

| Defensive and Competitive Bidding | |
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| 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 | Hxxx/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 | | | |

| | | |
|--|---|--|
|  WBF | System Card | |
| |  |  |
| 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 | | |

| 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 | | | | | | | |