




Defensive and Competitive Bidding
Overcalls (Style; Responses; Reopening)
Normally sound, but may be weak 1-level (lead direction)
1 NT overcall (2ND/4TH; Responses; Reopening)
15-18 1-3 rd , 15-18 4 th . NT system ON.
Jump Overcalls (Style; Responses; Unusual NT)
(2M) - 4m: = 5+m 5M (other M) 2NT: 2 lowest unbid suits , weak/strong (1♥)-p-(2♥) -2NT = minors (1♠)-p-(2♠)-2NT= minor
Direct and Jump Cue Bids (Style; Responses)
Michaels after 1M (other M+♠) (1♠) - 2♦: Both major if one club is a short suit (1 or 2)
VS. NT (vs. Strong/Weak; Reopen: PH)
Vs strong (from 13 + NT) X=at least same strength (1st pos) In 4 th seat may be more balance-pos. 2♣= both M, 2♦= one major, 2♥=♥+ minor (normally longer minor), 2♠=♠+ minor (normally longer minor) In 4 th seat DON'T Dbl=long suit, 2♣/2♦=minor + one major, 2♥=both majors, 2♠=♠
VS. Preempts (Doubles; Cue bids; Jumps; NT bids)
Take-out DBL Over 3m -4m =both M Over 2M , 4m shows that m + 5 in other M 4NT = both minor
VS. Artificial Strong Openings
NAT vs 2♣ opening Dobl M, 1NT m va 1♠ strong
Over Opponents' take out double
XX= 9+ hp , after 1♣-x -sys same as pass -xx still 9+hp.

Leads and Signals			
Opening Leads Style			
	Lead	In Partner's Suit	
Suit	3 rd -5 th =odd;	3 rd -5 th =odd;	
NT	3 rd -5 th =odd;	3 rd -5 th =odd;	
Subseq			
Leads			
Lead	Vs. Suit	Vs. NT	
Ace	AK _x /AK _{xx} (_x)	AK/AK _x /AK _{xx} (_x)	
King	AK/KQ/KQJ(_x)/KQT(_x)	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	HT9 _x /AQT(_x)/T9 _x	HT9 _x /AQT(_x)/T9 _x	
9	H9 _x /9 _{xx} /T9	H9 _x /9 _{xx} /T9	
X	H _{xx} <u>x</u> /HT9 <u>x</u> / <u>xx</u> <u>xx</u> (_x)	H _{xx} <u>x</u> /HT9 <u>x</u> / <u>xx</u> <u>xx</u> (_x)	
Signals in order of priority			
	Partners lead	Declarer	Discarding
Suit:	Enc/Discrg	Count	Enc/Discrg
2 nd	Count	S/P	Count
3 rd	S/P		S/P
NT:	Enc/Discrg	Smith	Enc/Discrg
2 nd	Count	Count	Count
3 rd	S/P	S/P	S/P
Signals (including Trump's): Low=Enc, Lavintahl in trump when possible. Smith small.			
Doubles			
Takeout Doubles (Style; Responses; Reopening)			
Sound style, light reopenings			
Special, Art and Comp Dbl/Rdbl's			
RDBL in transfer seq shows 3 card support at 1-2 level.			

	System Card	
WBFF		
System:		
Players	Gunn Helness	Ann-Mari M. Juvik
		Bergen AK
System Summary		
General Approach and Style		
Natural 15-17 NT 2♣=20+ 2♦= 6-cards weak 2 2♥= 6- cards weak 2 2♠= 6- cards weak 2 3 rd seat opening may be light.		
Special bids that may require defence		
If strong ♣ = Dobl M, 1NT / 2NT m		
Special forcing pass sequences		
1X - bid -pass may be forcing. 2♣ -bid-pass=4+hp		
Important notes that don't fit		
1♣-(1♦)-X = both majors 1♣-(1♦)-2♦ =inverted minor 1♣/1♦ -(1♥) -1♠ = 4+♠ 1♣-(1♥)-x = denies ♠		
Psychics		
Can occur (very seldom)		

Opening	Art	Min. #	Neg. D: through	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		2	3♦	11-22 hp	2♣=inv minor 4+♣, 1NT=5-10, 2♦=7-10 with ♣, 2♥/2♠=strong, 2NT=11-12 bal 4+♣, 3♣ pre-empt 5+♣ 3♦♥♠ splinter, 4♦ void, 4M to play, 4NT = RCBW	1♣-2♣, 2♦=nat rev . 1♣-2♣, 2M= nat rev. jump = splinter 1c-1x, 2NT-3y=transfer	1♣-2♣=natural play, 9-10 p
1♦		4	3♦	11-22 hp	Natural, 2♦ inv minor, 2♥/2♠=strong, 2NT 11-12, 3♣ 7-10 with ♦, 3♦ pre-empt, 3M =splinter, 4♣ void, 4M play, 4NT RCBW	1♦-2♦, 2♥ nat rev. 1♦-2♦, 2♠=nat rev. jump = splinter. 1d-1M, 2NT-3x=transfer	1♦-2♦= natural play, 9-10 p
1♥		5	3♦	10-21 hp	1NT 6-11p, 2 lever respond GF, 2♠ splinter one suit, 2NT GF w 4+♥, 3♠/3♦ splinter inv+ with 4♥, 3♥ 0-6 4+♥	1♥-2♥: 2♠3♠♦= shortness inv+ , 2NT= any hand inv+. 1♥-2N 3-nat extra. (3cards+) , 4m=void.	1H-2NT= both minors (ok suits) 1H -2D = natural non forcing
1♠		5	3♦	10-21 hp	1NT 6-11p, 2 lever respond GF, 2NT GF w 4+♠, 3♠/3♦/3♥ splinter inv+ with 4♠, 3♠ 0-6 4+♠	Same as after 1♥	1S-2NT=both minors (ok suits) 1S-2D=natural non forcing
1 NT			2♠	(14)15-17 May have 5M, 6m, single H 5422	2♣=Stayman, 2♦♥= transfer, 2♠= both minors, 2NT= invite, 3♠♦♥♠=natural slam try, 4♠♦ M transfer, 4♥♠= m transfer	1N-2♣, 2♦-2♥= pick a major, to play, smolen 2♠=for play Other bid natural . 3♠- new search	
2♣	x	0		Any strong hand. If balanced 20-21	2♦ =wait (any hand), 2♥♠3♠♦ nat GF, 2NT (54+)♠+♦ 9+hp ,3♥♠ 6+cards 0-3hp, 3NT good ♠or♦ nothing else, 4♠♦=transfer M, slamtry vs 28-30 , 4♥♠ to play	2♣-2♦, 2x-3♣= sec neg. 2♣-2♠, 3♠-3♦ sec neg.	
2♦	x	0		weak two in ♦ 6 cards	2 NT – ask 3 ♦ = pre-empt		
2♥		6		Weak two in ♥ 6 cards	2NT=ask for single, 3♥= pre-empt, New suit ♠-♣-♦ F1		
2♠		6		Weak two in 6 cards ♠	2NT=ask for single, 3♠= pre-empt, New suit ♥-♣-♦ F1		
2 NT			4♠	20-21 balanced May have 6m/5M (5422)	3♠= puppetstayman, 3♦♥= transfer, 3♠=minors, 4m= transfer M slamtry (♠=♥) , 4M= slamtry m (♥=♠)	Slam Conventions	
3x				PREEMPT Acc to VUL	New suit F1		
3NT				Solid minor, gambling	4♣ p/c		
4♣, ♦				Preempt			
4♥, ♠				play	4NT is RKBW		
4NT				Ask specific Aces	5♣ none, 5N=2 aces		