

## Defensive and Competitive Bidding

### Overcalls (Style; Responses; Reopening)

Light  
 Cue normally fit, invitational

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

15-17; system on

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

Weak  
 (1x) - 2 NT = two lowest  
 Over op weak 2: 4♣/♦ = 5 +5M and strong

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

(1m) – 2m = both M  
 (1M) - 2M = other M + ♣  
 (1x) – 3x asks for stopper

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

DBL = T/O, at least same range as opener

2 ♣ = both Majors  
 2 ♦ = Multi, 5+ cards in ♥ or ♠  
 2 ♥ = 4 cards ♥ + 5+ cards minor  
 2 ♠ = 4 cards ♠ + 5+ cards minor  
 2NT = both m OR strong 2 suiter

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

T/O dbl, Jump = strong

### VS. Artificial Strong Openings

Suction: shows the suit above the suit bid, or the two others, dbl = ♦ OR ♥+♠, ♦ = ♥ OR ♠+♣, ♥ = ♠ OR ♣+♦, ♠ = ♣ OR ♦+♥, NT = ♦+♠ OR ♣+♥

### Over Opponents' take out double

Rdbl: 9+ HCP, 1x – (DBL) – 1y = F1  
 2NT = At least invitational with fit  
 1♥ – (DBL) – 2♠/3♣/3♦ = minisplinter  
 1♠ – (DBL) – 3♣/3♦/3♥ = minisplinter  
 1M – (DBL) – 3NT = Strong raise to 4M

## Leads and Signals

### Opening Leads Style

	Lead	In Partner's Suit
Suit	3 <sup>rd</sup> -5 <sup>th</sup>	3 <sup>rd</sup> -5 <sup>th</sup>
NT	3 <sup>rd</sup> -5 <sup>th</sup>	3 <sup>rd</sup> -5 <sup>th</sup>
Subseq	Attitude	

### Leads

Lead	Vs. Suit	Vs. NT
Ace	AKx(x..)	AKx(x..)
King	AK/KQ(x)/Kx	AK/KQ(x)/Kx
Queen	QJ(x)/Q(x)	QJ(x)/Q(x)/ KQ109(x..)
Jack	JT(x)/J(x)	JT(x)/J(x)
10	T9(x)/T(x)	T9(x)/T(x)
9	9(x)	9(x)
X		

### Signals in order of priority

	Partners lead	Declarer	Discarding
Suit:	Low enc	Count, Lavinthal	Low enc
2 <sup>nd</sup>			
3 <sup>rd</sup>			
NT:	Low enc	Count, Smith	Low enc
2 <sup>nd</sup>			
3 <sup>rd</sup>			

### Signals (including Trump's):

Lavinthal  
 Smith-Peter against NT (high card)

## Doubles

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

Light

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

Support DBL to 2♥  
 Responsive DBL  
 Competitive DBL



WBF

System  
 Card



Category:

Green

NCBO/team:  
 Norway Open

Event:  
 WBG 2008  
 Beijing, China



Players

Jørgen Molberg

Terje Aa

## System Summary

### General Approach and Style

**Natural**, normally we open lowest 4-card suit  
 1♥ shows 4+ (only when 44 in majors), 1♠ shows 5+  
**1NT Openings:** (14)15-17  
**2-over-1 Responses:** GF(if not rebid suit)

### Special bids that may require defence

2♦ **red** vs **green** : NAT weak 6-card  
 2♦ **green**: 5-card M may have sidesuit in m 3-8  
 2♦ **red** vs **red**: shows weak 2 in ♥ or ♠ (6-card) 3-8  
 2♥/♠ weak 2 ♥/♠ (6c) 8+-11 hcp **red**/3-8 hcp **green**  
 Over op weak 2: 4♣/♦ = 5 +5M and strong

### Special forcing pass sequences

We might reopen if shortness.

