






Defensive and Competitive Bidding	
Overcalls (Style; Responses; Reopening)	
Light overcalls with good suit at the 1-level Normally solid at the 2-level	
1 NT overcall (2ND/4TH; Responses; Reopening)	
2 ND : 15 - 18 hcp (system on) 4 TH : 14 - 17 hcp (system on)	
Jump Overcalls (Style; Responses; Unusual NT)	
Weak (based on VUL) 2NT = Two lowest unbid suits	
Direct and Jump Cue Bids (Style; Responses)	
Michaels: Minor on minor shows both majors, major on major shows other major and clubs Jump cue bid shows solid suit and asks for stopper	
VS. NT (vs. Strong/Weak; Reopen: PH)	
Multi-Landy: 2♣ = both majors; 2♦ = one major 2♥ = 4+ ♥ and one 5+ minor 2♠ = 4+ ♠ and one 5+ minor	
VS. Preempts (Doubles; Cue bids; Jumps; NT bids)	
Dbl = t/o 2NT = 15 - 18 hcp (system on) Leaping Michaels	
VS. Artificial Strong Openings	
VS. 1♣: Dbl = t/o; 1♦/2♦ = majors; xNT = minors VS. 2♣: Dbl = ♣; 2♦ = majors; xNT = minors	
Over Opponents' take out double	
New suit force at 1 level Jump shift = weak RD = 10+ hcp and implies no fit 2NT = limit or better with fit	

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			
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 <u>x</u> /HT9 <u>x</u> /x <u>xx</u> (x)	Hxx <u>x</u> /HT9 <u>x</u> /x <u>xx</u> (x)	
Signals in order of priority			
	Partners lead	Declarer	Discarding
Suit:	LOW = ENC	H/L = EVEN	LOW = ENC
2 nd	H/L = EVEN	Lavinthal	H/L = EVEN
3 rd	Lavinthal		
NT:	LOW = ENC		LOW = ENC
2 nd	H/L = EVEN		H/L = EVEN
3 rd	Lavinthal		
<i>Signals (including Trump's):</i>			
Doubles			
Takeout Doubles (Style; Responses; Reopening)			
Takeout doubles can be light with good distribution			
Special, Art and Comp Dbl/Rdbl's			
Support doubles through 2♥			
Responsive doubles			
Competitive doubles			

 WBFF	System Card 		 NBF
System: Green			
Players			
	Øystein Fiplingdal Heimdal 3; NBF: 11769	Ole Jonny Tøsse Heimdal 3; NBF: 8415	
System Summary			
General Approach and Style			
1♣ can be on 3 if (4-3)-3-3 1♦ = 4+; 1♥ = 4+ (must have 4♠ if only 4♥) 1♠ = 5+ 1NT = 15-17 hcp (5M, 6m, 5-4-2-2 are allowed) 3 rd /5 th leads and LOW is ENC			
Special bids that may require defence			
2♦ Multi (Weak two in ♥/♠ or 23 - 24 hcp BAL) 2♥/♠ Tartan (5+ ♥/♠ & 4+ ♣ or ♦), 4 - 10 hcp Multi-Landy after OPPT 1NT opening			
Special forcing pass sequences			
Standard forcing pass sequences			
Important notes that don't fit			
New minor forcing Special defenses to enemy conventions			
Psychics			
Rare, but may occur			

