

Defensive and Competitive Bidding	
Overcalls (Style; Responses; Reopening)	
Style:Light	
Responses: F1 at 1- and 3-level	
New suit at 2 level nonF	
Jump shift=inv	
1 NT overcall (2ND/4TH; Responses; Reopening)	
2 nd 15-18hcp, res as over 1NT opening	
4 th same	
Jump Overcalls (Style; Responses; Unusual NT)	
2 M = 4 of that M and a longer minor and opening strength	
Unusual NT: 2NT=two lower unbid suits	
Leeping Michaels against weak 2 and multi	
Direct and Jump Cue Bids (Style; Responses)	
Style: 2-suited	
(1m)-2m=M+M, (1M)-2M=highest + ♣	
If 1♠ might be 2-card, then in 2 nd 2♣=nat, 2♦=M+M	
Jumpcuebid ask for stopper	
VS. NT (vs. Strong/Weak; Reopen: PH)	
Double = Penalty	
2♣=M+M	
2♦=5+♥/♠	
2♥=♥ + minor	
2♠=♠ + minor	
Reopening: 2♣♦♥♠ same, Double=reopening	
VS. Preempts (Doubles; Cue bids; Jumps; NT bids)	
Take out	
VS. Artificial Strong Openings	
Double=M+M	
NT=m+m	
Over Opponents' take out double	
1 level = F1	
2 level =NF	
Redouble=9+hcp	
2NT=9+hcp with support	

Leads and Signals			
Opening Leads Style			
	Lead	In Partner's Suit	
Suit	3 rd -5 th	3 rd -5 th	
NT	3 rd -5 th	3 rd -5 th	
Subseq			
Leads			
Lead	Vs. Suit	Vs. NT	
Ace	AKx/AKxx(x)	AK/AKx/AKxx(x)	
King	AK/KQ(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	9x	9x, A98(x)	
X	Hx <u>x</u> /xx <u>xx</u>	Hx <u>x</u> /xx <u>xx</u>	
Signals in order of priority			
	Partners lead	Declarer	Discarding
Suit:	low=enrg	count	low=enrg
2 nd	encouraging	encouraging	encouraging
3 rd	count	count	count
NT:	low=encouragi ng	Smith	low=encouragi ng
2 nd	encouraging	count	encouraging
3 rd	count	count	count
Signals (including Trump's):			
Smith vs NT, low=encouraging Triumph's: Lavinthal			
Doubles			
Takeout Doubles (Style; Responses; Reopening)			
Style: light, Responses: cuebid only force , Reopening:light			
Special, Art and Comp Dbl/Rdbl's			
Neg/resp doubles through 4♥, support dbl/redbl through 2♥,			
1m-(1♦)-dbl=4-cards both M, 1m-(1♥)-dbl=denies 4♠			

	System Card	
WBFF		
		
System:		
Players		
	Fredrik Helness	Tor Helness
System Summary		
General Approach and Style		
Natural 5-card ♠		
Normally open lowest 4-card suit		
Very light openings occur		
1NT opening (14)15-17 hcp may have 5M, 6m, 5422.		
Singleton possible.		
2-over-1 resposnses: GF		
Special bids that may require defence		
2♥♠=5-5 M+m, 3-10hcp		
Special forcing pass sequences		
Pass then pull is stronger than taking initial action		
Important notes that don't fit		
Xy-NT, XYZ, Manco		
Psychics		
Rare		

