






Defensive and Competitive Bidding
Overcalls (Style; Responses; Reopening)
Conservative overcalls,
1 NT overcall (2ND/4TH; Responses; Reopening)
15-17 sys on
Jump Overcalls (Style; Responses; Unusual NT)
Style: Weak
Unusual NT: 2N=lower 2 unbid suits
Direct and Jump Cue Bids (Style; Responses)
Style: 2-suited
(1m)-2m=Both Majors; (1M)-2M=highest and 1
Responses: Jump cuebid asks for stopper
VS. NT (vs. Strong/Weak; Reopen: PH)
2♣ = ♦ or ♥ + ♠, 2♦ = ♥ or ♠ + ♣ / ♦
2♥ = ♥ + ♣ / ♦, 2♠ = ♠
X = 15+hp (long solid suit)
VS. Preempts (Doubles; Cue bids; Jumps; NT bids)
VS. Artificial Strong Openings
Over Opponents' take out double

Leads and Signals			
Opening Leads Style			
	Lead	In Partner's Suit	
Suit	3 <sup>rd</sup> /5 <sup>th</sup>	Same	
NT	3 <sup>rd</sup> /5 <sup>th</sup>	Same	
Subseq	3 <sup>rd</sup> /5 <sup>th</sup> Same		
Leads			
Lead	Vs. Suit	Vs. NT	
Ace	AKx+	AK(x)+	
King	AK, KQx/	KQ(x), AKQ(x)	
Queen	QJ(x)	AQJ(x)/QJ(x)/QJT(x)	
Jack	J10(x), KJ10(x)	HJT(x)/JT(x)	
10	109x, H109(x)	HT9x/ T9(x)	
9	9x	H98x/9x, 98xx	
Hi-X	Even	Even	
Signals in order of priority			
	Partners lead	Declarer	Discarding
Suit:	Low = E	S/P	Low = E
2 <sup>nd</sup>	S/P	Count	S/P
3 <sup>rd</sup>	Count		Count
NT:	same	same	same
2 <sup>nd</sup>	same	same	same
3 <sup>rd</sup>	same		same
Signals (including Trump's): S/P			
Doubles			
Takeout Doubles (Style; Responses; Reopening)			
Style: Conservative, Responses: Cuebid only force			
Reopening: Light			
Special, Art and Comp Dbl/Rdbl's			
Support DBL through 2♥, NEG/ RESP DBL thru 3♠ (2♠)			

 <b>WBFF</b>	<b>System Card</b> 		
<b>System:</b>			
<b>Players</b>			
	Siv Thoresen Norway	Jo Arne Ovesen Norway	
<b>System Summary</b>			
<b>General Approach and Style</b>			
Natural			
2/1 with transfer on 1♣			
1NT Opening 15-17, single odd distrubution and out of range might happend			
<b>Special bids that may require defence</b>			
2♦ = Multi , 6+ ♥s or ♠s, 3-10 HCP			
2♥/♠= 5 ♥/♠ 3-9 HCP			
<b>Special forcing pass sequences</b>			
<b>Important notes that don't fit</b>			
<b>Psychics</b>			
Rare but possible			

Opening	Art	Min. #	Neg. D. through	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		2	3♠ 2♠	9-22 hp	1♦=4+♥, 1♥=4+♠, 1♠=transfer to 1NT, 1NT=10-11 hp, 2♣=inverted minor 5+♠ 10+hp, 2♦=4+♣4♦ gf 2♥=4+♠5+♦, 2♠=♣♦weak, 2NT inv 5+♦weak suit, 3♣ weak 5+♠	1♣-1♦-1♥=3♥, 1♣-1♠-2♥=4♥11-14 hp, 1♣-1♥-1♠=3♠, 1♣-1♥-2♠=4♠11-14 hp, 1x-1y-1z-2♣=relay, to play 2♦ or any invite. 1♠-1♠-1NT -2♦ = GF with 5+♦, 1♣-1♠-1NT-2♥/♠ gf 5+♦4+♥/♠, 1♣-2♠-2♦=2♣	
1♦		4	3♠ 2♠	9-22 4-4-4-1 or 5+	2♦ = inverted minor 4+♦ 10+h 2♥/♠/3♣=4+♦ splinter limit+		
1♥		5	3♠ 2♠	9-20	2♣=gf with ♣ or 3♥ 10-12 hp, 2♠3♣♦= 4+♥ splinter limit+ , 2NT = 4+♥ limit+		
1♠		5	3♥ 2♥	9-20	2♣=gf with ♣ or 3♠ 10-12 hp, 3♣♦♥= 4+♠ splinter limit+ , 2NT = 4+♠ limit+		
1 NT				(13)15-17 single odd distribution and out of range might happends	2♠ = stayman, 2♥♥♠NT = transfer 3♠ = weak ♠♦♦, 3♦ = gf ♠♦♦, 3♥ = 3-1-5(4)-4(5), 3♠ = 1-3-5(4)-4(5)		
2♣				strong	2♦ = waiting or weak, 2♥♠ = weak 4+, 2NT = minors 8+hp, 3♣♦ = 5+ suit 8+hp	2♣-2♦-2♥=5+♥ or 20-21NT or 26-27NT 2♣-2♦-2♥-2♠=relay 2♣-2♦-2♥-2NT=minors weak 2♣-2♦-2♥-3♠/♦=weak	
2♦				Multi Weak 6c ♥/♠	23(4)♥/♠ = pass/correct 2NT = F1, 3♣♦ = to play	Responses on 2NT: 3♣ = Max, 3♦♥ = min transfer	
2♥				5♥ 3-9hp	2NT = minor search, 2♠3♣♦ = to play.		
2♠				5♠ 3-9hp	2NT = minor search, 3♣♦♥ = to play.		
2 NT				22-23 NT	Stayman, transfer	Slam Conventions	
3x				6+ weak	Any suit is F	Key-card, splinter, void jump, exlusion blackwood	
3NT				To play			
4♣,♦				Weak 7+			
4♥,♠				Weak 7+			
4 NT				Ask specific A			

