




Defensive and Competitive Bidding
<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>
2 <sup>nd</sup> : 15-18 NT system ON.
4 <sup>th</sup> : 12-15 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
(1mi) 2mi = both Majors
<b>VS. NT (vs. Strong/Weak; Reopen: PH)</b>
♣ - both M
♦ - one M
♥ - 4(5) ♥ and 5+ in one m
♠ - 4(5) ♠ and 5+ in one m
NT - both m
<b>VS. Preempts (Doubles; Cue bids; Jumps; NT bids)</b>
Take-out DBL
Over 3mi - 4mi = both M
(3M) - 4NT = both minor
<b>VS. Artificial Strong Openings</b>
Yeslek
♣ - ♦ or both M
♦ - ♥ or both black
♥ - ♠ or both m
♠ - ♣ or both red
NT - ♣ + ♥ or ♦ + ♠
<b>Over Opponents' take out double</b>
XX= 9+ hp ,
1♣ (dbl) now on the 1-level still transfers.

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	4 <sup>th</sup> (promise 10 or better)	3 <sup>rd</sup> -5 <sup>th</sup>	
Subseq	Attitude when playing a new suit		
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/T9x	HT9x/T9x	
9	9x, (H98(x))	9x, 9xx, 98xx(x), (H98x)	
X	3rd /5th	Hx <del>x</del> / Hxx <del>x</del> (x)/ <del>xxx</del> / <del>xxx</del>	
Signals in order of priority			
	Partners lead	Declarer	Discarding
Suit:	Low=enc	Count	Enc/Discrg
2 <sup>nd</sup>	Count Hi/low=even	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>In General:</b> low/high = encouraging or odd			
Smith: low from leader = enc, high from partner = enc			
(Switched if lead partners suit)			
Doubles			
Takeout Doubles (Style; Responses; Reopening)			
Support double / negative double /			
Sound style, light reopenings			
Special, Art and Comp Dbl/Rdbl's			
<b>RDBL in transfer seq shows 3 card support at 1&amp;2 level.</b>			

System Card	
	
	
<b>WBFF</b>	
System:	
<b>Players</b>	Agnethe Hansen Kjensli Sofie Græsholt Sjødal Rolf Sjødal Ida Wennevold
	Norway
System Summary	
General Approach and Style	
Natural, 2/1 style.	
15-17 NT	
Transfers responses after 1♣-opening	
Special bids that may require defence	
1♥/♠- 2♣ = 9/10 - 11/12, 3 card support OR F1 with ♣ OR balanced GF	
Special forcing pass sequences	
1X - bid -pass may be forcing.	
2♣ -bid-pass=4+hp	
Important notes that don't fit	
1♣ (1♦) dbl = 4+♥	
1♣ (1♦) 1♥ = 4+♠	
1♣ (1♦) 1♠ = transfer to 1NT (often 6 - 9)	
1♣/♦ (1♥) dbl = 4+♠	
1♣/1♦ (1♥) 1♠ = transfer to 1NT (often 6 - 9)	
Psychics	
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♣=inv minor 4+♣, 2♦=weak ♥, 2♥=weak ♠, 2♠= 6/7 -9 5+♣, 2NT=11-12 bal, 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 minimum opening.	Pass - 1♣-2♣=9+, NF 1♣ - (1x) - 2x= inv+ with ♣
1♦		3	3♠	11-22 hp	Natural, 2♦ inv minor, 2M to play, 2NT 11-12, 3♣= 6/7 -9 with ♦, 3♦ pre-empt, 3M=splinter, 4♣ void, 4M play		Pass - 1♦-2♦= 9+, NF 1♦ - (1x) - 2x= inv+ with ♦
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♥= 5-9 (us. 3), 2♠ 8/9-11 BAL with 4crd ♥ OR minisplinter in ♠, 2NT GF w 4+♥, 3♣♦= 7/8-10 mini splinter, 3♥= 4-7 4+♥, 3♠/4♠♦ = void	1♥-2♥: 2♠3♣♦= shortness inv+, 2NT= any hand inv+. 1♥-2NT 3-nat extra. (3cards+), 4mi=void.  1♥ - 1NT - 2NT = FG	Pass - 1♥-2♣= 3+♥, 9+  1♥ - (dbl) - 2♣= inv+ with usually 3 card support
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♠= 5-9 (us. 3), 2NT GF w 4+♠, 3♣= 7/8-10 minisplinter ♣ OR 8/9-11 BAL with 4crd ♠, 3♦= 7/8 -10 minislinter 4crd ♠, 3♥= 7/8-10 mini splinter, 3♠= 4-7 4+♠, 4♠♦♥ = void	Same as after 1♥  1♠ - 1NT - 2NT = FG	Pass - 1♠-2♣= 3+♠, 9+  1♠ - (dbl) - 2♣= inv+ with usually 3 card support
1 NT			2♠	15-17 May have 5M, 6m, single H 5422	2♣=Stayman, 2♦♥= transfer, 2♠= interest in minors, 2NT= invite, 3♣= 5(6) ♥ and 3 ♠, GF; 3♣♦= 5(6) ♠ and 3 ♥, GF 4♣= 55 in Ma, no slaminterest; 4♥♥= transfer	1NT-2♣ // 2♦-2♥= pick a major, 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 20-21	2♦=wait (any hand), 2♥♠/3♣♦ nat GF 2NT=at least 5-4 in ♣♦ GF 3♥♠= 0/1 in suit, 3 / 4 in oM, 5-8	2♣ - 2♦ // 2Ma = F1 2♣ - 2♦ // 2Ma - 3♣ = second negative	
2♦		6 (5)		Weak (6-10) with ♦	2Ma/3♣ = F1 2NT= asking for singleton		
2♥		6 (5)		Weak (6-10) with ♥	2♠3♣♦ = F1, 2NT= asking for singleton or void, 3♥= pre-empt		
2♠		6 (5)		Weak (6-10) with ♠	Similar as above		
2 NT				22-24 balanced May have 6m/5M (5422)	3♣= puppetstayman, 3♦♥= transfer, 3♠=minors, 4mi= transfer Ma slamtry (♣=♥), 4M= slamtry mi (♥=♣)	<b>Slam Conventions</b>	
3x				PREEMPT	New suit F1	0314 RCKB, Dopi, Ropi, Depo, 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 M is agreed;	
4♣, ♦				Preempt			
4♥, ♠				play			