




<b>Defensive and Competitive Bidding</b>
<b>Overcalls (Style; Responses; Reopening)</b>
Normally sound, but may be weak 1-level (lead direction)
<b>1 NT overcall (2<sup>ND</sup>/4<sup>TH</sup>; Responses; Reopening)</b>
15-18 NT system ON.
<b>Jump Overcalls (Style; Responses; Unusual NT)</b>
Weak. 2NT: 2 lowest unbid suits, weak or strong
<b>Direct and Jump Cue Bids (Style; Responses)</b>
Michaels after 1M (other M+mi), weak or strong (1m)-2m = 5-5 ♠ + another
<b>VS. NT (vs. Strong/Weak; Reopen: PH)</b>
Multi Landy in 2nd/3rd (4th if p-p-1nt) seat: Dbl = strong, 2♣ = both M (at least 4-4), 2♦ = one Major normally 6+, 2M=4+M, 5+m DONT in 4th+ seat: Dbl = onesuiter, 2♣ = ♣ + one more (at least 4-4), 2♦ = ♦ + one Major, 2♥ = both Majors 2♠ = ♠ (weak)
<b>VS. Preempts (Doubles; Cue bids; Jumps; NT bids)</b>
Take-out DBL Over 3mi - 4mi = both M Non Leaping Michaels (3M) - 4NT = both minor
<b>VS. Artificial Strong Openings</b>
Yeslek (Suit bid = next or the two above)
<b>Over Opponents' take out double</b>
XX= 10+ hp , 1♣ (dbl) still transfers.

<b>Leads and Signals</b>			
<b>Opening Leads Style</b>			
	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 when playing a new suit		
<b>Leads</b>			
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/T9x	HT9x//T9x	
9	9x, (Q98(x) or J98(x) if shown 3+ in bidding)	9x, 9xx, 98xx(x)	
X	3rd /5th	Hxx / Hxxx(x)/xxx/xxxx	
<b>Signals in order of priority</b>			
	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	Count	Enc/Discrg
2 <sup>nd</sup>	Count	S/P	Count
3 <sup>rd</sup>	S/P		S/P
<b>In General:</b> low/high = encouraging (or odd)			
<b>Doubles</b>			
<b>Takeout Doubles (Style; Responses; Reopening)</b>			
Support double / negative double / Sound style, light reopenings			
<b>Special, Art and Comp Dbl/Rdbl's</b>			

 <b>WBF</b>	<b>System Card</b> 	
<b>System:</b>		
<b>Players</b>	<b>Jomar Lygre Undheim John Helge Herland</b>	
	<b>Norway</b>	
<b>System Summary</b>		
<b>General Approach and Style</b>		
Natural, 2/1 style. 15-17 NT Transfers responses after 1♣-opening		
<b>Special bids that may require defence</b>		
1♥/♠- 2♣ = 9/10 – 11/12, 3 card support OR F1 with ♣ OR balanced GF		
<b>Special forcing pass sequences</b>		
1X – bid –pass may be forcing. 2♣ -bid-pass=4+HCP		
<b>Important notes that don't fit</b>		
1♣ (1♦) dbl = 4+♥ 1♣ (1♦) 1♥ = 4+♠ 1♣ (1♦) 1♠ = transfer to 1NT (often 6 – 10)		
<b>Psychics</b>		
Very seldom		

Opening	Art	Min. #	Neg. D. through	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		3	3♠	11-22 hp (usually 1♣ with same length in ♠&♦)	1♦=4+♥, 1♥=4+♠, 1♠=6-9 "NT" or any hand 4+♦, 1NT=10/11, 2♣=weak♦, 2♦=weak♥, 2♥=weak♠, 2♠=inv minor 4+♠, 2NT=?1, 3♣ pre-empt 5+♠, 3♦♥♠=void, 4M to play	Accept transfer with most hands with 3crd support, jump to 2 level with 4crd support and not plain minimum.	
1♦		3	3♠	11-22 hp	Natural, 2♦ inv minor, 2M to play, 2NT 11-12, 3♦ pre-empt, 3M = void, 4♣ void, 4M play		
1♥		5	3♠	11-21 hp	1NT= 6-11hp, 2♣= 9/10 – 11/12, 3 card support OR F1 with ♣ OR balanced GF, 2♦= nat F1 (usually 5+); 2♥= 6-9, 2♠= 7/8-10 mini splinter, 2NT inv+ w 4+♥, 3♣♦= 7/8-10 mini splinter, 3♥=pre-empt, 3♠/4♣♦ = void	1♥-2♥: 2♠3♣♦= need help, 2NT= any hand inv+. 1♥-2NT-3x = nat & extra. (3cards+), 4x = void.  1♥ - 1NT – 2NT = GF	Pass - 1♥-2♣/♦ = 3/4+♥, 9+
1♠		5	3♥	11-21 hp	1NT= 6-11hp, 2♣ = 9/10 – 11/12, 3 card support OR F1 with ♣ OR balanced GF, 2♦= nat F1 (usually 5+), 2♥= nat F1, 2♠=6-9, 2NT inv+ w 4+♠, 3x= 7/8-10 mini splinter 4crd ♠, 3♠= pre-empt, 4♣♦♥ = void	Same as after 1♥	Pass - 1♠-2♣/♦ = 3/4 = 3+♠, 9+
1 NT			3♠	15-17 May have 5M, 6m, single H, 5422	2♣=Stayman, 2♦♥= transfer, 2♠= interest in minors, 2NT= invite, 3♣♦= HHxxxx, 3♥♠= singleton, 4♣♦= Texas	1NT-2♣ // 2♦-2♥♠= to play 1NT-2♣ // 2NT=♣preference, 3♣=♦preference 1NT-2♠ // 2NT/3♣ - 3♥= Slam interest ♣, 3♠= Slam interest ♦ 3NT= Slam try in both minors	
2♣	x	0		Any strong hand. If balanced 22-24	2♦=wait (any hand), 2♥♠/3♣♦ nat GF 2NT=at least 5-5 in ♣♦ GF	2♣ - 2♦ // 2Ma = F1 2♣ - 2♦ // 2Ma - 3♣ = second negative	
2♦	x	0		Weak 2♥♠ 20, 21 NT 4-4-(1-4/0-5) 16+ hcp	2♥♠ pass or correct, 2nt asking, 3♣♦ to play, 3♥♠ pass or correct		
2♥		5		7 – 10 (11)	2♠ to play, 2nt F1, 3♣ to play, 3♦ = F1, 3♥ to play	2M-2NT: ask for better minor 2M-3♦: «Multi», inv+ in other Major or inv in M	
2♠		5		7 – 10 (11)	Similar as above		
2 NT				5-5 in minors 8-11	4minor slamtry	<b>Slam Conventions</b>	
3x				PREEMPT	New suit F1	0314 RCKB, Dopi, Ropi, Splinter bids, Cuebids (1 <sup>st</sup> 2 <sup>nd</sup> controls), Exclusion Blackwood	
3NT					Running minor, 1 <sup>st</sup> and 2 <sup>nd</sup> no outside A or K	3NT = nonserious slamtry when Ma is agreed;	
4♣,♦ 4♥,♠		7-8		Running Major To play			