### Important notes that don't fit

**xy-NT:** 1x-1y-1NT-2♣ asks for 2♦, further bids are INV  
 1x-1y-1NT-2♦ artificial FG  
 1M – (DBL) – 3NT = Strong 4M bid  
 Fit-jumps in some competitive situations

### Psychics

Rare

Opening	Art	Min. #	Neg. D. thru	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		3	4♦	3+, 3-cards only when 4333 OR 3433	Walsh, 2♣ = inverted m, 2♦ = 6-9hcp 5+♣, 2♥/♠ = Strong, 3♣ = preemptive, 3♦/3♥/3♠ = void	1♣ - 1♦ - 1NT : May have 4c M	
1♦		4	4♣	4+, normally open lowest 4-card suit	2♦ = inverted m, 3♦ = preemptive, 2♥/♠/3♣ = Strong good suit, 3♥/♠/4♣ = void		
1♥		4	4♦	4+, 4-cards normally only if 44(32)	2NT = 4+♥ GF 2♠/3♣/♦ = Strong good suit 3♠/4♣/4♦ = void	1♥ - 2 NT - 3♣/♦/♠ = 3+ not min 1♥ - 2 NT - 4x = void	1♥-2♣ = 3+♥, inv 1♥-2♠/3♣/♦ = single
1♠		5	4♦	5+	2NT = 4+♠ GF 3♣/♦/♥ = Strong good suit 4♣/♦/♥ = void	1♠ - 2 NT - 3♣/♦/♠ = 3+ not min 1♠ - 2 NT - 4x = void	1♠-2♣ = (2)3+♠, INV 1♠-3♣/♦/♥ = single
1 NT			4♦	(14)15-17 HCP May have 5M/6m and single	2♣ = Stayman, 2♦/2♥ = Transfer, 2♠ = Conv. single ♣ OR weak (xx) anywhere, 2NT = F to 3♣, 3♣ = singel M, 3♦ = ? 5M, 3♥/3♠ = slam try no single	1NT - 2♣, 2♦/2♥ - 2♠ = 4-card ♠, opener may pass	
2♣	X			Strong artificial	2♦ = waiting, 2NT = 4+ in both minors		
2♦	X X	6	3♦ 3♦	1) <b>Red vs green</b> : Weak ♦ 2) <b>Green</b> : 5c ♥ OR ♠ (sidesuit m possible) 3-8 HCP 3) <b>Red vs Red</b> : 6c ♥ OR ♠ 3-8 HCP	1) 2NT NF, 3♣ asks 2) 2/3/4♥ = p/c, 2♠ nat NF, 2NT = Conv., 3♣ = to play, 3♦ = Inv. with ♥, 3♠ nat Inv. 3) 2NT = Conv.	2) 2NT-3♣=♥, 3♦=♠, 3♥= 5♥+5m, 3♠=5♠+5♣, 3NT=5♠+5♦ 3) 2NT - 3♣=min ♥, 3♦=min ♠, 3♥= max ♠, 3♠= max ♥	
2♥		6		Weak ♥, 6-card suit, 8+-11 HCP <b>red</b> Weak ♥, 6-card suit, 3-8 HCP <b>green</b>	2NT = ? singel 3♣ = ? min/max		
2♠		6		Weak ♠, 6-card suit, 8+-11 HCP <b>red</b> Weak ♠, 6-card suit, 3-8 HCP <b>green</b>	2NT = ? singel 3♣ = ? min/max		
2 NT				(19)20-21 HCP, May have 5M/6m	3♣ = Puppet, 3♦/3♥ = Transfer, 3♠ = both m 4♣ = ♥, 4♦ = ♠, 4♥ = ♣, 4♠ = ♦	<b>High Level Bidding</b>	
3x		6		Preemptive		Key Card BW, Exclusion BW	
3NT				Solid minor 1 <sup>st</sup> /2 <sup>nd</sup> seat	4♦ = Forcing	Splinter	
4♣,♦		6		Preemptive		5NT may be "pick a slam"	
4♥,♠		6		Preemptive 1 <sup>st</sup> /2 <sup>nd</sup> seat	4♠ = nat	Last train	
4NT	X			Asks for specific aces			
5NT	X			Both minors, preemptive			