

Defensive and Competitive Bidding

Overcalls (Style; Responses; Reopening)

1 level: light. (1x)-1y-(p)-2x = inv+ with y-support
 2 level: sound
 Cuebids: Good raise with support
 Responses 1-level: F1, 2-level: constructive.

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

15-18 hcp, 4th seat: 12-15 hcp over minor openings.
 1NT = two unbid suits if passed hand and opps have bid 2 suits

Jump Overcalls

WJS, but not vs 1♣/♦, then we use: 2♦ = one M (ca 4-11 hcp),
 2♥ = 5+-5+M (<12 hcp), 2♠ = 5+-5+M strong (13+ hcp).
 2NT = two lowest unbid. Leaping Michaels vs weak 2. (Note 1)

Direct Cue Bids

Over 1♣/♦: 2♣ = nat, 2♦ = one M (ca 4-11 hcp)
 Over M = other M + one minor

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

VS strong 1NT:
 X = strong
 2♣ = ♥ and ♠
 2♦ = ♥ or ♠
 2♥/♠ = 4(+) card and (normally) longer sidesuit in minor
 DONT in 4th seat and when passed hand:
 X = one (unspecified) suit
 2♣ = ♣ and one unspecified suit
 2♦ = ♦ and one unspecified suit
 2♥ = ♥ and ♠
 2♠ = natural (worse hand than X and bid 2♠)

VS weak 1NT (<12-14NT):
 X = "balanced" opening or good hand (also against 12-14NT)
 2♣ = ♥ and ♠, 2♦ = ♥ or ♠, "weak"
 2♥/♠ = natural, constructive

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

T/O dbl
 Leaping Michaels (5+ - 5+, FG) (Note 1)
 Cuebid: Ask for stopper or Michaels

VS. Artificial Strong Openings

VS 1♣/2♣: YESLEK (Note 2)

Over Opponents' take out double

Rdbl: (9)10+ HCP, 1-over-1 = F1, 2-over-1 = NF.
 2♣ after 1M - (X) = good raise in M.

Leads and Signals

Opening Leads Style

	Lead	In Partner's Suit
Suit	3rd-5th*	3rd-5th*
NT	3rd-5th*	3rd-5th*
Subseq	Attitude when opening new suit	

Leads

Lead	Vs. Suit	Vs. NT
Ace	AKx/AKxx(x)	AKx/AKxx(x)
King	AK/KQ/KQJ(x)/KQTx	AK/KQ/KQJ(x)/KQT(x)
Queen	AQJ(x)/QJ(x)/QJT(x)	AQJ(x)/QJ(x)/QJT(x)
Jack	HJT(x)/JT(x)/Jx	HJT(x)/JT(x)/Jx
10	HT9x/T9x/Tx	HT9x/T9x/Tx
9	9x	98xx/9x
X	Hxxx/xxx(x)	Hxxx/xxxx(x)

Signals in order of priority

	Partners lead	Declarer	Discarding
Suit:	Encrg/discrg	(Count)	Encrg/discrg
2 nd	(Count)	S/P	(Count)
3 rd	S/P		S/P
NT:	Encrg/discrg	Smith Peter	Encrg/discrg
2 nd	(Count)	(Count)	(Count)
3 rd	S/P	S/P	S/P

Signals (including Trump's): Smith Peter vs NT: Low=likes.

Low=odd number or encrg, High=Even number or discrg. Count only when we want to. Signals trump: S/P

*NB: Can lead high from bad suit and 4th best if can't afford 3rd.

Doubles

Takeout Doubles (Style; Responses; Reopening)

Light style, also reopenings

Special, Art and Comp Dbl/Rdbl's

Support dbl/rdbl, responsive dbl, neg dbl, comp dbl, lightner dbl
 1m - (1♥) - X = 4+ ♠, 1♠ = max 3♠



WBF

System

Card



Category: Red, with one BS

NCBO/team:
NORWAY

Event:



Players

Torild Heskje

Gunn Tove Vist

System Summary

General Approach and Style

5card M, 4card ♦, transfer responses after 1♣ (2+) opening.
 May have longer ♦ when opening 1♣.

2-over-1: GF, 2♣ nat GF or may be good raise in M
(14)15-17NT. May have 5 card M, 6 card m, singleton, 5-4

Special bids that may require defence

2♦ opening: (17)18/19 balanced, denies 5card M
 1♣ - 1♦/1♥ = Transfer, 1♣ - 1♠ = ♦ or 6-10NT
 1♣-2♣ = 6+♦, (5)6-9 HCP or 5+-5+ Majors 5-9 HCP
 1m-2♦/2♥ = 6+♥/6+♠, (5)6-9 HCP or GF
 1♣/1♦-2♠ = inv+ w/support, 1♣-2NT = 5+ support, ca 2-8 hcp
 1♣/1♦-3♣ = 4+(5 if ♣) support, ca 9-11 hcp
 1♦-2♣ = nat GF or 5+-5+M (5-9 hcp)
 (1m) - 2♦ = one M (weak)
 (1m) - 2♥/♠ = both majors weak (<12 hcp)/strong (13+ hcp)

Special forcing pass sequences

Standard negative doubles. Classical forcing pass when GF,
 in unclear or competitive positions x = extra, pass = pass

Important notes that don't fit

X-Y-Z, X-Y-NT.

