





Defensive and Competitive Bidding
Overcalls (Style; Responses; Reopening)
1-Level : Light 2-Level : Sound Responses : 1. and 3.level F1, jumps=splinter Cue-bid =Good raise with support overcaller suit.
1 NT overcall (2ND/4TH; Responses; Reopening)
15-18 any seat, System on
Jump Overcalls (Style; Responses; Unusual NT)
1-suit: Light jumpovercalls, but zonebased 2-suits: 2NT=2lowest suits, wide range
Direct and Jump Cue Bids (Style; Responses)
Over m : Both M (weak or strong) Over M: Other M+minor Jumpcuebids ask for stopper
VS. NT (vs. Strong/Weak; Reopen: PH)
Versus strong 1NT : DONT Versus weak 1NT : CAPP. (weaker then 13-15)
VS. Preempts (Doubles; Cue bids; Jumps; NT bids)
Take-out D Cue Bid ask stopper Leaping Michaels over 2M Over 3M : 4m=otherM + minor
VS. Artificial Strong Openings
Over strong 1♣ : 1-level Nat, 2-level as in DONT, 1NT = any 6card-suit
Over Opponents' take out double
RD=10+ Hp 1.level bids forcing 2.level bids system on

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/T9x	HT9x/T9x	
9	9x	H98x,98x,9x	
x	Hx xx /xxxx x	Hx xx /xxxx x	
Signals in order of priority			
	Partners lead	Declarer	Discarding
Suit:	Enc=Low	3/5th	Enc=Low
2 nd	count	count	count
3 rd			
NT:	Enc=Low	3/5th	Enc=Low
2 nd	count	count	count
3 rd			
Signals (including Trump's): 3/5 th , Enc=Low			
Doubles			
Takeout Doubles (Style; Responses; Reopening)			
Light style			
Special, Art and Comp Dbl/Rdbl's			
Neg D until 3♦, strength after. Resp D, Sup D to 2♠			

System Card	
	
WBFF	
Systemcategory: GREEN	
Players	
	
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System Summary	
General Approach and Style	
Natural, 2/1-style 15-17 NT 5card M, better minor	
Special bids that may require defence	
2♦=multi (1Maj 5-9 or 20-21NT) 2♥♠ = 10-12 6card DONT against strong NT and strong ♣	
Special forcing pass sequences	
Forcing pass after GF established	
Important notes that don't fit	
3.hand openings can be light	
Psychics	
Rare, but can occur	

Opening	Art	Min. #	Neg. D. through	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		3	3♦	11-22 Hp	1.level Nat 5+ Hp , Inv minor 2level responses ♦♥♠ weak 3♣preempt, 3♦♥♠ splinter	1♣-2♣-2♦♥♠ =Nat FG 1♣-2♣-2NT=Min bal 1♣-2♣-3♣=Min unbal	Nat
1♦		3	2♠	11-22 Hp	1.level Nat 5+ Hp , Inv minor 2level: 2♥♠Nat weak 6c 3♦preempt, 3♣♥♠ splinter	1♦-2♦-2♥♠3♣ =Nat FG 1♦-2♦-2NT=Min bal 1♦-2♦-3♦ Min unbal	Nat
1♥		5	3♦	11-22 Hp	1NT=6-11 NF, 2m=FG, 2♥=5-10, 2♠=weak 3♥=preempt, 3♣♦♠ minisplinter+, 4♣♦=void 2NT= 10+ and ♥-support	1♥-2nt-3min(16+) , 1♥-2nt-3nt(13-15) 1♥-2nt-3m-3♥ ask stiff 1♥-2nt-3m-3NT ask cue	1♥-2♣♦=Rev Drury
1♠		5	3♦	11-22 Hp	1NT=6-11 NF, 2m=FG, 2♠=5-10, 2♠=weak 3♠=preempt, 3♣♦♥ minisplinter+, 4♣♦♥=void 2NT= 10+ and ♠-support	1♠-2nt-3min(16+) , 1♠-2nt-3nt(13-15) 1♠-2nt-3m-3♠ ask stiff 1♠-2nt-3m-3NT ask cue	1♠-2♣♦=Rev Drury
1 NT	x			15-17 Hp ,May have 5M,6m and stiff H	Stayman, 2♦♥ transfer, 2♠=minor,weak 1 or weak/strong 2. 3 in ♣♦♥♠ inv, 6card(HHxxxx) 4♦=♥ 4♥=♠	1NT-2♣-2♦♥-2♠ ask more 1NT-2♣-2♠-3♣ ask more	
2♣				22 Hp+	2♦=weak or no good bid 2♥♠3♣♦=5c 6hp+ 2NT=8+	2♣-2♦-2M-3♣ sec neg. 2♣-2♦-NT = 25-27 Baron after 2♣-2♦-2NT and 2♣-NT	
2♦	x			Multi(Weak M ,6card (5-9) or 20-21nt	2♦-2nt -ask , 2♦-2♥ want to play p's M 2♦-2♠-can play 3♥ 2♦-3♥preempt 2♦-4M want to play own M	2♦-2nt -3♥♠(4-7hp) 2♦-2nt -3♣(6♥)3♦(6♠) (8-9hp) 2♦-2M-2NT(20-21) Puppet stayman,transfers 2♦-2NT-3NT(20-21)	
2♥	x	6		10-12 6card	2♥-2NT ask singleton 2♥-3♥premtiv 2♥-2♠ 5card forcing 2♥-3m 5card forcing	2♥-2nt-3♣♦♠ singleton, 2♥-2nt-3♥ no singleton 2♥-2nt - 4♣♦void 4♥ void♠ 2♥-2nt-3nt solid♥ no stiff	
2♠	x	6		10-12 6card	2♠-2NT ask singleton 2♠-3♠ premtiv 2♠-3♥ 5card forcing 2♠-3m 5card forcing	2♠-2nt-3♣♦♠ singleton 2♠-2nt-3♠,no singleton 2♠-2nt - 4♣♦♥ void 2♠-2nt-3nt solid♠ no singleton	
2 NT				22-24	3♣ Baron 3♦♥transfer 3♠slamtry both minor, 4♣♦ slamtry	Slam Conventions	
3x		6		Preemtive according to vulnerability	3M=FG, 4M=to play 4m over 3M is cue	1430 RKCB, Excl Blkw(1430), 4m RKCB(1430) after invert m Cuebids(Italien Style), 5NT frequently pick a slam	
3NT				Solid m, no other A or K	4♣=p/c, 4M= to play	Splinters,minisplinters+, Lightner D , INV kind of ROPI,DOPI(1430)	
4♣,♦		7+		Preemptive	4M =to play		
4♥,♠		6+		Preemptive	4♠=to play		
4NT	x			Ask for specific aces	5♣=none, 5♦♥♠6♣ that ace, 5NT=2 aces		