

Defensive and Competitive Bidding	
Overcalls (Style; Responses; Reopening)	
1 level = light 2-level = sound	
1 NT overcall (2ND/4TH; Responses; Reopening)	
15-18, nt system on	
Jump Overcalls (Style; Responses; Unusual NT)	
May be weak, normally constructive, 1m=2m= ♠+♥ , 1M-2M= other M + m	
Direct and Jump Cue Bids (Style; Responses)	
1x-3x = ask for stopper	
VS. NT (vs. Strong/Weak; Reopen: PH)	
2.nd hand: Multilandy 4 th hand: DONT VS weak (max12hp): dbl = 13+ balanced, multilandy	
VS. Preempts (Doubles; Cue bids; Jumps; NT bids)	
Leaping michaels vs weak2	
VS. Artificial Strong Openings	
Yeslek	
Over Opponents' take out double	
2 - level = forcing Rdbl = 9 hcp + 1-level = F1	

Opening Leads Style			
	Lead	In Partner's Suit	
Suit	3 rd -5 th	3 rd -5 th	
NT	2 nd -4 th	3 rd -5 th	
Subseq	May lead 2 nd from bad 4-card suits		
Leads			
Lead	Vs. Suit	Vs. NT	
Ace	AK/AKx/AKxx(x)	AK/AKx/AKxx(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	HT9x/AQT(x)/T9x	HT9x/AQT(x)/T9x	
9	9x/98x/98xx	9x/98x/98xx	
X	Hxx/HT9x/xxxx	HxX HxxxX, xxX	
Signals in order of priority			
	Partners lead	Declarer	Discarding
Suit:	Low= enc	Count	Low=enc
2 nd	Count (hi-even)	Lav	Lav
3 rd	Lav		
NT:	Low = enc	Smith	Low=enc
2 nd	Count	Count	Count
3 rd	Lav	Lav	lav
Signals (including Trump's): smith : low = positive			
Doubles			
Takeout Doubles (Style; Responses; Reopening)			
Negative, responsive, support			
Special, Art and Comp Dbl/Rdbl's			
1♣/♦ - (1♥) - dbl = ♠			
Support dbl			

	System Card	
WBFF		
System:		
Players		
	Karl Chr Baumann	Helge Stornes
System Summary		
General Approach and Style		
5-card majors, 1♦=4+, 1♠= 2+ 1nt = 15(4)-17 Weak 2		
Special bids that may require defence		
1 m - (1♥) - dbl = 4+♠, 1♠= 0-3♠		
Special forcing pass sequences		
Important notes that don't fit		
Good/Bad 2nt in most competitive positions		
Psychics		
May occur		

Leads and Signals

Opening	Art	Min. #	Neg. D. through	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		2	4♠	9-22	nat 2♣=Inverte minor, 2nt = 11-12, 2♦ = 6-9,5+♣, 2♥/♠=6 cards 6-8 HP, 3♣ = pree, 3x=void, 3nt=13-15	1x-1y, 1z : 2♣ = transfer (play 2♦ or any limit) 2♦= GF, any, others = to play 1m-1x, 2nt =18-29	2NT=Inverted minor
1♦		4	4♠	9-22	2♦=Inverted minor, 2M=6 cards 6-8 HP, 2nt =11-12, 3♣ = 6-9, 4+♦, 3♦ = pree, 4+♠, 3♥/♠=void	1m-1M, 2M: 2nt=relay, new suit = longsuit GT	
1♥		5	4♠	9-22	2nt=GF ♥, 3♥=limit ♥, 3♣/♦=splinter ♣/♦, 2♠=splinter ♠	1M-2M: 2NT=Balanced inv, new suit=short suit	2♣ = 8-11, 3-♥ 2♦ = 8-11, 4-♥
1♠		5	4♥	9-22	2nt=GF ♠, 3♣/♦=splinter ♣/♦, 3♥=splinter ♥ 4x = Void	As 1♥	As 1♥
1 NT			3♠	15(4)-17, bal	Stayman, transf, 2♠ = minor transfer, 3x = shortness	1nt-2♣, 2♦-2♥ = weak, ♥/♠, 2♠= 4♠, limit 1nt-2♣, 2♦/♥ – 2♠ = relay 1nt-2♣, 2♠-3♣=relay 1nt – 2♦, 3♥ = 5+♠ and 3+♥ , 3♠ = 5+♥ and 3+♠	
2♣	x			Strong, tricks or points	2♦ = waiting, nat	2♣-2♦, 2M-3♣=second neg	
2♦				Weak 2,2-10 hcp	2nt=nat inv, 2 level not forcing, 3 level forcing	2♦-2nt: new suit shows interest and honor in suit	
2♥		5		Weak 2,2-10 hcp	2nt = asking for minor, 2 level not forcing, 3 level forcing	2♥-2nt: 3x=shortness 2♥ - (dbl) - : xx= penalty invite	
2♠		5		Weak 2,2-10 hcp	2nt = asking for minor, 3 level forcing	As 2♥	
2 NT				22-24, bal	Puppet stayman, transf 3♦/♥, 3♠ = minor stayman, 4x = slam try (♣=♥, ♦=♠, ♥=♣,♠=♦)	Slam Conventions	
3x				Pre acc to vul		RKC 4nt 0314 (4♠ if ♦/♠) DOPI/ROPI/REPO Cue bids Splinter Exclusion RKC 0314	
3NT				Running ♣/♦ No side A/K	4♣ = P/C, 4♦ = relay		
4♣,♦				Pre acc to vul			
4♥,♠				Pre acc to vul			
4NT							