Psychics

Rare

Opening	Art	Min. #	Neg. D.	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		2	4♥	Could open light if distributional, (11)12+ hcp with balanced hands	Transfer responses at one level. 1♠ = ♦ or 6-10NT, 1NT = 11-12hcp. 2♣ diamonds ((5)6-9 hcp) or 5+-5+M (5-9 hcp) 2♦/♥ = 6+ ♥/♠ ((5)6-9 hcp or 13+) 2♠ = inv+ with club support, 2NT = 5+ club support (ca 2-8hcp) 3♣ = ca 9-11hcp, 5+ club support. 3♦/♥/♠ = nat (7+) <7hcp	1♣ – 1♦ – 1♥ = 4♥ 11-12 hcp or 3♥ any hcp 1♣ – 1♦ – 2♥ = 4♥ 13-14 hcp 1♣ – 1♦ – 2NT = 4♥ (14) 15+ hcp XYZ and XYNT (Note 3)	
1♦		4	4♥	As above	2♣ nat GF or 5+-5+M (5-9 hcp) 2♦/♥ = 6+ ♥/♠ ((5)6-9 hcp or 13+) 2♠ = inv+ with 4+ support, 3♣ = 9-11hcp, 4+ support 3♦ = 4+ support (ca 2-8hcp), 3♥/3♠ = nat (7+) <7hcp, 4♣ = void	1♦ – 1♥ – 2NT = 4♥ (14) 15+ hcp XYZ and XYNT (Note 3)	1♦ – 2♣ = diamond support 6-9hcp or 5+-5+M (5-9 hcp)
1♥		5	4♥	As above	1NT = semiforcing, 2♣ = nat GF or (9)10-12hcp with heart support, 2NT = 4+♥ FG, 2♠ = minisplinter one minor, 3♣ = limit, 3♦ = short ♠, 3♥ = “preempt” (<9hcp), 3♠/4x = void	After 2NT: 3♣ = min, 3♦ = one singl/void, 3♥ = 5422, 3♠ = 6322, 3NT = 18/19, 4♥ = min 5332. XYNT (Note 3)	1♥ - 2♣ 3card support, inv+ 1♥ - 2♦ 4card support, inv+ 1♥ - 2NT balanced inv
1♠		5	4♥	As above	1NT = semiforcing, 2♣ = nat GF or (9)10-12hcp with spade support, 2NT = 4+♠ FG, 3♣ = minisplinter one minor, 3♦ = limit, 3♥ = minisplinter, 3♠ = “preempt” (<9hcp), 4x = void	After 2NT: 3♣ = min, 3♦ = one singl/void, 3♥ = 5422, 3♠ = 6322, 3NT = 18/19, 4♠ = min 5332.	1♠ - 2♣ 3card support, inv+ 1♠ - 2♦ 4card support, inv+ 1♠ - 2NT balanced inv
1 NT			4♥	(14)15-17hcp (5M/6m/5-4/x)	2♣ = hybrid stayman (inv+) (Note 4), 2♦/♥ = transfer, 2♠ = diff minor hands, 2NT = 4-4M inv, 3♣ = ♦ or 5-5M, 3♦ = (5+/4+)M, 3♥/♠ = singleton, 4♣ = ♥, 4♦ = ♠	3♣ = “puppet stayman” after 2♦ answer.	
2♣	X			Strong. 20+ hcp or weaker with playing tricks.	2♦ = waiting bid. Other bid is nat, positive hand. 2NT = 5+-5+ m.	Second negative. 2♣-2♦-3M = 4card and longer ♦ 2♣-2♦-4M/5m = 9/10 playing tricks	
2♦	X			(17)18/19 balanced, denies 5card M	2♥ = spade or clubs, 2♠ = transfer to 2NT, 2NT = 5-5M slamtry, 3♣ = 5+/4+M, 3♦ = 4-4M, 3♥/♠ = 4card other M, 3NT = 5-5M no slamtry		
2♥		(5)6		(5)6-10hcp	2NT ask for strength and suit quality. 4♣ ask for keycards. New suit is forcing one round (except 2♠).		
2♠		(5)6		(5)6-10hcp	2NT ask for strength and suit quality. 4♣ ask for keycards. New suit is forcing one round.		
2 NT				20-21hcp	Muppet stayman (Note 5), transfers. 4♣ = ♥ slam int, 4♦ = ♠ slam int 4♥ = ♣ slam int, 4♠ = ♦ slam int	Slam Conventions RKCB (1430, 0314 if clubs agreed). Exclusion RKCB (0314), DOPI/ROPI. 5 NT in unclear situation: pick a slam. Splinters Cuebids After BW answer: The suit over ask for trump Q After BW answer: 6x ask for 3rd round control	
3x		6		Preemptive (ca 2-10 hcp)	4♣ after 3♦/♥/♠ and 4♦ after 3♣ opening = ask for keycards		
3NT				1st/2nd seat: running m	4♣/5♣ = p/c, 4♦ = ask for short suit 4NT = ask for length		
4♣, ♦				Running ♥/♠, nat 3rd hand	4NT = ask for length when M		
4♥, ♠		6		Natural. To play			
4NT	X			Ask for specific aces	5♣ = none, 5♦/♥/♠ = that specific ace, 5NT = ace of clubs, 6♣ = red or black, 6♦ = minor or major, 6♥ = c+h or d+s		