Opening	Art	Min. #	Neg. D. through	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		3	4♥	3+♣; (9)11+ hcp	Inverted minor; Walsh; 2M = Strong one suiter 2♦ = 5+♣, 7 - 9 hcp; 3♣ = 5+♣ 3 - 6 hcp	1♣-1♦-1NT = May have 4 M if (4-3)-3-3 1♣-2♣-2NT = 12 - 14 hcp, 3NT = 18 - 19 hcp	No inverted minor
1♦		4	4♥	4+♦; (9)11+ hcp	Inverted minor; 2M = Strong one suiter 3♣ = 4+♦, 7 - 9 hcp; 3♦ = 4+♦ 3 - 6 hcp	1♦-2♦-2NT = 12 - 14 hcp, 3NT = 18 - 19 hcp	No inverted minor
1♥		4	4♦	5+♥ or 4♥ & 4♠ (9)11+ hcp	2 NT = SUPP, F/G (Stenberg) 2♠, 3♣/♦ = Minisplinter; 3♥ = INV; 4NT = BW	1♥-2NT-3♥ = MIN; 3♣/♦/♠ = NAT (3+), Extra 3NT = 18 - 19 hcp, 4m = Void, 4M = Void ♠	Two-Way Reverse Drury
1♠		5	4♦	5+♠ (9)11+ hcp	2 NT = SUPP, F/G (Stenberg) 3♣/♦/♥ = Minisplinter; 3♠ = INV; 4NT = BW	1♠-2NT-3♠ = MIN; 3♣/♦/♥ = NAT (3+), Extra 3NT = 18 - 19 hcp, 4m = Void, 4M = Void ♥	Two-Way Reverse Drury
1 NT			4♥	(14)15-17 hcp 5M, 6m, 5422	2♣ = STAY; 2♦/♥ = TRF to ♥/♠; 2♠ = one or both m 2 NT = INV; 3♣ PUP STAY; 3♦ = ASK 5M 3♥/♠ MIN 5 - 5 in M, ♥ = INV, ♠ = F/G		
2♣	x	-		Strong UNBAL 22+ hcp BAL	2♦ = 0 - 6 hcp or 7+ BAL; 2♥/♠, 3♣/♦ = NAT 5+ 2NT = 7 hcp+ MIN 5 - 5 in ♣&♦	2♣-2♦-2NT = 22 - 23 hcp BAL 2♣-2♦-2M-3♣ = Second negative	
2♦	x			Multi: Weak two ♥/♠; 23 - 24 hcp BAL 5M, 6m, 5422	2♥/♠, 3♥/♠, 4♥ = P/C; 2NT = Relay; 3♣/♦ = NAT, NF; 4♣ = PUP 4♦	2♦-2NT-3♣ = Max WK 2♥/♠, 3♦=(R), 3♥=♠, 3♠=♥ 2♦-2NT-3♦ = Min WK 2♥ 2♦-2NT-3♥ = Min WK 2♠ 2♦-2NT-3NT = 23-24 hcp BAL	
2♥		5		Tartan:4-10 hcp 5♥ & 4+♣/♦	2♠, 3♣/♦ = NAT, NF; 2NT = Relay; 3♥ = PRE; 3♠ = G/T; 4♣/♦ = P/C	2♥-2NT-3♣/♦ - 3♥ = INV 2♥-2NT-3♣/♦ - 3♠ = F/G	
2♠		5		Tartan:4-10 hcp 5♠ & 4+♣/♦	3♣/♦ = NAT, NF; 2NT = Relay; 3♥ = G/T; 3♠ = PRE; 4♣/♦ = P/C	2♠-2NT-3♣/♦ - 3♥ = F/G 2♠-2NT-3♣/♦ - 3♠ = INV	
2 NT		-		(19)20 - 21 hcp 5M, 6m, 5422	3♣ = Muppet Stayman; 3♦/♥ = TRF to ♥/♠ 3♠ = S/T with ♣&♦; 4♣ = Gerber	Slam Conventions Blackwood; RKCB; Exclusion Keycard Blackwood; Gerber; Cue-bid 1 & 2; Splinter, Minisplinter;	
3x				Preemptive	3x = F1 3♣ - 4♦; 3♦ - 4♣ = RKCB		
3 NT				Solid minor	4♣ = P/C; 4♦ = ASK S/S; 4♥/♠ = To play 4NT = ASK suitlength		
4♣, ♦		7		Preemptive	4NT = RKCB		
4♥, ♠		6		To play	4NT = RKCB		
4NT				Asks specific ace	5♣ = no aces; 5♦/♥/♠ = ace; 5NT = 2 aces; 6♣ = ace		