




Defensive and Competitive Bidding
Overcalls (Style; Responses; Reopening)
Normally sound, but may be weak 1-level (lead direction)
1 NT overcall (2ND/4TH; Responses; Reopening)
15-18 1-3 <sup>rd</sup> , 12-15 4 <sup>th</sup> . NT system ON.
Jump Overcalls (Style; Responses; Unusual NT)
(2/3M) - 4m: = 5+m 5M (other M) 2NT: 2 lowest unbid suits , weak/strong (1♥)-p-(2♥) -2NT = minors (1♠)-p-(2♠)-2NT= 5-5 ♥+minor
Direct and Jump Cue Bids (Style; Responses)
Michaels after 1M (other M+ a minor) (1♠)-2♦ = one Major (multi) (1♠) -2♥ = both M weak/strong
VS. NT (vs. Strong/Weak; Reopen: PH)
Vs strong (from 13 + NT) X=at least same strength (1st pos) In 4 <sup>th</sup> seat may be more balance-pos. 2♣= both M, 2♦=1 M(5+), 2♥♠= 4+M&5+ minor
VS. Preempts (Doubles; Cue bids; Jumps; NT bids)
Take-out DBL Over 3m -4m =both M Over 2/3M , 4m shows that m + 5 in other M 4NT = both minor
VS. Artificial Strong Openings
Yezlek vs strong 1♣ and 2♣ opening
Over Opponents' take out double
XX= 9+ hp , after 1♣-x -sys same as pass -xx still 9+hp.

Leads and Signals			
Opening Leads Style			
	Lead	In Partner's Suit	
Suit	3 <sup>rd</sup> -5 <sup>th</sup>	3 <sup>rd</sup> -5 <sup>th</sup>	
NT	Invite	3 <sup>rd</sup> -5 <sup>th</sup>	
Subseq			
Leads			
Lead	Vs. Suit	Vs. NT	
Ace	AKx/AKxx(x)	AK/AKx/AKxx(x)	
King	AK/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	H9x/9xx/T9	H9x/9xx/T9	
X	Hxx <del>x</del> /HT9 <del>x</del> /x <del>xxx</del> (x)	Hxx <del>x</del> /HT9 <del>x</del> /x <del>xxx</del> (x)	
Signals in order of priority			
	Partners lead	Declarer	Discarding
Suit:	Enc/Discrg	Count	Enc/Discrg
2 <sup>nd</sup>	Count	S/P	Count
3 <sup>rd</sup>	S/P		S/P
NT:	Enc/Discrg	Smith	Enc/Discrg
2 <sup>nd</sup>	Count	Count	Count
3 <sup>rd</sup>	S/P	S/P	S/P
<b>Signals (including Trump's):</b> Low=Enc, smith vs NT (low from leader=good, high from pd= good) Lavintahl in trump when possible.			
Doubles			
Takeout Doubles (Style; Responses; Reopening)			
Sound style, light reopenings			
Special, Art and Comp Dbl/Rdbl's			
RDBL in transfer seq shows 3 card support at 1-2 level.			

	System Card		
WBFF			
System:			
Players	Sam Inge Høyland	Kjell Gaute Fyrn	
	Bergen Akademiske BK	Bergen Akademiske BK	
System Summary			
General Approach and Style			
Natural, 2/1 style.			
15-17NT			
Transfers responses after 1♣-opening			
3 <sup>rd</sup> seat opening may be light .			
Special bids that may require defence			
2♦ Multi 0-10 hp. (0-8 non-vul/6-10)			
2♥♠ 5card 0-8 non-vul, 5 card and 4+ ♣or♦ 6-10			
(1♠) -2♦=multi, 2♥ both M weak, 2♠ both M strong			
If strong ♣ = Yezlek defence all levels			
Special forcing pass sequences			
1X - bid -pass may be forcing. 2♠ -bid-pass=4+hp			
Important notes that don't fit			
1♣-(1♦)-1♥=4+♣			
1♣-(1♦)-1♠=exactly 4♣ and 4+♥			
1♣-(1♦)-2♦ =inverted minor			
1♣/1♦ -(1♥) -1♠ =denies 4+♣			
Psychics			
Can occur (very seldom)			

