




Defensive and Competitive Bidding
<b>Overcalls (Style; Responses; Reopening)</b>
1-level : Aggressive 2-level : Sound
<b>1 NT overcall (2ND/4TH; Responses; Reopening)</b>
15-18. NT sys ON.
<b>Jump Overcalls (Style; Responses; Unusual NT)</b>
(2/3mM) - 4m = 5+m 5M (other M) 2NT: 2 lowest unbid suits , weak/strong (1♥) - p - (2♥) - 2NT = minors (1♠) - p - (2♠) - 2NT = 5-5 ♥+minor
<b>Direct and Jump Cue Bids (Style; Responses)</b>
Michaels after 1M = other M + ♣ 1♣ - 2♣ = Natural 1♣ - 2♦ = Both M 1♣ - : 2♥weak / 2♠ weak
<b>VS. NT (vs. Strong/Weak; Reopen: PH)</b>
Vs strong (from 13 + NT) X=4♠ + longer m , 2♦♥ = transfer, 2♠ = 5♠+5♣ 2N= both m or strong 2 suits ,3x= nat /DON'T 4 <sup>th</sup> /passed
<b>VS. Preempts (Doubles; Cue bids; Jumps; NT bids)</b>
Take-out DBL 2♦ Multi: x = one major or strong hand, 2♥/2♠ = 14+ ♣/♦ Over 3m - 4m = both M 4NT = both minor
<b>VS. Artificial Strong Openings</b>
vs 1♣ strong:x=MM, 1N = mm vs 2♣ strong: 2NT = mm or MM
<b>Over Opponents' take out double</b>
XX= 9+ hp , after 1♣-x : same as after 1♣ - pass

Leads and Signals			
Opening Leads Style			
	Lead	In Partner's Suit	
Suit	2nd-4 <sup>th</sup>	3 <sup>rd</sup> -5 <sup>th</sup>	
NT	2nd-4 <sup>th</sup>	3 <sup>rd</sup> -5 <sup>th</sup>	
Subseq			
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)/QJT(x)	
Jack	HJT(x)/JT(x)	HJT(x)/JT(x)	
10	HT9x/AQT(x)/T9x	HT9x/AQT(x)/T9x	
9	H9x/9xx/T9	H9x/9xx/T9	
X	Hxx/H9x/xxx	Hxx	
Signals in order of priority			
	Partners lead	Declarer	Discarding
Suit:	Enc/Discrg	Count	Enc/Discrg
2 <sup>nd</sup>	Count	S/P	Count
3 <sup>rd</sup>	S/P		S/P
NT:	Enc/Discrg	Smith	Enc/Discrg
2 <sup>nd</sup>	Count	Count	Count
3 <sup>rd</sup>	S/P	S/P	S/P
<b>Signals (including Trump's):</b> Low=Enc, Smith vs NT (low = OK lead) Lavintahl in trump when possible.			
Doubles			
Takeout Doubles (Style; Responses; Reopening)			
Light style, light reopenings			
Special, Art and Comp Dbl/Rdbl's			
<b>RDBL in transfer seq shows 3 card support at 1-2 level.</b>			

System Card		
		
<b>WBF</b>		
System:		
<b>Players</b>	Frode Johnstuen	Kjell Gaute Fyrun
	GBK	GBK
System Summary		
General Approach and Style		
2/1 style.		
14-16 NT		
Transfers responses after 1♣-opening		
1♣ = 11-13 NT (may have 5♦) or natural unbal		
1♦ = 17-19 NT (may have 5♣) or natural unbal		
Special bids that may require defence		
1♦ - 1M = 3+OTHER Major , -2♦/♥=transfer GF		
1♣ : - 2♦ 5-8 hp ♥+♠ , - 2♥ GF with 5♠+ support - 2♠ = Inv 5+♣		
Special forcing pass sequences		
2♣ - bid - pass = 4+hp		
Important notes that don't fit		
1♣-(1♦)-1♥=4+♠		
1♣-(1♦)-1♠=exactly 4♠ and 4+♥		
1♣-(1♦)-2♦ =inverted minor		
1♦ -(1♥) -1♠ =denies 4+♠		
Psychics		
Rare		

