




Defensive and Competitive Bidding
Overcalls (Style; Responses; Reopening)
Michael cue, Support overcalls, Weak jumps, Lebensohl.
1 NT overcall (2ND/4TH; Responses; Reopening)
15 – 17 Hp (may include 5 card maj or 6 card min). Stayman, transfers, Smolen
Jump Overcalls (Style; Responses; Unusual NT)
Weak Jump overcalls except against weak openings and in balancing position
Direct and Jump Cue Bids (Style; Responses)
Michael cue
VS. NT (vs. Strong/Weak; Reopen: PH)
DONT
VS. Preempts (Doubles; Cue bids; Jumps; NT bids)
Dbl, Multi def, 2NT (15-18, sys on), Lebensohl. Leaping Michaels.
VS. Artificial Strong Openings
Multi def, After 1♣ and transfer: Dbl is strong and bidding transfer suit are weak neg Dbl. After strong 2♣, Dbl is Maj and 2NT is min
Over Opponents' take out double
Weak jumps, Redbl = > 10 hp. 2NT is Jacoby after Maj opening or limit after minor opening

Leads and Signals			
Opening Leads Style			
	Lead	In Partner's Suit	
Suit	Low-high=odd; high-low =even	Low-high=odd; high-low =even	
NT	4 th highest	Low-high=odd; high-low =even	
Subseq	From remaining: Low-high=odd; high-low =even		
Leads			
Lead	Vs. Suit	Vs. NT	
Ace	<u>A</u> Kx/ <u>A</u> Kxx(x)	<u>A</u> K/ <u>A</u> Kx/ <u>A</u> Kxx(x)	
King	<u>A</u> K/ <u>K</u> Q/ <u>K</u> QJ/ <u>K</u> QT(x)	<u>K</u> Q/ <u>K</u> QJ/ <u>K</u> QT(x)	
Queen	<u>A</u> QJ(x)/ <u>Q</u> J(x)/ <u>Q</u> JT(x)	<u>A</u> QJ(x)/ <u>Q</u> J(x)/ <u>Q</u> JT(x)	
Jack	<u>H</u> JT(x)/ <u>J</u> T(x)	<u>H</u> JT(x)/ <u>J</u> T(x)	
10	<u>H</u> T9x/ <u>T</u> 9x	<u>H</u> T9x/ <u>T</u> 9x	
9	<u>9</u> x	<u>9</u> x	
X	<u>H</u> xx/ <u>x</u> xxx/ <u>x</u> xxx	<u>H</u> xx/ <u>H</u> xxx	
Signals in order of priority			
	Partners lead	Declarer	Discarding
Suit:	Attitude	Count	Attitude
2 nd	Count		Count
3 rd	Lavinthal		
NT:	Attitude	Count	Attitude
2 nd	Count	Smith	Count
3 rd	Lavinthal		
Signals Trump's: High - low: preference to high suit			
Doubles			
Takeout Doubles (Style; Responses; Reopening)			
Takeout dbl, Neg dbl, Support dbl/redbl, Responsive dbl.			
Dbl after opps 1♣ and transfer: Dbl is other maj.			
Special, Art and Comp Dbl/Rdbl's			
Dbl after opps transfers, strong 1 and 2♣, gambling 3NT. When opps interfere with 1NT: Dbl is business. When opps dbl (strong) our 1NT: Redbl asks for 2♣. Dbl after opps bid 1♦/♥ after our 1♣ opening			

