




Defensive and Competitive Bidding	
Overcalls (Style; Responses; Reopening)	
Conservative overcalls, light Reopening	
1 NT overcall (2ND/4TH; Responses; Reopening)	
15-18, sys on	
Jump Overcalls (Style; Responses; Unusual NT)	
Light Jump, conservative Michaels and Unusual NT	
Direct and Jump Cue Bids (Style; Responses)	
VS. NT (vs. Strong/Weak; Reopen: PH)	
2♣ = ♦ or ♥+♠, 2♦ = ♥ or ♠+♣/♦ 2♥ = ♥+♣/♦, 2♠ = ♠, 2NT = minors or any strong 2 suiter	
VS. Preempts (Doubles; Cue bids; Jumps; NT bids)	
VS. Artificial Strong Openings	
Against strong 1♣/2♣: x = ♣, NT = ♣+♦,	
Over Opponents' take out double	
XX = 9+	

Leads and Signals			
Opening Leads Style			
	Lead	In Partner's Suit	
Suit	3 rd -5 th =odd; 2-4 th -6 th =even	3 rd -5 th =odd; 2-4 th -6 th =even	
NT	3 rd -5 th =odd; 2-4 th -6 th =even	3 rd -5 th =odd; 2-4 th -6 th =even	
Subseq			
Leads			
	Vs. Suit	Vs. NT	
Ace	AK/AK _x /AK _{xx} (x)	AK/AK _x /AK _{xx} (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 _x /AQT(x)/T9 _x	HT9 _x /AQT(x)/T9 _x	
9	H9 _x /9 _{xx} /T9	H9 _x /9 _{xx} /T9	
X	H _{xxx} /HT9 _x /x _{xxx} (x)	H _{xxx} /HT9 _x /x _{xxx} (x)	
Signals in order of priority			
	Partners lead	Declarer	Discarding
Suit:	Strength/weaknes	lavintahl	lavintahl
2 nd	distrubution	distrubution	Strength/weaknes
3 rd	lavintahl		
NT:	srength/weaknes	lavintahl	lavintahl
2 nd	distrubution	distrubution	Strength/weaknes
3 rd			distrubution
Signals (including Trump's):			
Low is encourage, std count			
Doubles			
Takeout Doubles (Style; Responses; Reopening)			
normal			
Special, Art and Comp Dbl/Rdbl's			

	System Card	
WBF		
System:		
Players		
Erik Eide		Jo Arne Ovesen
System Summary		
General Approach and Style		
2/1		
Special bids that may require defence		
Special forcing pass sequences		
Important notes that don't fit		
Psychics		
rarily		

Opening	Art	Min. #	Neg. D. through	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		3	2♠/3♠	10-22hp	Nat, 2♣ = inv minor GF, 2♦♥♠ = splinter		
1♦		3	2♠/3♠	10-22hp	Nat, 2♦ = inv minor GF, 2♥♠3♣ = splinter		
1♥		5	2♠/3♠	10-20hp	1NT= semi Forching, 2♣ = nat GF/3♥ 10-12hp 2NT = 4+♥ invitt +, 2♠3♣♦ = splinter, 3♥ = 6-9 4♥		2♣ = 9-12 3♥, 2♦ = 4+♥ 9-12
1♠		5	2♥/3♥	10-20hp	1NT= semi Forching, 2♣ = nat GF/3♠ 10-12hp 2NT = 4+♠ invitt +, 3♣♦♥ = splinter, 3♠ = 6-9 4♠		2♣ = 9-12 3♠, 2♦ = 4+♠ 9-12
1 NT				15-17hp Out of Range/shape occurs	2♣ = stayman, 2♦♥♠NT = transfers, 3♣ = ask 5M 3♦ = 5-5m GF, 3♥♠ Nat slam try, 4♣/♦ = ♥/♣♦		
2♣				Strong or tricks	2♦ = neg/waiting, 2♥♠3♣♦ = nat, 2NT = both minors		
2♦	X			3-7 hp multi 6(5)+♥/♠	2NT = ask, 2/3M= P/C, 3♣♦ = nat non F	2♦ - 2NT - ? 3♣ = Max → 3♦ ask → 3♥=♠, 3♠=♥	
2♥		6+		8-11hp	2NT ask shortnes/max min	3♥ = Min without shortnes, 3NT = Max without shortnes 4♣♦ = Void, 4♥ = void in ♠, 3♣♦♠ = singleton	
2♠		6+		8-11hp	2NT ask shortnes / max min	3♣♦♥ = singleton, 4♣♦♥ = Void 3♠ = Min without shortnes, 3NT = Max without shortnes	
2 NT				20-21	Puppet stayman, transfers 4♣/♦ = 6+♥/♠ at least mild slamtry 4♥/♠ = slamtry in ♣/♦	Slam Conventions	
3x		6+		preemt		RKC 0314, exlusion RKC, 4NT ask specifix A	
3NT				To play	Dont promise solid minor		
4♣,♦		7+		preemt			
4♥,♠		6+		preemt			
4NT				Ask spec Ace	5♣ = 0, 5♦♥♠ = A in suit, 5NT = ♣A, 6♣ = ♣A + 1 higher, 6♦ = ♦A+1 higher		