







Defensive and Competitive Bidding
<b>Overcalls (Style; Responses; Reopening)</b>
1 - level: 5-17hp
<b>1 NT overcall (2ND/4TH; Responses; Reopening)</b>
1NT = 15-18 Balancing 1NT = 11-14 over ♣/♦ Balancing 1NT = 15-18 over ♥/♠
<b>Jump Overcalls (Style; Responses; Unusual NT)</b>
<b>Direct and Jump Cue Bids (Style; Responses)</b>
<b>VS. NT (vs. Strong/Weak; Reopen: PH)</b>
Dbl = equal strength 2♣ = both major 2♦ = 5+ ♥ or ♠ 2♥ = 4(5)♥ + 5+minor 2♠ = 4(5)♠ + 5+minor 2NT = both minor or strong 2-suiter MECKWELL in 4 <sup>th</sup> hand or after pass
<b>VS. Preempts (Doubles; Cue bids; Jumps; NT bids)</b>
Takeout 2NT = 15-18 Leaping Michaels
<b>VS. Artificial Strong Openings</b>
Yeslek against strong 2♣ and precision 1♣
<b>Over Opponents' take out double</b>
XX = 10+hp

Leads and Signals			
Opening Leads Style			
	Lead	In Partner's Suit	
Suit	3 <sup>rd</sup> -5 <sup>th</sup>	3 <sup>rd</sup> -5 <sup>th</sup>	
NT	2 <sup>nd</sup> -4 <sup>th</sup>	3 <sup>rd</sup> -5 <sup>th</sup>	
Subseq	Low = enc		
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/AQT9(x)/T9x(x)	
9	KJ98/9/9x	HH98/9x	
X	Hx <del>xx</del> /HT9xx	Hx <del>xx</del> /HT9x	
Signals in order of priority			
	Partners lead	Declarer	Discarding
Suit:	Low = enc	Low = 3/5 <sup>th</sup>	Low = enc
2 <sup>nd</sup>	Low = 3/5 <sup>th</sup>	Lavinthal	Low = 3/5 <sup>th</sup>
3 <sup>rd</sup>	Lavinthal		
NT:	Low = enc	Smith	Low = enc
2 <sup>nd</sup>	Low = 3/5 <sup>th</sup>	Low = 3/5 <sup>th</sup>	Low = 3/5 <sup>th</sup>
3 <sup>rd</sup>	Lavinthal	Lavinthal	
<b>Signals (including Trump's):</b> Smith: low from leader = enc, high from partner = enc			
Doubles			
Takeout Doubles (Style; Responses; Reopening)			
Light			
Special, Art and Comp Dbl/Rdbl's			
Support dbl/rdbl, also over 1NT			

	<b>System Card</b>	
<b>WBFF</b>		
System:		
		
Petter Eide	Tor Eivind Grude	Lars Arthur Johansen
System Summary		
General Approach and Style		
Transfer responses to 1♣ opening (14)15-17NT (5M/6m/sing)		
Special bids that may require defence		
Transfer responses to 1♣ opening 2♦ = Multi (6M 5-10hp) or 24+NT 2♥/2♠ = 5-cards ♥/♠ 5-9hp		
Special forcing pass sequences		
Some places		
Important notes that don't fit		
2-way checkback stayman		
Psychics		
Rare		

Opening	Art	Min. #	Neg. D. through	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		3	4♥	3+♣, 11+ hp	1♦ = 4+♥, 1♥ = 4+♠, 1♠ = 6-10 bal or any with ♦, 1NT = 11-12 2♣ = inverted minor, 2♦/2♥/2♠ = 6-card, 8-11 hp 2NT = 13-15 or 19-20 3♣ = preempt in ♣		2M = fitjump
1♦		3	4♥	3+♦ (4432) 11+ hp	1♥/1♠/1NT = nat, 2♣ = GF nat, 2♦ = inverted minor, 2♥/2♠/3♣ = 6-card, 8-11 hp, 2NT = Nat inv, 3♦ = preempt in ♦		2M = fitjump
1♥		5	4♦	5+♥ 10+hp	2/1 = GF if not rebid, 2♠ = minisplinter in any suit, 2NT = GF Jacoby, 3♣ = 9-11 with 3/4♥, 3♦ = mixed raise, 3♥ = preempt		Drury
1♠		5	4♦	5+♠ 10+hp	2/1 = GF if not rebid, 2NT = GF Jacoby, 3♣ = minisplinter in any suit, 3♦ = 9-11 with 3/4♠, 3♥ = mixed raise, 3♠ = preempt		Drury
1 NT			4♦	(14)15-17NT (5M/6m/sing)	Stayman/transfer, 2♠ = 6+♣, 2NT = 6+♦, 3♣ = puppet stayman, 3♦ = 5-5 in minors, 3♥/♠ = singleton		
2♣	X	0	4♦	22-23NT or strong unbalanced	2♦ = waiting bid, 2♥ = 5+♥, 2♠ = 5+♠		
2♦	X	0		Multi (6M 5-10hp) eller 24+NT	2♥ = pass or correct, 2♠ = pass or correct 2NT = Asking	2♦-2NT-3♣/♦ = min ♥/♠, 3♥ = max with ♠, 3♠ = max with ♥	
2♥	X	5		5♥ 5-10HP, normally with a minor (4+)	2NT = asking for strength and distribution, 3♣ = pass or correct 3♦ = inv+ with 5+♠, normally 6+♠		
2♠	X	5		5♠ 5-10HP, normally with a minor (4+)	2NT = asking for strength and distribution, 3♣ = pass or correct 3♦ = inv+ with 5+♥, normally 6+♥		
2 NT				20-21 bal	Puppet stayman and transfers	Slam Conventions	
3x		6		Preempt		(Mini)-Splinter	
3NT	X			Running minor, max Q on the side		Italian Cue-bids	
4♣,♦		5				Jacoby	
4♥,♠		5		To play		RKCB (0314)	
4NT				Asking for spesific ace			