




Defensive and Competitive Bidding
<b>Overcalls (Style; Responses; Reopening)</b>
Michaels cuebid, Leaping Michaels,
<b>1 NT overcall (2ND/4TH; Responses; Reopening)</b>
15-17 Standard system.
<b>Jump Overcalls (Style; Responses; Unusual NT)</b>
2nt is minors. Agressive style. Michaels is always oppsite majors and clubs
<b>Direct and Jump Cue Bids (Style; Responses)</b>
Agressive style.
<b>VS. NT (vs. Strong/Weak; Reopen: PH)</b>
2 clubs is majors 2 Dia is one major (weak) 2spa/2hearts is nat and constructive
<b>VS. Preempts (Doubles; Cue bids; Jumps; NT bids)</b>
Standard
<b>VS. Artificial Strong Openings</b>
Yeslek
<b>Over Opponents' take out double</b>
Standard

Leads and Signals			
Opening Leads Style			
	Lead	In Partner's Suit	
Suit	3 <sup>rd</sup> -5 <sup>th</sup> =odd; 2-4 <sup>th</sup> -6 <sup>th</sup> =even	3 <sup>rd</sup> -5 <sup>th</sup> =odd; 2-4 <sup>th</sup> -6 <sup>th</sup> =even	
NT	3 <sup>rd</sup> -5 <sup>th</sup> =odd; 2-4 <sup>th</sup> -6 <sup>th</sup> =even	3 <sup>rd</sup> -5 <sup>th</sup> =odd; 2-4 <sup>th</sup> -6 <sup>th</sup> =even	
Subseq			
Leads			
Lead	Vs. Suit	Vs. NT	
Ace	AK/AK <sub>x</sub> /AK <sub>xx</sub> (x)	AK/AK <sub>x</sub> /AK <sub>xx</sub> (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	HT9 <sub>x</sub> /AQT(x)/T9 <sub>x</sub>	HT9 <sub>x</sub> /AQT(x)/T9 <sub>x</sub>	
9	H9 <sub>x</sub> /9 <sub>xx</sub> /T9	H9 <sub>x</sub> /9 <sub>xx</sub> /T9	
X	H <sub>xx</sub> <u>x</u> /HT9 <sub>x</sub> /x <sub>xxx</sub> (x)	H <sub>xx</sub> <u>x</u> /HT9 <sub>x</sub> /x <sub>xxx</sub> (x)	
Signals in order of priority			
	Partners lead	Declarer	Discarding
Suit:	Att.	St.Count	St.Count
2 <sup>nd</sup>			
3 <sup>rd</sup>			
NT:	Att.	St.count	St.Count
2 <sup>nd</sup>			
3 <sup>rd</sup>			
<i>Signals (including Trump's):</i> Standard Count. Upside Att.			
Doubles			
Takeout Doubles (Style; Responses; Reopening)			
Standard			
Special, Art and Comp Dbl/Rdbl's			
Standard			

System Card		
		
<b>WBFF</b>		
System:		
<b>Players</b>	Geir Brekka	Øyvind Saur
	Norway	Norway
System Summary		
General Approach and Style		
Natural. 2Dia = Multi 2/1 is GF. (An Exception)		
Special bids that may require defence		
2Dia = Multi		
Special forcing pass sequences		
Important notes that don't fit		
Psychics		
Occasionally		

Opening	Art	Min. #	Neg. D. through	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		4	3sp	10-21	Nat and rev. minor		
1♦		4	3sp a	10-21	Nat and rev minor		
1♥		4	3 spa	10-21	Nat. 2nt is GF with Hearts. 1-3 = Invi.		
1♠		4	3 He a	10-21	Nat. 2nt is GF with Hearts. 1-3 = Invi.		
1 NT				15-17	Stayman and transfers	3C/3Dia is inv. 3Hea/3Spa is singleton	
2♣		0		Strong	2 dia, 2nt minors, 3x is strong.		
2♦		0		Multi (nt 25+)	2nt is forceing		
2♥		5-6		Weak 2	2nt is forcing		
2♠		5-6		Weak 2	2 nt is forcing		
2 NT		20-21				Slam Conventions	
3x		6		Preemtive		RKC, Cuebids.	
3NT			Solid minor	4Dia is slamtry			
4♣,♦		6		Preemtive			
4♥,♠		6		Chanse			
4NT				Aks spe. aces			