ = 5♠5♥, 3NT = 4♠4♥ 2♥ - 3♣ - 3♦ = Min, "bad" suit, 2♥ - 3♣ - 3♥ = Min, good suit, 2♥ - 3♠ - 3♠ = Extras, "bad" suit, 2♥ - 3♣ - 3NT = Extras, good suit	
2♠		6 6 6 6		Green vs red: 5♥+5m, 7-11 hcp Green: 4-10 hcp 6c♠ RED: 8-11 hcp 6c♠ 4 th : 9-13 hcp 6c♠	2NT = relay, 3♣ = P/C, 3♦ = inv in ♥ 2NT = singleton?, 3♠ = Art F1 2NT = singleton?, 3♠ = Art F1	2♠ - 3♣ - 3♦ = Min, "bad" suit, 2♠ - 3♣ - 3♥ = Min, good suit, 2♠ - 3♠ - 3♠ = Extras, "bad" suit, 2♠ - 3♣ - 3NT = Extras, 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 ♦	High Level Bidding	
3x				Preemptive, may be very weak NV vs VUL 4 th : 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'll always raise to slam with 3 or 4 aces.	
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	
4♣, ♦				Green: Preemptive Red: Good 4♥/4♠		DOPI/ROPI/PEDO with disturbance 5NT is frequently pick-a-slam	
4♥, ♠				To play			
4NT				Asks specific ace	5♣ = no aces, 5♦/♥/♠ = ace, 5NT = 2 aces, 6♣ = ace		