

Defensive and Competitive Bidding	
Overcalls (Style; Responses; Reopening)	
Michaels cuebid, Leaping Michaels,	
1 NT overcall (2ND/4TH; Responses; Reopening)	
15-17 Standard system.	
Jump Overcalls (Style; Responses; Unusual NT)	
2nt is minors. Aggressive style. Michaels is always opposite majors and clubs	
Direct and Jump Cue Bids (Style; Responses)	
Aggressive style.	
VS. NT (vs. Strong/Weak; Reopen: PH)	
2 clubs is majors 2 Dia is one major (weak) 2spa/2hearts is nat and constructive	
VS. Preempts (Doubles; Cue bids; Jumps; NT bids)	
Standard	
VS. Artificial Strong Openings	
Yeslek	
Over Opponents' take out double	
Standard	

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			
Leads			
	Vs. Suit		Vs. NT
Ace	AK/AK _x /AK _{xx} (x)		AK/AK _x /AK _{xx} (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	HT9 _x /AQT(x)/T9 _x		HT9 _x /AQT(x)/T9 _x
9	H9 _x /9 _{xx} /T9		H9 _x /9 _{xx} /T9
X	H _{xx} <u>x</u> /HT9 _x <u>x</u> /x _{xxx} (x)		H _{xx} <u>x</u> /HT9 _x <u>x</u> /x _{xxx} (x)
Signals in order of priority			
	Partners lead	Declarer	Discarding
Suit:	Att.	St.Count	att
2 nd			
3 rd			
NT:	Att.	St.count	att
2 nd			
3 rd			
Signals (including Trump's): Standard Count.			
Upside down Att. (Norske/små)			
Doubles			
Takeout Doubles (Style; Responses; Reopening)			
Standard			
Special, Art and Comp Dbl/Rdbl's			
Standard			

	System Card	
WBFF		
System:		
	Geir Brekka	Roald Mæsel
Players		
		Norway
System Summary		
General Approach and Style		
Natural. 5533 2/1 is GF		
Special bids that may require defence		
Special forcing pass sequences		
Important notes that don't fit		
Psychics		
Occasionally		

Opening	Art	Min. #	Neg. D. through	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		3	3♠	10-21	Nat and rev. minor, wjs	XYZ	
1♦		3	3♠	10-21	Nat and rev minor, wjs	XYZ 1♦ - (1♥) - dbl = 4♠	
1♥		5	3♠	10-21	Nat. 2nt is GF with Hearts. 1-3 = Invi. Minisplinter 2/1 GF if not rebid		2♣/♦ = Drury
1♠		5	3♥	10-21	Nat. 2nt is GF with Hearts. 1-3 = Invi.		
1 NT				15-17	Stayman and transfers 3C/3Dia is inv. 3Hea/3Spa is singleton	3C always new relay, 3♦ = slamtry either minor Xx= to play, system off when opps dbl Pen X , regular leb when opps disturb	
2♣		0		Strong	2 dia, 2nt minors, 3x is strong.		
2♦		5-6		Weak 2			
2♥		5-6		Weak 2	2nt is forcing		
2♠		5-6		Weak 2	2 nt is forcing		
2 NT		20-21			Puppet stayman	Slam Conventions	
3x		6		Preemtive		RKC 0314, Cuebids.	
3NT				Solid minor	4Dia is slamtry		
4♣,♦		6		Preemtive			
4♥,♠		6		Chanse			
4NT				Aks spe. aces			