

Defensive and Competitive Bidding
Overcalls (Style; Responses; Reopening)
1 - level: 5-17hp
2 - level: Sound, usually opening strength
1 NT overcall (2ND/4TH; Responses; Reopening)
1NT = 15-18
Balancing 1NT = 11-14 over ♣ / ♦
Balancing 1NT = (11)12-16 over ♥ / ♠
Jump Overcalls (Style; Responses; Unusual NT)
2NT=two lowest suits (5+-5+)
Reopen: 11-14 HCP, 6+
Direct and Jump Cue Bids (Style; Responses)
Over 1♣: NAT (2♦ = 5+-5+ M)
Over 1♦: Both Majors (5+-5+)
Over M: Other Major + minor (5+-5+)
Jump cue-bid: Asks stopper, except 1m-3m = ♠ + om
VS. NT (vs. Strong/Weak; Reopen: PH)
Dbl = equal strength+ (or tricks)
2♣ = both major, 2♦ = 1Major comp unless rebid, 2M const
2NT = both minor or strong 2-suiter
4 th / pass: x = 1m or MM, 2m = m + M, 2♥ / ♠ = nat
Vs weak nt(up to 14) 2♦ = 1M opening hand, 2M=fight ("8-12"), x/2♣ as vs strong
VS. Preempts (Doubles; Cue bids; Jumps; NT bids)
X=t/o
2NT = 15-18
Leaping/Non-leaping Michaels: 4m after 2x/3x= m + OM (♥ if M unknown), 5+5+, GF
VS. Artificial Strong Openings
vs 1♣: X=t/o, 1NT=4+ ♠ + a minor, 2♦ = 55+M, 2NT55+m
vs 2♣/2♦: X=both M, 2NT=both m
Over Opponents' take out double
XX = (9)10+hp
After 1M: transfers from 1NT to 2M, 3M-1= 7-9 4+M (trsf also after 1M overcall)

Leads and Signals			
Opening Leads Style			
	Lead	In Partner's Suit	
Suit	3 rd -5 th	3 rd -5 th	
NT	ATT	3 rd -5 th	
Subseq	Low = enc		
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)/KQ109(x)/KQJ(x)	
Jack	HJT(x)/JT(x)	HJT(x)/JT(x)	
10	HT9x/AQT(x)/T9x	HT9x/AQT9(x)/T9x(x)	
9	KJ98/9/9x	HH98/9x	
X	Hx <u>xx</u> / <u>xxx</u> (x), <u>xx</u>	Hxxxx/, <u>xxx</u> (x)	
Signals in order of priority			
	Partners lead	Declarer	Discarding
Suit:	Low = enc	Low = 3/5 th	Low = enc
2 nd	Low = 3/5 th	Lavinthal	Low = 3/5 th
3 rd	Lavinthal		Lavinthal
NT:	Low = enc	Lavinthal	Low = enc
2 nd	Low = 3/5 th	Low = 3/5 th	Low = 3/5 th
3 rd	Lavinthal	Lavinthal	Lavinthal
Signals (including Trump's):			
Doubles			
Takeout Doubles (Style; Responses; Reopening)			
Light			
Special, Art and Comp Dbl/Rdbl's			

Support dbl/rdbl

 WBF	System Card	
		
System:		
Play ers		
	Andreas Abragi	Christian Bakke
System Summary		
General Approach and Style		
Nat, 5542 (14+) 15-17NT Usually sound openings/preempts, but green vs red might be very light		
Special bids that may require defence		
1M - 1M/NT - 2♣ = Gazzili (nat or 16+ "any") Lots of switch/trsf in competitive auctions		
Special forcing pass sequences		
In GF or if obvious opps is sacrificing		
Important notes that don't fit		
Psychics		
Rare, but possible		

○ ♠ ♣ ♠	Art	#	♣ ♠	Description	Responses	Subsequent Auction	Passed Hand Bidding
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1♣		2	4♥	2+♣, 11-22hp, usually only 4432, can be any 4333	1♦ = nat or bal no 4M, 1M nat, 1NT = 11-12 2♣ = GF supp, 2♦ = inv with ♣, 2♥/2♠ = 6-card, 0-9 hcp, 2NT = 12-15 or 19+ 3♣ = 0-9 5+♣, 3♦ = nat pree, 3nt = 16-18	2 way checkback if opener can be bal	2M = fitjump
1♦		4	4♥	4+♦ 11-22 hp	2♣ = nat GF, 2♦ = GF supp, 2♥ = inv bal/♣, 2♠ = inv ♦, 2NT = bal GF, 3♣ = 0-9 6+ ♣, 3♦ = 0-9 4+♦		2M = fitjump, 3C inv ♦
1♥		5	4♦	5+♥ 11-21hp	2/1 = GF, 2♠ = 0-9 6+ ♠, 2NT = GF Jacoby, 3♣ = inv 3+♥, 3♦ = mixed raise, 3♥ = preempt	Gazzilli: 1♥ -1♠/NT	2♣ = 8-11 3(+♥), 2♦ = nat, 2N = inv 4+♥, 3♣ nat, 3♦ mixed
1♠		5	4♦	5+♠ 11-21hp	2m = GF if not rebid, 2NT = GF Jacoby, 3♣ = limit raise in ♠, 3♦ = 7-9 4+ ♠, 3♥ = nat inv, 3♠ = preempt	Gazzilli: 1♠ - 1NT	Same as 1♥, 2♥ usually 2♠5♥
1 NT			4♦	(14)15-17NT (can be offshape)	Stayman/transfer, 2♠ = bal inv or 6+♣, 2NT = Puppet, 3♣ = ♦, 3♦ = GF 5-5 in minors, 3♥/♠ = singleton with 3(+) in other M		
2♣	X	0	4♦	22+bal or strong unbal	2♦ = waiting bid, 2NT = both minors, 3M 4144/1444		
2♦		5		3-10 5+♦, vul dep	2M nat nf, 2N ask for short		
2♥		5		Usually 6			
2♠		5		Same as above			
2 NT				20-21 bal	Stayman, trsf, 3S minors, 4x ST 2 above/under	Slam Conventions	
3x		6		PRE ACC to VUL	4♣(4♦over 3♣)=KeyCard (0, 1, 1+Q, 2, 2+Q)	Splinter	
3NT	X			Solid major	4♣=ask for short, 4♦=Asks for lenght, 4M p/c	Italian Cue-bids	
4♣,♦	X	6		PRE ACC to VUL		Jacoby	
4♥,♠		6		To play		RKCB (1430)	
4NT				Asking specific aces	5♣=0, 5♦/♥/♠= that ace, 5NT=ace of ♣, 6x = 2 aces (CRO)	DOPI/ROPI (but xx on 4nt is to play) DEPO if bids higher than 5 in trump suit	