

Defensive and Competitive Bidding
Overcalls (Style; Responses; Reopening)
1 - level: 5-17hp 2 - level: Sound
1 NT overcall (2ND/4TH; Responses; Reopening)
1NT = 15-18, system on
Jump Overcalls (Style; Responses; Unusual NT)
2NT=two lowest suits (5+-5+), (1m)-2M=4M+longer minor 10-16hcp
Direct and Jump Cue Bids (Style; Responses)
Michaels Jump cue-bid: Asks for stopper
VS. NT (vs. Strong/Weak; Reopen: PH)
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
VS. Preempts (Doubles; Cue bids; Jumps; NT bids)
X=t/o 2NT = 15-18 Leaping Michaels
VS. Artificial Strong Openings
vs 1♣: X=majors, 1NT=minors vs 2♣/2♦: X=both M, 2NT=both m
Over Opponents' take out double
XX = 10+hp

Leads and Signals			
Opening Leads Style			
Suit	Lead	In Partner's Suit	
Suit	3 rd -5 th	3 rd -5 th	
NT	3 rd -5 th	3 rd -5 th	
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)/KQ109(x)/KQJ(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 xx /xx x (x), xx	Hx xx /xx x (x), xx	
Signals in order of priority			
	Partners lead	Declarer	Discarding
Suit:	Low = enc	Low = 3/5 th	Low = enc
2 nd	Low = 3/5 th	Lavinthal	Low = 3/5 th
3 rd	Lavinthal		Lavinthal
NT:	Low = enc	Smith	Low = enc
2 nd	Low = 3/5 th	Low = 3/5 th	Low = 3/5 th
3 rd	Lavinthal	Lavinthal	Lavinthal
Signals (including Trump's):			
Doubles			
Takeout Doubles (Style; Responses; Reopening)			
Light			
Special, Art and Comp Dbl/Rdbl's			
Support dbl/rdbl			

System Card
  
WBFF
System:
Players
 
Stig Arne Iversen Gunnar Harr
System Summary
General Approach and Style
Nat, 5542 Transfer responses to 1♣ opening (14+)15-17NT Usually sound openings/preempts, but green vs red might be very light
Special bids that may require defence
Transfer responses to 1♣ opening 2♦ = Multi (6M 5-10hp) or 24+NT 2♥/2♠ = 5-cards ♥/♠ + minor (4+)
Special forcing pass sequences
Important notes that don't fit
xy-NT/xyz: 2♣=sign off in ♦ OR INV, 2♦=GF
Psychics
Rare

Opening	Art	Min. #	Neg. D. through	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		3	4♥	2+♣, 11-22hp	1♦ = 4+♥, 1♥ = 4+♠, 1♠ = 6-10 bal or any with ♦, 1NT = 11-12 2♣ = inverted minor GF, 2♦/2♥/2♠ = transfers, 2NT = 12-13, 3♣ = preempt in ♣, 3nt=13-16	1♣-1♦: 1♥ = usually 3, 2♥ = 4 13-14	
1♦		3	4♥	4+♦ 11-22 hp	1♥/1♠/1NT = nat, 2♣ = F1 nat, 2♦ = inverted minor F1, 2♥/2♠ = 6-card, 3-6 hp, 2NT = Nat inv, 3♣ = unbalanced inv with ♦, 3♦ = preempt in ♦		
1♥		5	4♦	5+♥ 11-21hp	2/1 = GF if not rebid, 2♠ = minisplinter in any, 2NT = F1 Jacoby, 3♥ = preempt		2♣ = (9)10-11 3+♥, 2♦ = (9)10-11 4+♥
1♠		5	4♦	5+♠ 11-21hp	2/1 = GF if not rebid, 2NT = F1 Jacoby, 3♠ = preempt		2♣ = (9)10-11 3+♠, 2♦ = (9)10-11 4+♠
1 NT			4♦	(14)15-17NT (5M/6m/5422, rarely sing)	Stayman/transfer, 3♥/♠ = singleton with 3 in other M		
2♣	X	0	4♦	22-23NT or strong unbalanced	2♦ = waiting bid, 2♥ = 5+♥, 2♠ = 5+♠		
2♦	X	0		Multi (6M 5-10hp) or 24+NT	2/3♥/♠ = pass or correct, 2NT = Asking, 4♣ = ask for transfer	2♦-2NT: 3♣ = any max, 3♦/♥ = min ♥/♠, 3♠ = AKQxxx in ♥/♠, 3NT = 24-25	
2♥	X	5		5♥ 5-10HP, VUL normally with a minor (4+)	2NT = asking for strength and distribution, 3♣ = pass or correct 3♦ = inv+ with ♥	After x: 3m = nat NF	
2♠	X	5		5♠ 5-10HP, VUL normally with a minor (4+)	2NT = asking for strength and distribution, 3♣ = pass or correct 3♦ = inv+ with ♠		
2 NT				20-21 bal	Muppet stayman and transfers	Slam Conventions	
3x		6		PRE, ACC to VUL		Splinter	
3NT	X			Running minor, max Q on the side	4♣ = p/c, 4♦ = Asks for control	Cue-bids	
4♣,♦		6		PRE, ACC to VUL		Jacoby	
4♥,♠		6		To play		RKCB (1403)	
4NT				Asking for specific aces	5♣ = 0, 5♦/♥/♠ = that ace, 5NT = ace of ♣, 6♣ = 2 aces	DOPI/ROPI	