Opening	Art	Min. #	Neg. D. through	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		3	4♦	11-22hcp 3-cards only if 4333	2♣=inverted minor, 2♦♥♠=6-card 16+hcp, 2NT=ca 12 hcp, bal, 3/4♣=pre, 3♦♥♠=void, 3NT= 33(43) 13-15hcp, 4♦♥♠=pre, 4NT=four ace BW	1♣-1x-2♣-2♦=-art GF, 1♣ -1M-2M-3x=shortness, inv. 2NT=inv	2♦♥♠=5-card + 4-card ♣, inv
1♦		4	4♣	11-22hcp	2♣=nat GF, 2♦=inverted minor, 3♣=6-card inv, 2♥♠=6-card 16+hcp, 2NT=(11) 12 (13)hcp, bal, 3/4♦=pre, 3♥♠4♣=void, 3NT= 33(43) 13-15hcp, 4♣♥♠=pre, 4NT=four ace BW	1♦-1x-2♦-3♣=art GF 1♦ -1M-2M-3x=shortness, inv. 2NT=inv	2♥♠=5-card + 4-card ♦, inv 3♣=5+♣ + 4-card ♦, inv
1♥		4	3♠	11-22hcp	2♣♦=nat GF, 2♥=4-9hcp, 2NT=GF with ♥, 2♠=6-card 16+hcp, 3♣♦=6-card inv, 3♥=inv, 3NT=void in a minor 5-10hcp, 3♠4♣♦=void 10+hcp, 4♠5♣♦=exclusion, 4NT=Blackwood	1♥-2NT-3x-3/4y=single, 1♥-2NT-3x-3♥=ask for single 1♥-2NT-3x-3NT=ask for cue	2♣=Drury 2NT=Jacoby, GF 3♥=pre, 2♠3♣♦= single
1♠		5	3♥	11-22hcp	2♣♦♥=nat GF, 2♠=4-9hcp, 2NT=GF with ♠, 3♣♦♥=6-card inv, 3♠=inv, 3NT=void in ♣,♦ or ♥ 5-10hcp, 4♣♦♥=void 10+hcp, 5♣♦♥=exclusion, 4NT=Blackwood	1♠-2NT-3x-3/4y=single, 1♠-2NT-3x-3♠=ask for singl 1♠-2NT-3x-3NT=ask for cue	2♣=Drury 2NT=Jacoby, GF 3♠=pre, 3♣♦♥= single
1 NT			3♠	(14)15-17hcp may have 5M, 6m, single, 5422	2♣=stayman, 2♦♥=transfer, 2♠=minorstayman, 2NT=inv, 3x=single, 4♣♦=transfer to ♥♠, 4M=to play, 4NT=inv	1NT-2♣-2♦♠-3♣=relé 1NT-2♣-2♦♠-3♥=slamtry in ♣ 1NT-2♦♥-2♥♠-3♥♠=GF	
2♣	x			Strong, art, F 2NT or 3M	2♦=relé, 2♥♠=5-card GF, 2NT=♣+♦, 3♣♦=nat GF	2♣-2♦-2M-3♣=2 nd negative 2♣-2♦-2NT(22-23hcp)-3♣=puppet, 3♦♥=transfer	
2♦		6		Weak 2	2♥♠3♣=non forcing, 2NT=relé	2♦-2NT-3♦= min, 3♣♥♠ single, 3NT=max, no single	
2♥		5		5♥ + 5m 3-10hcp	2♠=nat F0, 2NT=relé, 3♣=p/c, 3♦=nat GF, 3♥=pre, 3♠=shortness, 3NT=to play, 4♣=p/c, 4♦=shortness, 4♥♠=to play, 5♣=p/c	2♥-2NT-3♣=♣min, 3♦=♦min, 3♥=♣max, 3♠=♦max	
2♠		5		5♠ + 5m 3-10hcp	2NT=relé, 3♣=p/c, 3♦♥=nat GF, 3♠=pre, 3NT=to play, 4♣=p/c, 4♦♥=shortness, 4♠=to play, 5♣=p/c	2♠-2NT-3♣=♣min, 3♦=♦min, 3♥=♣max, 3♠=♦max	
2 NT				20-21hcp, bal, may have 5M, 6m or stiff H	3♣=puppet, 3♦♥=transfer, 3♠=minor, 3NT=to play, 4♣=♥, 4♦=♠, 4♥=♣, 4♠=♦, 4NT=inv	Slam Conventions	
3x		6		Preemptive, free style	3x =nat GF		
3NT	x	7		Solid minor, no side A or K	4♣=p/c, 4♦=ask for single, 4♥♠=to play, 4NT=? Length, 5♣=p/c		
4♣,♦		6		Nat preemptive	4♥♠=to play		
4♥,♠		6		Nat preemptive	4♠5♣♦♥=cue, 4NT=RKC		
4NT	x			Ask for specific aces	5♣=0, 5♦=♦, 5♥=♥, 5♠=♠, 5NT=2, 6♣=♣	RKCB(03/14), Exclusion RKCB, Splinters, Cuebids 1th and 2 nd mixed, Jacoby, DOPI, ROPI, 5NT=usually "pick a slam", 3NT after majorsupport normally denies shortness, ask for cue	