




Defensive and Competitive Bidding
Overcalls (Style; Responses; Reopening)
1-level: Light 2-level: Sound
1 NT overcall (2ND/4TH; Responses; Reopening)
15-18 HCP. NT-system on.
Jump Overcalls (Style; Responses; Unusual NT)
2-Suit: 2NT = 2 lowest suits (5+-5+) weak/strong
Direct and Jump Cue Bids (Style; Responses)
Over m: Both Majors (5+-5+) Over M: Other Major + a minor (5+-5+) Jump cue-bid: Asks for stopper
VS. NT (vs. Strong/Weak; Reopen: PH)
Dbl = equal strength 2♣ = both major 2♦/♥/♠ = Natural 2NT = both minor
VS. Preempts (Doubles; Cue bids; Jumps; NT bids)
X=t/o 2NT = 15-18
VS. Artificial Strong Openings
vs 1♣: X=majors, 1NT=minors, 2♣:= ♣ vs 2♣: X= ♣, 2NT=both m vs 2♦: X=both M, 2NT=15-18 HCP
Over Opponents' take out double
XX = 10+hp

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	Low = enc		
Leads			
Lead	Vs. Suit	Vs. NT	
Ace	AKx/AKxx(x)	AK/AKx/AKxx(x)	
King	AK/KQ/KQJ(x)/KQT(x)	KQ/KQJ(x)/KQT(x)	
Queen	AQJ(x)/QJ(x)/QJT(x)	AQJ(x)/QJ(x)/KQ109(x)/KQJ(x)	
Jack	HJT(x)/JT(x)	HJT(x)/JT(x)	
10	HT9x/AQT(x)/T9x	HT9x/AQT9(x)/T9x(x)	
9	KJ98/9/9x	HH98/9x	
X	Hx xx / xx x (x), xx	Hx xx / xx x (x), xx	
Signals in order of priority			
	Partners lead	Declarer	Discarding
Suit:	Low = enc		
2 nd	Low = 3/5 th		
3 rd	Lavinthal		
NT:	Low = enc		
2 nd	Low = 3/5 th		
3 rd	Lavinthal		
Signals (including Trump's):			
Doubles			
Takeout Doubles (Style; Responses; Reopening)			
Light			
Special, Art and Comp Dbl/Rdbl's			
Support dbl/rdbl			

System Card		
		
WBF		
System:		
Players	Olav Ellingsen	Håkon A. Bergsrud
	Sortland BK	Sortland BK
System Summary		
General Approach and Style		
Natural, 5542		
Special bids that may require defence		
Special forcing pass sequences		
Important notes that don't fit		
XY-NT: 2♣ = to play 2♦ OR inv. 2♦ = Artificial GF.		
Psychics		
Rare		

Opening	Art	Min. #	Neg. D. through	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		2	3♠	11+ HCP, 3+♣	1♦/♥/♠ = 6+ HCP and 4+ cards in the suit 1 NT = 6-10 HCP (no majors) 2♣ = inverted minor 3♣ = preemptive 2♦/♥/♠ = 4-7 HCP and 6 cards in the suit 2 NT = 11-12 HCP - 3 NT = 13-15 HCP		
1♦		4	3♠	11+ HCP, 4+♦	1♥/♠ = 6+ HCP and 4+ cards in the suit 1 NT = 6-10 HCP (no majors) 2♣ = 11+ HCP and 4+ cards. 2♦ = inverted minor 3♦ = preemptive 2♥/♠/3♣ = 4-7 HCP and 6 cards in the suit 2 NT = 11-12 HCP 3 NT = 13-15 HCP		
1♥		5	3♠	11+ HCP, 5+♥	1♠ = 6+ HCP and 4+ cards, 1 NT = 6-10 HCP, 2♣ = 11+ HCP 4+ cards or Invitational with 3+♥ 2♦ = 11+ HCP 4+ cards, 2♥ = 6-9 HCP, 2♠ = Single w/support 2 NT = STENBERG, GF with 4+ ♥, 3♥ = Preemptive 3♣/♦ = Single w/support 3♠/4♣/4♦ = Void. 3 NT = 13-15 HCP	1♥-2NT, 3♣/♦/♠ = Natural, extra values 1♥-2NT, 3♥=Minimum 1♥-2NT, 4♣/♦/♠ = void	Toronto after 3 rd /4 th seat openings: 1♥-2♣ = 8-11 HCP and 3(+)-card raise,
1♠		5	4♦	11+ HCP, 5+♠	Similar as for 1♥		Toronto after 3 rd /4 th seat openings
1 NT			3♠	15-17NT	2♣=Stayman 2♦/2♥=Transfer to 2♥/♠. 2♠= Minor Stayman 2NT= Invitational to 3 NT 3X = INV 6 cards HHxxxx 3 NT= To play, 4 NT = Invitational for 6 NT		
2♣		0		Strong, 20+ HCP or 9 tricks	2♦=Weak or waiting, 2M=GF 5+ cards 2NT= 8+ HCP, no 5-card suit 3m=GF 5+ cards		
2♦		6		5-9 HCP with 6♦	2NT= Asking for shortness. 3♦= Preemptive New suit = Forcing. 3NT= To play.		
2♥		6		5-9 HCP with 6♥	2NT= Asking for shortness. 3♥= Preemptive New suit = Forcing. 3NT= To play.		
2♠		6		5-9 HCP with 6♠	2NT= Asking for shortness. 3♠= Preemptive New suit = Forcing. 3NT= To play.		
2 NT				20-21 HCP	3♣=Stayman,3♦/♥=Transfer to 3♥/♠. 3♠= Minor	Slam Conventions	
3x		7		Preemptive	4NT=RKCB	RKCB	
3NT			Solid minor, gambling	4♣= p/c 4♦= ask for cuebid 4♥♠=To play			
4♣		7-8		Solid ♥	4♦♠= Cuebid, 4NT=RKCB		
4♦		7-8		Solid ♠	4♥= Cuebid, 4NT=RKCB		
4♥♠				To play	4NT=RKCB		