Opening	Art	Min. #	Neg. D. through	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		2	3♣	11-13NT (may have 5♦) or natural	1♦=4+♥, 1♥=4+♠, 1♠=6-9 "NT" or any hand 4+♦, 2♣=6-9 5+♣, 2♦=5-8 55 M 2♥=GF ♣, 2♠ = Inv 5+♣, 2NT=GF bal (6+ cont) , 3♣ pre-empt 5+♣ 3♦♥♠ preempt, 4♦ void, 4M to play, 4NT =BW	After 1♦/1♥ transfer response: Accept = 3+ support. Jump to 2 level =4 card support	1♣-2M=natural weak
1♦		2	3♣	17-19 NT (may have 5♣) or natural	1M = 3+other M , 2♦ =♥GF 2♥= ♠ GF, 2♠ = Inv ♦, 3♦ pre-empt (3+) , 3M =splinter, 4♣ void, 4M play, 4NT BW	1♦- 1M 1NT - xy N, 2other M =54MM invite 2♣ -2x -2otherM 4-4MM invite ... rele seq after2♦	1♦-2♣♦= natural
1♥		5	3♣	10-21 hp	1NT 6-11hp, 2♣ all GF balanced or invite w 3♥, or 5+♣ F1, 2♦ = 5+ F1 2♠ = 5-8 single one suit 3♣ = 7-12 "bal" 4+♥, 3♦ = 9-11(12) "bal" 4+♥ 3♥ = Pre, 2NT GF w 4+♥	1♥-2♣ 2♦= Waiting , interested in game if invite 1♥-1N, 2♣=extra with one minor,-- 2♦ 8+ ,2♦=15+ 6+♥ [1M-2N Bekkasin, 3c=min, 3d extra no single, 3h/s/N extra single c/d/other M]	1♥-2NT= both minors (ok suits) 1♥-2♦ = natural NF 2♣ Toronto
1♠		5	3♣	10-21 hp	1NT 6-11hp, 2♣ all GF balanced or invite w 3+ ♠ or 5+♣ F1, 3♣ = 5-8 splinter in one suit, 3♦ 7-12 4♣, 3♥ =splinter in one suit 9-11, 2NT GF 4+♠	Same as after 1♥ 2♥ natural . (1♠ -2♣ , 2♥ -2♠ no forcing)	1S-2NT=both minors (ok suits) 1S-2♦/2♥ = natural NF 2♣ Toronto
1 NT			2♣	14-16 May have 5M, 6m, single H 5422	2♣=Stayman, 2♥♦NT = Transfer 3♠= ask 5M (--3 no 5M) 3♦♥♠= singleton 4♣♦ M transfer, 4♥♠= to play		
2♣	x	0		Strong 20-21 NT or 25+NT	2♦=wait (any hand) , 2♥♠3♣♦ nat GF, 2NT (54)♠♦ 7+hp , 3♥♠ = Splinter, 5-8, 3NT = 55 major, 5-8	2♣-2♦, 2x-3♣= sec neg. 2♣-2♦, 3♣-3♦ sec neg. 2♣-2♦, 3N(25-27)-baron, transfer	
2♦		5		Weak	2♥/2♠/ = NF, 3♣=F1 2NT =Relay, 3♥/3♠ = GF 4♣ = Baby Blackwood (0,1min,1max,2)		
2♥		6		Weak	2♠/3♣/3♦ = F1. 2NT = Relay 3♠ = GF, 4♣ = Baby Blackwood		
2♠		6		Same as 2 H	2N= ask. 3♠♦♥ F1. 4♥ = To play, 4♣ = Baby Blackwood		
2 NT			4♣	22-24 balanced May have 6m/5M (5422)	3♣= puppetstayman, 3♦♥= GF transfer, 3♠=minors, 4m= transfer M slamtry (♠=♥) , 4M = slamtry m (♥=♣)	<b>Slam Conventions</b>	
3x				PREEMPT Acc to VUL	New suit Forcing 4♣ = Baby Blackwood, 4♦ over 3♣	0314 RCKB ,Dopi Ropi , X of void (5 level) means nothing. Pass= ok with highest suit lead.	
3NT				Solid major	4♣ = slam int.4♦=bid your M, 4♥=pass/pref	Splinter bids ,Cuebids (1 <sup>st</sup> 2 <sup>nd</sup> controls)	
♣,♦				Preempt		5NT is frequently pick a slam, Baby Blackwood	
4♥,♠				play		Lightner DBL	
4NT				Ask specific Aces	5♣ none, 5N=2 aces		