



Defensive and Competitive Bidding	
Overcalls (Style; Responses; Reopening)	
Normal overcalls.	
1 NT overcall (2ND/4TH; Responses; Reopening)	
15-17 HP. Same system as in offensive bidding.	
Jump Overcalls (Style; Responses; Unusual NT)	
Weak jumps	
Direct and Jump Cue Bids (Style; Responses)	
CUE = both M over m. The other M and a m over a M.	
Jump to 2NT: The two lowest unbid suits.	
VS. NT (vs. Strong/Weak; Reopen: PH)	
Vs. NT: "Amundsen", i.e.: 2♣ = ♦ or both M. 2♦ = ♥ or ♠ + a minor. 2♥ = ♥ + a minorm. 2S = S. 2NT = both minors.	
VS. Preempts (Doubles; Cue bids; Jumps; NT bids)	
X = TO	
X of a CUE or an Artificial bid = Lead directing	
VS. Artificial Strong Openings	
2♣ = 20+ suited or 22-23/26+NT. 2NT = Can be 15+ and 5-5 in the minors. 2♦ = Multi (Weak 2 M or 20-21/24-25NT	
Over Opponents' take out double	
Mainly SYSTEM ON (we ignore the x).	
Xx = wants to penalize the enemy.	

Leads and Signals			
Opening Leads Style			
	Lead	In Partner's Suit	
Suit	Distributional leads: 3 <sup>rd</sup> /5 <sup>th</sup>	Same as against suit:	
NT	Hi-Lo = 2/4/6 cards in the suit	Lo-Hi = 3-5-7 cards in the suit	
Subseq	Standard Count from remaining Nos. Invitational from a suit both have bid.		
Leads			
Lead	Vs. Suit	Vs. NT	
Ace	AK/AKx/AKxx(x)	AK/AKx/AKxx(x)	
King	KQ/KQJ(x)/KQT/Kx	KQ/KQJ(x)/KQT/Kx	
Queen	AQJ(x)/QJ(x)/QJT/Qx	AQJ(x)/QJ(x)/QJT/Qx	
Jack	HJT(x)/JT(x)/Jx	HJT(x)/JT(x)/Jx	
10	HT9x/AQT(x)/T9x/Tx	HT9x/AQT(x)/T9x/Tx	
9	H9x/9xx/T9/9x	H9x/9xx/T9/9x	
X	Hx <del>xx</del> /H <del>T</del> 9x/xx <del>xx</del> ( <del>x</del> )	Hx <del>xx</del> /H <del>T</del> 9x/xx <del>xx</del> ( <del>x</del> )	
Signals in order of priority			
	Partners lead	Declarer	Discarding
Suit:	Encouraging /Lavinthal	Count	Strength
2 <sup>nd</sup>	Count	Count	Count
3 <sup>rd</sup>			
NT:	Encouraging	Count	Encouraging
2 <sup>nd</sup>	Count	Count	Count
3 <sup>rd</sup>			
<b>Signals (including Trump's):</b> A low card is encouraging. Smith Peter against NT. Standard count. Lavinthal in obvious situations			
Doubles			
Takeout Doubles (Style; Responses; Reopening)			
Normal. Penalty doubles are seldom applied.			
Special, Art and Comp DbI/Rdbl's			
BUK-Doubles when nobody has made an at least INV. Such a double asks partner for another <b>suit</b> bid. Reese Doubles.			

 WBF	System Card		
<b>System: BUK Transfer Sys 7,5</b>			
Players	Kåre Ivar Wang	Tommy Sandsmark	
	Bridgekam.	Bridgekam.	
System Summary			
General Approach and Style			
Transfers over 1♣ and 1♦ on the 1 level. Transfers over 1♥ and 1♠ on the 2-level. Structural jumps over 1♥/♠. Asking bids after strong 2♣ opening.			
Special bids that may require defence			
a) All transfers over 1♣ (1♦/♥/♠/2♦/♥), 1♦ (1♥/♠), 1♥ (2♣/♦) and 1♠ (2♣/♦/♥) and 2♣(2♦/♥). b) All jumps over 1♥ (2♠/NT/3♣/♦/♥) and 1♠ (2NT/3♣/♦/♥/♠). c) 2♦ (MULTI: Weak 2♥/♠ or 20-21/24-25NT.) d) 2♥/♠ (Tartan: 5♥/♠ and 4+♣/♦, 6-10HP). e) 2NT = 6-10HP (or 15+) and 5-5 in ♣/♦.			
Special forcing pass sequences			
In all positions where a negative double can be used. When there is a game invitation, or after a xx or a penalty double and a forcing pass is activated.			
Important notes that don't fit			
Tommy doesn't fit anywhere.....!			
Psychics			
No, psyches occur very seldom. However, we may not always remember our own system.			

