

Defensive and Competitive Bidding
Overcalls (Style; Responses; Reopening)
Sound (1cl) - (1sp, if trf) - 2cl = 5 - 4 in majors, 2di = 5 - 5 in maj (1cl) - (1NT) - 2cl = 5 - 4 in majors, 2di = 5 - 5 in maj
1 NT overcall (2ND/4TH; Responses; Reopening)
15 - 17, system on
Jump Overcalls (Style; Responses; Unusual NT)
Sound
Direct and Jump Cue Bids (Style; Responses)
Over minor = Both Major Over major = Other maj + clubs
VS. NT (vs. Strong/Weak; Reopen: PH)
2cl = Both Maj 2di = weak major 6 card suit * 2maj = Constructive 6 card suit *Could be 2di player bidding 2NT implies 55 with opposite major and a minor 2di player bidding 3mm implies 55 with partner's bid major and a minor
VS. Preempts (Doubles; Cue bids; Jumps; NT bids)
Lebensohl
VS. Artificial Strong Openings
2cl x = both maj 2NT and onwards = yesleck, suit above or 2 next suits
Over Opponents' take out double
Redbl = suit above

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	Attitude	3 rd -5 th =odd; 2-4 th -6 th =even	
Subseq			
Leads			
Lead	Vs. Suit	Vs. NT	
Ace	AK/AKx/AKxx(x)	AK/AKx/AKxx(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	HT9x/AQT(x)/T9x	HT9x/AQT(x)/T9x	
9	H9x/9xx/T9	H9x/9xx/T9	
X	Hxx/H9x/xxxx	Hxx/H9x/xxxx	
Signals in order of priority			
	Partners lead	Declarer	Discarding
Suit:	Attitude	Count	Attitude
2 nd	Suitpref		Count
3 rd			
NT:	Attitude	Count	Attitude
2 nd	Suitpref		Count
3 rd			
Signals (including Trump's): Low encouraging, Hi - low Even			
Doubles			
Takeout Doubles (Style; Responses; Reopening)			
Special, Art and Comp Dbl/Rdbl's			
Support dbl			

System Card		
		
WBF		
System:		
Players	Erik Berg Rune Hauge Fred Arne Moen Jan Petter Svendsen Erik Sælensminde	
System Summary		
General Approach and Style		
2/1		
Transfer responds at 2 level after opening 1 minor 2 cl strong 2di 18 - 19 NT, no 5 card maj 2maj weak		
Special bids that may require defence		
1cl - 1di = no 5-card major		
Special forcing pass sequences		
Important notes that don't fit		
Psychics		
Rare		

Opening	Art	Min. #	Neg. D. through	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		3	4 h		1di could be short, just denies 5 card major, 1major shows 5+ cards, transfers from 2 cl, 2 sp = inverted		
1♦		3	4h		Transfers from 2 di, 2sp = inverted, 3cl constructive		
1♥		5	4d		2cl = nat or 10 - 12 3 card supp, 2nt = 7 + Hp balanced with 4 card supp, mini/maxi splinters 7 - 11 or 16+, 3sp = any splinter 12-15, 3NT/4m = void		2cl = 10 - 11 3 card support 2di = 10 - 11 4 card support
1♠		5	4d		2cl = nat or 10 - 12 3 card supp, 2nt = 7 + Hp balanced with 4 card supp, mini/maxi splinters 7 - 11 or 16+, 3NT = any splinter 12-15, 4 level = void		2cl = 10 - 11 3 card support 2di = 10 - 11 4 card support
1 NT				(14)15 - 17 Balanced	Puppet stayman Transfers 2sp = Range asking, 2NT =minor(s)		
2♣	x			Strong Tricks or 20 - 21 Bal	2di = waiting 2maj/3x = transfers 2NT = Both minors or both majors 5 - 5		
2♦	x			18 - 19 Bal No 5 card maj	2maj = transfers 2NT = Both minors or both majors 5 - 5 3kl smolen, 3 di 4 - 4 majors, 3maj = 4card other maj		
2♥				Weak 6 card suit	2sp not forcing 2nt forcing		
2♠				Weak 6 card suit	2nt forcing		
2 NT				22 - 24 Balanced	Muppet Stayman	Slam Conventions	
3x				Weak	3cl - 3di = enquire	RKCB 1430, if club 0314 Minor Blackwood if supported earlier	
3NT	x			Running minor		Dopi, Ropi, Depo	
4♣,♦				Preempt			
4♥,♠				To play			
4NT				Ace ask			