Opening	Art	Min. #	Neg. D. through	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		3	3♠	11-22 hp	1♦=4+♥, 1♥=4+♠, 1♠=6-9 "NT" or any hand 4+♦, 2♣=inv minor 4+♣, 2♦/♥=weak or strong ♥/♠ (if strong 1 looser to singleton). 2♠ 8-11 unbal 5+♣, 2NT=11-12 bal 4+♣, 3♣ pre-empt 5+♣ 3♥♠ splinter, 4♦ void, 4M to play, 4NT = RCBW	Accept transfer with 3+ support.jump to 2 level with 4 card support and minimum opening. 1♣-2♣, 2♦=relay ask for 2♥ --2N= max11-14, 3NT max 18-19 . 1♣-2♣, 2M= nat rev. jump = splinter	1♣-2♣=natural play
1♦		3	3♠	11-22 hp	Natural, 2♦ inv minor, 2M to play , 2NT 11-12, 3♦ pre-empt , 3M =splinter, 4♣ void, 4M play, 4NT RCBW	1♦-2♦ , 2♥ relay for 2♠ --2NT= max 11-14, 3NT = max 18-19. 1♦-2♦, 2♠=nat rev. jump = splinter.	1♦-2♦= natural play
1♥		5	3♠	10-21 hp	1NT 6-11hp, 2♣ all GF balanced or invite w 3♥(11-12) or 5+♠ F1, 2♦ 3-7 ♥-support, or nat F1, 2♠ splinter one suit, 2NT GF w 4+♥, 3♣ 7-9 4♥, 3♦ 10-11 4♥ 3♥ 0-6 4+♥	1♥-2♥: 2♣3♦= shortness inv+, 2NT= any hand inv+. 1♥-2N 3-nat extra. (3cards+) , 4m=void.	1H-2NT= both minors (ok suits)
1♠		5	3♠	10-21 hp	1NT 6-11hp, 2♣ all GF balanced or invite w 3+ ♠ or 5+♠ F1, 2♥ nat F1 or 3-7 support, 3♠ splinter one m. 3♦ 7-11 4♠ 3♥ splinter, 2NT GF w 4+♥	Same as after 1♥	1S-2NT=both minors (ok suits)
1 NT			2♠	(14)15-17 May have 5M, 6m, single H 5422	2♣=Stayman, 2♦♥= transfer, 2♠= minorstayman, 2NT= invite, 3♠♦♥♠= single 4♠♦ M transfer, 4♥♠= to play	1N-2♣, 2♦-2♥= pick a major, to play. , smolen 2♠=rele. Other bid natural .	
2♣	x	0		Any strong hand. If BAL 20-21/ 28-30 hp	2♦ =wait (any hand) , 2♥♠3♦ nat GF, 2NT (54)♠+♦ 7+hp ,3♥♠ 6+cards 0-3hp , 3NT good ♠or♦ nothing else. 4♠♦=transfer M, slamtry vs 28-30 , 4♥♠ to play	2♣-2♦, 2x-3♠= sec neg. 2♣-2♦, 3♠-3♦ sec neg.	
2♦	x	0		Multi 0(6)-10hp 6 card ♥ or ♠, or 25-27 NT	2♥=p/c , 2♠ inv if ♥ , 2NT =ask hand. ,3♦ play, 3♥ p/c, 3♠ nat GF, 3NT=play, 4♠=nat GF, 4♦= bid ur suit, 4♥♠ to play. 4 <sup>th</sup> hand 6 card "7" tricks	After 2♦--2N:3♠ any max,3♦ min♥, 3♥ min♠	
2♥		5		Weak 2 :5 card non-vul,other 4+ minor suit	2♠3♦ natural ,not forcing. 2NT ask minor. 3♠ Cue 3♥ pre-empt, 3NT = to play, 4m= cue, 4♠ to play. 4 <sup>th</sup> hand = 6 card "7"tricks		
2♠		5		Weak 2 -5 card non-vul,other 4+ minor suit	2N= ask. 3♠♦♥ nat not forcing. 3♠ preemt, 3NT play, 4m =cue , 4♥ to play.		
2 NT			4♠	22-24 balanced May have 6m/5M (5422)	3♠= puppetstayman, 3♦♥= transfer, 3♠=minors, 4m= transfer M slamtry (♠=♥) , 4M= slamtry m (♥=♠)	Slam Conventions	
3x				PREEMPT Acc to VUL	New suit F1		
3NT				Solid minor, gambling	4♠ p/c		
4♣,♦				Preempt			
4♥,♠				play			
4NT				Ask specific Aces	5♠ none, 5N=2 aces		