

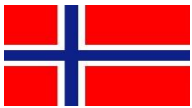


Defensive and Competitive Bidding
<b>Overcalls (Style; Responses; Reopening)</b>
may be weak 1-level (lead direction)
<b>1 NT overcall (2<sup>ND</sup>/4<sup>TH</sup>; Responses; Reopening)</b>
15-18 NT system ON.
<b>Jump Overcalls (Style; Responses; Unusual NT)</b>
2NT: 2 lowest unbid suits, weak or strong
<b>Direct and Jump Cue Bids (Style; Responses)</b>
Michaels after 1M (other M+♣), weak or strong, both after 1♦ (1♠-2♣ = ♠, 1♠-2♦ both Majors)
<b>VS. NT (vs. Strong/Weak; Reopen: PH)</b>
Vs strong (from 13 + NT) X=streight 2♣= both M 2♦=♥/4♠+longer minor, 2♥= 4♥/+longer minor 3 level NAT preempt
<b>VS. Preempts (Doubles; Cue bids; Jumps; NT bids)</b>
Take-out DBL Over 3mi - 4mi = both M 2M/3mi/M.. 4m=m+ one M (3M) - 4NT = both minor
<b>VS. Artificial Strong Openings</b>
Over 1♣: Dbl = majors, NT= minors
<b>Over Opponents' take out double</b>
XX= 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	3 <sup>rd</sup> -5 <sup>th</sup>	3 <sup>rd</sup> -5 <sup>th</sup>	
Subseq	Attitude when playing a new suit		
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/T9x	HT9x//T9x	
9	9x, (H98(x))	9x, 9xx, 98xx(x), H98x(x)	
X	3 <sup>rd</sup> /5 <sup>th</sup>	Hxx / Hxx/xxx/xxxx	
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	Count	Enc/Discrg
2 <sup>nd</sup>	Count	S/P	Count
3 <sup>rd</sup>	S/P		S/P
<b>In General:</b> low/high = encouraging			
Doubles			
Takeout Doubles (Style; Responses; Reopening)			
Support double / negative double / Sound style, light reopenings			
Special, Art and Comp Dbl/Rdbl's			
<b>RDBL in transfer seq shows STRENGTH</b>			

	<b>System Card</b>	
<b>WBF</b>		
<b>System:</b>		
	Svein Karlberg 26241	
<b>Players</b>	Eric Arvidsson 44896	
<b>System Summary</b>		
<b>General Approach and Style</b>		
Natural, 2/1 style. (5542)		
15-17 NT		
Transfers responses after 1♣-opening		
<b>Special bids that may require defence</b>		
1♣ - 2♦ = inv MM (at least 5-5)		
<b>Special forcing pass sequences</b>		
1X - bid -pass may be forcing. 2♣ -bid-pass=4+hp		
<b>Important notes that don't fit</b>		
1♣ (1♦) 1♥ = 4+♠		
1♣ (1♦) 1♠ = exactly 4♠ and 4+♥		
1♣/1♦ (1♥) -1♠ = denies 4+♠		
XYZ		
Gazilli		
<b>Psychics</b>		
occurs		

Opening	Art	Min. #	Neg. D. through	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		2	3♣	11-22 hp (usually 1♣ with same length in ♠&♦)	1♦=4+♥, 1♥=4+♠, 1♠=6-10"NT" or any hand 4+♦, 1NT=11/12, 2♣=8-11 5+♠, 2♦=MM Inv, 2♥=GF 4+supp, 2♠ = inv 6+♣, 2NT=12-13 bal, 3♣ pre-empt 5+♠, 3♥♥♠=preempt, 4M to play	Accept transfer with most hands with 3crd (or 4crd) support, jump to 2 level with 4crd support and 11-13 opening.	1♣-2♥♠= inv 5card+ support
1♦		4	3♣	11-22 hp	2♦ 4+ supp 6-10hp 2♥=GF 4+supp, 2♠ = inv 4+♦ 2NT=12-13 bal, 3♦ pre-empt, 3♣♥♠=preempt, 4M to play		As 1♣
1♥		5	3♣	11-21 hp	1NT= 6-11hp, 2♠=natural F1 or inv w 3♥, 2♦= nat F1 2NT inv w 4+♥, 2♠=5-8 single?, 3♠=inv with ♣ 3♦ = inv with ♦, 3♠4♠♦ = void, 3♥ preempt	1♥-2♥: 2♣3♦♦= shortness inv+, 2NT= any hand inv+. 1♥-2NT: 3♠=min, 3♦=14+no sing, 3♥=sin ♣, 3♠=sing ♦, 3 =singel, 3NT=18-19, 4♠♦ = void	2N inv with support + any singel
1♠		5	3♣	11-21 hp	1NT= 6-11hp, 2♠=natural F1 or inv w 3♠, 2♦= nat F1, 2♥=nat GF, 2♠=nat 5-8, 2NT inv w 4+♠, 3♠=inv with ♣ 3♦ = inv with ♦, 3♥4♠♦ = void, 3♠ preempt	Same as after 1♥	2N inv with support + any singel
1 NT			2♠	15-17 May have 5M, 6m, single H 5422	2♠=Stayman, 2♥♥♠NT= transfer 3-level single	1NT-2♠ // 2♦-2♥= pick a major, to play, 2♠ inv. 1NT-2♠ // 2NT=support, // new suit shortness ST 1NT-2♠ // 2♦ -3♥♠/ Smolen	
2♣	x	0		Any strong hand. If balanced 22-24	2♦ =wait (any hand), 2♥♠/3♦♦ nat GF 2NT=at least 5-5 in ♣♦ GF 3♥♠= max 1 card. 3nt = 5+5+ in ♥♠, no slaminterest	2♣ - 2♦ // 2Ma = F1 2♣ - 2♦ // 2Ma - 3♣ = second negative 2♣-2♦, 3M = 4 card, 5+ ♦	
2♦				Weak (3-9)	6 cards ♥♠ in red. Could be 5 in green	2NT= Forcing and ?, 3♥/4♥ pass or correct 4♣=PD bid transfer t your suit,	
2♥		6		10-13 with ♥	2♣/3♦ = F1, 2NT= asking for singleton or void, 3♣=?: 3♦ = Min Hcp/bad suit ... 3♥= pre-empt		
2♠		6		10-13 with ♠	Similar as above		
2 NT				20-21 balanced May have 6m/5M (5422)	3♣= puppetstayman, 3♥♥= transfer, 3♠=minors, 4mi= transfer M slamtry (♠=♥), 4M= slamtry mi (♥=♠)	<b>Slam Conventions</b>	
3x				Preempt	New suit F1	0314 RCKB, Dopi Ropi, Splinter bids, Cuebids (1st 2nd controls)	
3NT				Solid Major	4♣ ask for suit below		
4♣, ♦				Preempt			
4♥, ♠				play			