BROWN STICKER OVERCALL ANNOUNCEMENT FORM

This form is to be completed and sent, by email, to anna@ecats.co.uk in accordance with the Supplemental Conditions of Contest for the event

Names: Torild Heskje – Gunn Tove Vist

Country: NORWAY

Event: European Championship 2018

After opponents opening bid of 1♣/1♦ **showing** at least 0 ♣/0 ♦s

Our overcall of 2♦ **at** any vulnerability

Shows: one of the majors, weak

Applies: All the time

Detailed Description:

We use this defence against any 1♣-opening that is not strong (16+).
Normally it shows 6+ cards in one of the majors, can have 5card if nonvul.
Normally between 5 and 9 hcp.

Responses and Rebids When Responder Passes

With what hands will advancer pass the overcall?

She can pass with diamonds.

Competitive Agreements

Responses after opponent's DBL Pass is diamonds, 2M is pass/correct, redbl. means she has her own major suit she wants to play.

Proposed Defence

Dbl is showing a good hand, may be interested in penalty.
Pass and then dbl is takeout.
2M is natural.

Supplementary sheets, Torild Heskje – Gunn Tove Vist

Note 1 Leaping Michaels

We only use leaping michaels after opponents weak 2-openings.

(2M) - 4m = 5+ bid minor and 5+ other major, GF.

(2♦) - 4♣ = 5+ ♣ og 5+ in one major, GF. After 4♣, 4♦ ask for major.

If 2♦ is Multi: 4♦ is 5+ ♦ og 5+ in one major, GF. After 4♦, 4♥ is pass/correct.

Note 2 YESLEK

We use YESLEK against 1♣ and 2♣ strong openings.

x = ♦ or ♥ + ♠

♣ = ♦ or ♥ + ♠

♦ = ♥ or ♠ + ♣

♥ = ♠ or ♣ + ♦

♠ = ♣ or ♦ + ♥

NT = ♣ + ♥ or ♦ + ♠

Note 3 XYZ/XYNT

If we bid 1x-1y, 1z/NT we use:

2♣ ask partner to bid 2♦. Either to play 2♦ or to show any invitational hand.

2♦ is artificial GF.

Note 4 Hybrid stayman after 1NT-opening

2♣ = «Hybrid Stayman», inv+ (ca. 8⁺/9+ hcp)

- 2♦ = denies 5-card M and 6-card minor max hand
 - 2♥ = 4-card ♠, inv (denies 4♥), F1.
 - 2♠ = 4-card ♥, inv (denies 4♠), F1.
 - 2NT = inv without 4-card M.
 - 3♣ = Puppet Stayman (has at least one M). Opener respond:
 - 3♦ = 4-card in one or both M
 - 3♥ = 4♠
 - 3♠ = 4♥
 - 3NT = 4-4 major, slamtry. Forcing.
 - 4♦ = 4-4 major, no slam interest.
 - 3♥ = 5-card ♣, max hand.
 - 3♠ = 5-card ♦, max hand.
 - 3NT = denies 4-card M

- $3\spadesuit =$ slamtry with at least one minor
 - $3\heartsuit = 3\heartsuit + 5\spadesuit$
 - $3\clubsuit = 3\clubsuit + 5\heartsuit$
 - 3NT = to play
 - 4m = transfer to 4M ($4\clubsuit = 6+ \heartsuit$ og $4\spadesuit = 6+ \clubsuit$) with 4-6/6-4 M
 - 4NT = quantitative
-
- $2\heartsuit =$ 5-card $\heartsuit$, min
 - $2\spadesuit =$ 5-card $\spadesuit$, min
 - 3m = good 6-card suit, max hand.
 - 3M = 5-card suit, max hand.

Note 5 Muppet stayman after 2NT

- $3\clubsuit =$ Muppett Stayman
 - $3\spadesuit =$ at least one 4-card M
 - $3\heartsuit =$ denies 4m or 5M
 - $3\spadesuit =$ 5-card $\spadesuit$
 - 3NT = 5-card $\heartsuit$