

Defensive and Competitive Bidding
Overcalls (Style; Responses; Reopening)
1-level: Aggressive if good suit 2-level: Sound Responses: New suit 1- and 3- level are forcing Cue-bid = 1 round forcing
1 NT overcall (2ND/4TH; Responses; Reopening)
15-18 bal (subs auction as after 1nt opening) (14-16hp in balancing position) NT-system is on, not after dbl. RD takeout
Jump Overcalls (Style; Responses; Unusual NT)
Preemptive (1M)-2NT= 6HP+, ♣+♦ 1♠ (2+) – 2♦ = both major
Direct and Jump Cue Bids (Style; Responses)
Direct Cue = majors o/minor, major/club o/major appr. 9+ Jump cue over minor=nat. preemptive
VS. NT (vs. Strong/Weak; Reopen: PH)
Dbl : Strong hand (after P first 4M + 5m) 2♣: ♥ + ♠, 2♦ = 1 major, 2♥/♠=5 + minor 2NT: ♣ + ♦ or strong 2-suits
VS. Preempts (Doubles; Cue bids; Jumps; NT bids)
Take Out DBLs. VS. Versus 2M, 3 suit, Multi, 2M-3M = Leaping Michaels
VS. Artificial Strong Openings
Versus 1♣: Dbl=strong unbal (norm. 16+), 1♦=Majors, 1NT=minors Versus strong 2♣: D=♣ Versus 2D (18-19 NT): D=♦, 2NT=minor, 3♦=Major
VS. 2 ♦ Multi
Multi: Dbl. = as over 2sp opening 2NT : 15-18 balanced, then Muppet Stayman Leaping Michaels

Leads and Signals			
Opening Leads Style			
	Lead	In Partner's Suit	
Suit	3./5.	3./5.	
NT	4 th best v 10xxx or b.	3 rd – 5th	
Subseq	Attitude when opening a new suit through declarer		
Leads			
Lead	Vs. Suit	Vs. NT	
Ace	AKx/AKxx(x)or A(xxxx)	AKx/AKxx(x)or A(xxxx)	
King	AK/KQ/KQJ(x)/KQT(x)/AK	AK/KQ/KQJ(x)/KQT(x)/	
Queen	AQJ(x)/QJ(x)/QJT(x)	AQJ(x)/QJ(x)/QJT(x)	
Jack	HJT(x)/JT(x)	HJT(x)/JT(x)	
10	HT9x//Tx/T9	HT9(x)/T9(x)	
Signals in order of priority			
	Partners lead	Declarer	Discarding
Suit:	Hi=Disc	count	Hi=Disc
2 nd	count		count
3 rd	Lavinthal		Lavinthal
NT:	Hi=Disc		Hi=Disc
2 nd	count	count	count
3 rd	Lavinthal		lavinthal
Signals (including Trump's): Encourage: Low, Lavinthal Count: hi-low = even			
Doubles			
Takeout Doubles (Style; Responses; Reopening)			
Rdlb = 10 hcp + After 1 major- 2 NT at least invitational in the bid suit 1 level forcing for one round, 2 level not forcing After opp's 1nt → 2kl =major			
Special, Art and Comp Dbl/Rdbl's			
Support doubles (1x) – 1Y – (D) – RD = ca 10hp og xx i Y			

 WBF	System Card 	 NBF
Category: Green		
2025/26		
Norway	Jon-Egil Furunes	
	Øyvind Ludvigsen	
System Summary		
General Approach and Style		
5 card MAJORS, 1 ♣ = 2+ 1 NT: (14+)15-17, might be 5major/6 minor (may have single Honor) 2 over 1: GF/2♣ may be inv. with 3-card support after major opening.		
Special bids that may require defence		
2♦ = 6 card in one major, 6-10 hcp		
Important notes that don't fit		
X-Y-NT: 2♣ demands 2♦, 2♦=GF (Same after 1X-1Y-1Z) on after opposite double, off after opposite bid. Lebensohl 2nt in most competitive situations except 1 M-2 M-D, then 2 NT = minors Muppet Stayman on 20+ with NT distribution. Bergen 2 NT show weak hand Takeout D in many situations		
Psychics		
Rare		

