




Defensive and Competitive Bidding
Overcalls (Style; Responses; Reopening)
may be weak 1-level (lead direction)
1 NT overcall (2 ND /4 TH ; Responses; Reopening)
15-18 NT system ON.
Jump Overcalls (Style; Responses; Unusual NT)
2NT: 2 lowest unbid suits, weak or strong
Direct and Jump Cue Bids (Style; Responses)
Michaels after 1M (other M+♣), weak or strong, both after 1♦ (1♣-2♣ = ♣, 1♣-2♦ both Majors)
VS. NT (vs. Strong/Weak; Reopen: PH)
Vs strong (from 13 + NT) X=strenght 2♣= both M 2♦=♥/4♠+longer minor, 2♥= 4♥/+longer minor PASS HAND DONT
VS. Preempts (Doubles; Cue bids; Jumps; NT bids)
Take-out DBL Over 3mi - 4mi = both M 2M/3mi/M.. 4m=m+ one M (3M) - 4NT = both minor
VS. Artificial Strong Openings
Over 1♣: Dbl = majors, NT= minors
Over Opponents' take out double
XX= 9+ hp , .

Leads and Signals			
Opening Leads Style			
	Lead	In Partner's Suit	
Suit	3rd-5th	3rd-5th	
NT	3rd-5th	3rd-5th	
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	3rd /5th	Hxx / Hxx/xxx/xxxx	
Signals in order of priority			
	Partners lead	Declarer	Discarding
Suit:	Enc/Discrg	Count	Enc/Discrg
2 nd	Count	S/P	Count
3 rd	S/P		S/P
NT:	Enc/Discrg	Count	Enc/Discrg
2 nd	Count	S/P	Count
3 rd	S/P		S/P
In General: low/high = encouraging			
Doubles			
Takeout Doubles (Style; Responses; Reopening)			
Support dbl / negative dbl / Sound style, light reopenings			
Special, Art and Comp Dbl/Rdbl's			
RDBL in transfer seq shows STRENGTH			

	System Card		
WBF			
System:			
Players	Svein Karlberg 26241		
	Kåre Bogø		
System Summary			
General Approach and Style			
Natural, 2/1 style. (5542) 15-17 NT Transfers responses after 1♣-opening			
Special bids that may require defence			
1♣ - 2♦ = inv MM (at least 5-5)			
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♦ (1♥) -1♠ = denies 4+♣ XYZ Gazilli			
Psychics			
occurs			