System Card		
		
WBFF		
System:		
Players	Per Arvid Andersen	Wiggo Andersen
System Summary		
General Approach and Style		
Opening minor: 1♣ 2+ cards. 1♦ 4+cards		
Opening major: 5+ cards		
Transfers after opening with 1♣, 1♦, 1♥ and 1♠		
Opening 1NT: 15-17 Hp. May include 5 maj and 6 min		
1NT after 1♣: 11-13 hp, 1♦/1♥/1♠: 6-10 hp		
Opening 2♣: Strong		
Opening 2♦: weak 2♥ or 20 – 21 NT		
Opening 2♥: weak 2♠ or pre-empt clubs		
Opening 2♠: 5-5 in Maj		
Opening 2NT: 5-5 minor		
Special bids that may require defence		
Opening 2, 3 and 4 level		
Transfers after our 1♣ opening at 1 and 2 level. Transfers after our 1♦, 1♥ and 1♠ openings at 2 level		
Special forcing pass sequences		
1x-(1/2y)-p: MAY be forcing pass (opener short in "y")		
Forcing pass after we have bid constructive game		
Important notes that don't fit		
XY NT, XYZ, Jacoby, Bergen raises. 4 th suit = GF		
Psychics		
Very seldom		

Opening	Art	Min. #	Neg. D. through	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣	X	2	3♠	11-22 hp	1♦=4+♥ 1♥=4+♠ 1♠= transfer to 1NT 1NT=11-13 hp	Opener accept transfer = 3 card support Opener bid 1NT = max 2 card support Opener accept with jump = 4 card support Opener bid 2NT = 18-19 hp	
1♦		4	3♠	11-22 hp	1NT=6-11hp 1maj=4+ Transfer at 2 level	Nat, Cue	
1♥		5	3♠	11-20 hp	1♠=4+ 1NT=11-13 hp Transfer at 2 level	Nat. Jacoby and Bergen raises 2NT from opener = 18-19 hp	Jacoby and Bergen raises one step lower
1♠		5	3♠	11-20 hp	1NT=11-13 hp Transfer at 2 level	Nat. Jacoby and Bergen raises 2NT from opener = 18-19 hp	Jacoby and Bergen raises one step lower
1 NT				15-17 hp may have 5 Maj or 6 min	Stayman, transfers	1Nt-2♣ -2♦-2♥: 4♠ and 5♥, weak. 3♥ is strong 1Nt-2♣ -2♦-2♠: 5♠ and 4♥, weak, 3♠ is strong 1Nt-2♦-2♥-2♠: 5♠ and 5♥, weak 1Nt-2♥-2♠-3♥: 5♠ and 5♥, strong	
2♣	X	0		NTdistribution: 22-24 hp	2♦ is rele. Swith of ♥ and ♠ at 2 level. Transfers at 3 level. 2NT is transfer to ♣. 3 NT is AKQJxx(x). Using Alfa, Beta og Gamma Q's	2♣-2♦-2♥-2♠-2Nt: 25-27 hp. 2♣-(2x)-:P=<6hp, Dbl=>6, suit= 5 cards and>6hp. 2♣-(dbl)-:P=<6hp, redbl=>6, suit= 5 cards and>6hp.	
2♦	X	0		Weak 2♥ or 20-21 NT	2Nt is forcing	Opener discribes strength and suit quality	
2♥	X	6		Weak 2♠ or pre-empt clubs	2NT is forcing. 3♣ is pass or correct (good spade support)	After 2♠ from responder, opener bids 2 NT with pre-empt clubs	
2♠	X	6		5-5 in Maj	2NT is forcing	3♥ is minimum. 3♠ is invite. Openers 3 minor is single and 4 minor is void	
2 NT 3♠	X X	6+		5-5 in minor	3 Maj is forcing Gambling 3 NT	Slam Conventions	
3x	X	7		Preempt transf.	3♣/♦ may be 6 cards	Splinter. Jacoby. Cuebids. 4Nt asking for specific A's. Quantitative 4Nt. RKC 0314. Exclusion RKC. Josephine. Alfa, Beta og Gamma Q's. 5Nt. DOPI, ROPI	
3NT	X	7		♣ or ♦	4♥,♠ for play. 4NT id RKC		
4♣,♦	X	7-8		South African Texas	AKQJxxx major 4Nt ask for length		
4♥,♠		7-10		Preempt	Quebid or RKC		
4NT	X			Q for specific A	5♣ is none		