Opening	Art	Min. #	Neg. D. through	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣	x	2+	3♠	11-14NT or 11-19HP with 4+♣.	1♦ transfers to ♥ (4+♥). 1♥ to ♠. 1♠ to 1NT (= 7-10NT or any hand w. long ♦. 2♦ to 2♥ (= 3-6HP w. 6♥). 2♥ to 2♠ (= 3-6HP w. 6♠). 2♠ (= 15+ w. 6 m).	Bid in the transfer suit = 3+cards. Jump to 2 = 4+, 11-12HP. XY. ROMEX. A m suit after a bid M = Canapé. Double jump = short suit.	The same. May be a little weaker. (XY = Invitation or GF after 3 bids on the 1 level.)
1♦	x	2+	3♠	18-19NT or 11-19HP with 4+♦.	1♥ shows 4+♠. 1♠ then shows at least 3♠. 1♠ shows 4+♥. If 2♣: 5-4 in ♣/♦. If subsequent bid 2♦: 6+♦. 2♣ shows a weak hand with ♣ or INV/GF in ♣/♦.	1NT=18-19NT. Jump to 2NT over 1♥/♠ shows 18-19NT with 4 card support in ♥/♠. Subsequent bid in ♣/♦ after showing 4♥/♠ is Canapé. XY. ROMEX	The same. May be a little weaker.
1♥		5+	3♠	11-19HP.	1NT = 7-10HP. 2♣ shows an INV+ with one or both ♣/♦. 2♦/♥ shows 3♥. Any jump shows 4+♥. 2NT is GF (Stenberg) = 14+, GF and a 4 card support.	ROMEX trial bids. XY after 1♥-1♠-1NT. Special sequences after 2♣. Jumps show 4+ in the opening suit.	The same. May be a little weaker.
1♠		5+	3♠	11-19HP.	1NT = 7-10HP. 2♣ shows an INV+ with one or both ♣/♦. 2♥/♠ shows 3♠. Any jump shows 4+♠. 2NT is GF (Stenberg) = 14+, GF and a 4 card support.	ROMEX trial bids. Special sequences after 2♣/2♦. Jumps show Jumps show 4+ in the opening suit.	The same. May be a little weaker.
1 NT		2+	2♠	15-17HP. All Balanced / Semi-Bal hands	2♣ = "DropDead Stayman". 2♦/♥ = Transfer to ♥/♠. 2♠ = Transfer to one or both minors. 3x = HHxxxx. 4♣/♦ = SA Texas to 4♥/♠.	3♣ = new relay and GF. "Smolen" (jump in a major after 1NT - 2♣ - 2♦ shows GF and 5-4 in the majors, 4 in the jump suit.	The same.
2♣	x	0		Strong. 20+ suited or 22-23/26+NT.	The system's strongest opening. Tempo Force to 2NT, 3♥/♠ or 4♣/♦. 2♦/♥ = transfer to 2♥/♠ (shows Hxxx+) 3 ♣/♦ = HHxxxx.	Asking bids, Precision style (We will alert when they occur): ETA and EPSILON.	The same.
2♦	x	0		MULTI: Weak 2♥/♠ or 20-21/24-25NT.	2♥/♠ = stop bids. 2NT = Asks about the opening. New suit on the 2 level = NF.	Upon 2NT: 3♣ = Max hand, 3♦/♥ = Transfer bids with weak weak 2♥/♠. After 2NT-3♣: 3♦ = asks for the suit (♥=♠ and ♠=♥).	The same. May be a little stronger.
2♥		5		TARTAN: 5♥ and 4+♣/♦ 6-10HP.	2NT asks for the minor suit. 3♥/4♥ = for play. New suit = RF. 4♠ = for play.		The same. May be a little stronger.
2♠		5		TARTAN: 5♠ and 4+♣/♦ 6-10HP.	2NT asks for the minor suit. 3♠/4♠ = for play. New suit = Forcing. 4♥ = for play.		The same. May be a little stronger.
2 NT	x	0		5-5 in ♣/♦ and 6-10HP or 15+HP.	3♣/♦ = for play. If the opener now bids 3♥/♠, he shows 15+ (CUE). 4♣/♦ = Preemptive invitation. New suits from the responder = RF.	Slam Conventions	
3x		6+		Weak. 6-10HP 6+♣/♦ or 7+♥/♠.	All new suits from the responder = Forcing.	ROMEX sequences and Transfer sequences after 1♣/♦ openings. Splinter.	
3NT		0		Solid ♣/♦: AKQxxxx in Either ♣ or ♦.	4♣ = asks for pass or adjustment to ♦. 4♥/♠ = for play.	Special sequences after 1♥/♠ opening. "Stenberg" (jump to 2NT). CUE-Bids.	
4♣/♦		0		Solid ♥/♠: AKQxxxx.	The relay suit asks for length.	RKCB (Roman Key Card Blackwood). Exclusion Blackwood. Josephine.	
4♥/♠		7		Not-running ♥/♠.	4NT = RKCB.	Asking Bids after 2♣ opening: Precision style (ETA and EPSILON).	
4NT		0		Asks for Specific Aces.	5♣ = 0 Aces. 5♦/♥/♠/6♣ = Ace. 5NT = 2 Aces.	4NT opening.	