



Defensive and Competitive Bidding
Overcalls (Style; Responses; Reopening)
1-level Light overcalls, 2- level Sound overcalls
1 NT overcall (2ND/4TH; Responses; Reopening)
15 – 18 HCP, system on
Jump Overcalls (Style; Responses; Un usual NT)
Pre acc to vul, Leaping Michaels 4m, NT=to lowest unbid
Direct and Jump Cue Bids (Style; Responses)
1♣ - 2♣ = Both Majors
2♦/2♥/♠ = weak
1M- 2M = Other M + m
1♦♥♠ - 3♦♥♠ =Asks for stopper
VS. NT (vs. Strong/Weak; Reopen: PH)
Dbl = Same range +, 2♣= Both Major, 2♦ = ♥ or ♠, 2♥ / ♠ = nat and opening values, 2NT= Both minor or GF any 2- suiter.
VS. Preempts (Doubles; Cue bids; Jumps; NT bids)
Take out double
Cue-bid = asks for stopper
Jump in m = That minor + other major (GF)
Over 3M= That minor + other major (GF)
VS. Artificial Strong Openings
VS. strong 1♣ (Yeslek)
Doble= both Majors, 1♦ = ♥ or ♠+♣, 1♥ = ♠ or ♣ + ♦, 1♠=♣ or ♦+♥, 1NT = ♣ + ♥ or ♦+♠
Yeslek applies for overcalls up to 4♦
VS. strong 2♣: Yeslek, dbl = both majors
Over Opponents' take out double
Of 1M: Transfers
1M - (DBL) - 3M-2=Limit
Of 1m: System on, xx = Strong

Leads and Signals			
Opening Leads Style			
	Lead	In Partner's Suit	
Suit	3 rd -5 th	3 rd -5 th	
NT	3 rd -5 th	3 rd -5 th	
Subseq	Sometimes lead 4th		
Leads			
Lead	Vs. Suit	Vs. NT	
Ace	AK/AKx/AKxx(x)	AK/AKx/AKxx(x)	
King	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	Hxxx/HT9x/xxxx(x)	Hxxx/HT9x/xxxx(x)	
Signals in order of priority			
	Partners lead	Declarer	Discarding
Suit:	Encrg/Discrg		Encrg/Discrg
2 nd	Count	Count	Count
3 rd	Suit preference	Suit preference	Suit preference
NT:	Encrg/Discrg	Smith	Encrg/Discrg
2 nd	Count	Count	Count
3 rd	Suit preference	Suit preference	Suit preference
Signals (including Trump's): Hi-low = Discrg/Even number Low-Hi =Encrg/Odd number Smith vs NT (Low=positive)			
Doubles			
Takeout Doubles (Style; Responses; Reopening)			
Light style also reopenings, most dbls for take-out			
Special, Art and Comp Dbl/Rdbl's			
Neg, Responsive, Support Dbl to 2♥, Competative Dbl			

System Card	
WBF	 
System: GREEN	
Players	
	Geir Brekka Karl Chr Baumann
System Summary	
General Approach and Style	
Natural 5-5-4-2, 2/1= GF 8-12 1NT no vul (1 and 2 seat) / 15-17 Transfer after opening 1♣	
Special bids that may require defence	
1♣ - 1♠ = 6-9nt OR ♦ 1NT no vul = 8-12 2♦ both M	
Special forcing pass sequences	
Important notes that don't fit	
After opponets overcall: 1♣ / ♦ -(1♥)-1♠ = Denies 4♠ unless strong with ♦+♠ 1♣ / ♦ -(1♥) - dbl = 4+ ♠	
Psychics	
Can occur	

Opening	Art	Min. #	Neg. D.	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		2		9-22 2+♣ May have 4♦	1♦ = 4+♥, 1♥ = 4+♠, 1♠ = No 4 M unless GF ♦+M 1NT= 11-12, 2♣=Inverted, 2♦/2♥=transfer (weak). 2♠ = 6-9 hcp and ♣, 2NT = Inv 3♣=weak pree, 2♦ = good pree in ♣	Accepts TRF with 3 card support XYZ	TRF ON 1 LEVEL
1♦		5(4)		9-22 5(4)+♦	2♦ = inverted, 2♥/2♠=WJS 2NT = inv 3♣=6-9 hcp and ♦, 3♦ = weak pree	XYZ	
1♥		5		9-22 5+♥	2♠ = minisplinter ♣/♦, 2NT = GF ♥ support, 3♣ = single ♠, 3♦ = limit raise, 3♥ = pree	1♥ - 2N, 3♥ = min, 3nt = min bal	1♥-2♣/♦ = 8-11, 3+♥ and values in suit, 1♥-3♣ = limit 4+♥
1♠		5		9-22 5+♠	2NT = GF ♠ support, 3♣ = minisplinter ♣/♦, 3♦ = limit raise, 3♥ = single ♥, 3♠ = pree	Similar as for 1♥	As 1♥
1 NT				8-12 no vul 15-17 vul May have 5cM Ore 7cm	VS weakNT: 2♣=weak stayman/invite, 2♦=GF, 2♥/♠ = to play, 2NT = invite VS StrongNT: Stayman/Transfer, 3♣ = splinter minor 3♦ = ask 5-card major, 3♥/♠ = splinter		1Nt-2♣, 2♦2♠ = 5+♠
2♣	X			3-4 loosers or strong NT	2♦ = waiting 2♥/2♠=weak, not forcing over 20-21 NT	After NT -3♣ =puppet Stayman 3♦/♥ = Transfer 3♠ = 4+/4+ in minors 4♣/♦/♥/♠ =Slam try with ♥/♠/♣/♦	
2♦	X			Both M 5(4) +4, 7-10 hcp	3♣ - Forcing		
2♥		4		6 card, 6-11 hcp	2NT - Asks for Singleton		
2♠		6		6 card, 6-11 hcp	2NT= Asks for Singleton		
2 NT	X			22-24 hcp	3♣ =puppet Stayman 3♦/♥ = Transfer 3♠ = 4+/4+ in minors 4♣/♦/♥/♠ =Slam try with ♥/♠/♣/♦	Slam Conventions	
3x		6		PRE, ACC TO VUL	3♣ - 3♦ = Asking → 3♥=min, 3♠=xtra, 6, 3N=xtra, 7 3♦/M: 4♣ = slamtry→ 4♦=min, 4♥=max, 6, 4♠=max 7	0314 RKCB	
3NT	X			Running minor, no sidetricks	4♣ = P/C 4♦ =slamtry 4♥, 4n=rkc ♠	Exclusion RKCB, DOPI/ROPI	
4x		6		PRE, ACC TO VUL		5NT is frequently pick a slam	
4NT		6		Asks for specific aces	5♣ = 0 Aces 5NT= 2 Aces 5♦/5♥/5♠/6♣ = That Ace	Splinter bids, Cue bids (Italian style) lots of last train cue-bids	