Opening	Art	Min. #	Neg. D. thru	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		2	4♠	10-22 hp	2♦ = 9-11 and ♣. 2♣ = GF Strong jump shifts in ♥/♠ Walsh	1♣ - 1♦ - 1major = 5 club, 4+ major or 4-4-4-1 1♣- 1♥-2♠ = Inv. In Clubs After 1♣-(1♦): double=4-4, ♥-♠ After 1♣-(1♥): double=4+♠, 1♠=no ♠suit, 2♥=6+ spades Transfer after 18-19NT rebid	Jump shift in major=Minisplinter
1♦		4	4♠	10-22 hp	3♣ = 9-11, inv. in ♦, 2♦ = GF Strong jump shifts in ♥/♠	After 1♦-(1♥): double=4+♠, 1♠=no ♠suit, 2♥=6+ spades Transfer after 18-19NT rebid	Jump shift in major=Minisplinter
1♥		5	4♠	10-20 hp	2NT= Jacoby GF. 4+ card support 2♠= limit raise in ♥, short in ♣ or ♦, 2NT ask 3♣= limit raise in ♥, 4+ card support 3♦ = limit raise in ♥, short in ♠ 3♥= preemptive	1♥-1NT-2NT = GF.	Drury 2♣/♦ = Game interest with 3 /4+card support
1♠		5	4♥	10-20 hp	2NT= Jacoby. 4+ card support 3♣= limit raise in ♠, short in ♣ or ♦ (rele ask), 3♦ = limit raise in ♠, 3♥=splinter 3♠ = preemptive	1♠-1NT-2NT = GF.	Drury 2♣/♦ = Game interest with 3 /4+card support
1 NT		---	3♠	(14)15-17 bal., may be 5 M/6 m Maybe singelton honor	2♣ = Stayman, 2♦, ♥ is transfers, 2♠ asking best minor, 3♣, ♦ = Invitational 3♥/♠ = Singel GF and 3card in unbid M (3-1-5-4 etc.). Smolen/opposite major balanced slaminv.	1NT-2♣-2♦-2♠ = inviting game = 5spades+4hearts 1NT-2♦-2♥-2♠ = inviting game=5hearts+4spades 1NT-2♥-2♠-3♥=GF 5-5 in major 1NT-2♣-2x-3♣ = Asking for distr.	
2♣	X	0		22+ hp bal. Or strong unbal	2♦ = asking opener to clarify his hand (waiting) Direct bid = ((5(6m)) cards+headed by honor)) 2NT=10+ balanced	2♣-2♦-2♥-2♠(obl.)-2NT = 24-25 NT. 3 NT = 26-27 2♣-2♦-2♠-2NT=5+ bal., 3♣ second negative 2♣- 3♦/3♥/♠ = semi-running 6 cards	
2♦		0		Weak two in ♥/♠	2NT =asking bid 3♣/♦ = Natural/Forcing, 3♥=Correct	2♦ - 2nt-3♣ = max weak two, 3♦= h, 3♥=♠	2♦ = 6+ in suit, opening bid
2♥		5		5-10, 5♥+(minor)	2NT= asking, 3♣ = pass or correct		2♥ = 6+ in suit, opening bid
2♠		5		5-10, 5♠+(minor)	2NT= asking, 3♣ = pass or correct		2♠ = 6+ in suit, opening bid
2 NT		---		20-21 Balanced	Muppet stayman, transfers , 3♠ = ask minors 3 NT = to play, 4♣/♦ = slamtry in ♥/♠ 4♥ / ♠ = slamtry in ♣/♦		
3x		6		Preempt	New suit F		
3NT	X	7		Running suit,no side A/K	4♣ to correct, 4♦ asks for shortness	High Level Bidding	
4♣		7		Preempts		4NT: Roman Key Card Blackwood: 5♣: 0/3, 5♦: 1/4 5♥: 2/5, 5♠ 2/5 incl. trump Q, 5NT=odd and a void, 6x=even and void.	
4♦		6		Preempts		After 4NT and answer: 5NT=asking specific King, promise all aces	
4♥,♠		---		To play	New suit is cuebid, 4NT=RKCB	Cue bids: 1 st and 2 nd round controls up the line, Exclusion Blackwood	
4NT	✓			Asks for specific aces	5♣=0 Aces, Suit=that Ace, 5NT= ace of♣	Splinter & Minisplinter	