


Defensive and Competitive Bidding	
Overcalls (Style; Responses; Reopening)	
may be weak 1-level (lead direction)	
1 NT overcall (2 ND /4 TH ; Responses; Reopening)	
15-18 NT system ON.	
Jump Overcalls (Style; Responses; Unusual NT)	
2NT: 2 lowest unbid suits, weak or strong	
Direct and Jump Cue Bids (Style; Responses)	
Michaels after 1M (other M+♣), both after 1♦ (1♠-2♣ = ♣, 1♠-2♦=both Majors)	
VS. NT (vs. Strong/Weak; Reopen: PH)	
Vs strong (from 13 + NT) X=strenght 2♣= both M 2♦= 1 Major, 2♥= 4♥/+longer minor, 2♠= 4♠+longer minor DONT in 4 hand	
VS. Preempts (Doubles; Cue bids; Jumps; NT bids)	
Take-out DBL Over 3mi - 4mi = both M 2M/.. Leaping Micheals (3M) - 4NT = both minor	
VS. Artificial Strong Openings	
Over 1♠: Dbl = majors, NT= minors	
Over Opponents' take out double	
XX= 9+ hp , .	

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	Attitude when playing a new suit		
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)/QJT(x)	
Jack	JT(x)/JT(x)	JT(x)/JT(x)	
10	HJT(x) /T9x	HJT9x//T9x	
9	HT9x, 98(x))	HT9x, 9xx, 98xx(x), HT98x(x)	
X	3rd /5th	Hxx / Hxx x /xxx/ xxx	
Signals in order of priority			
	Partners lead	Declarer	Discarding
Suit:	Enc/Discrg	Count	Enc/Discrg
2 nd	Count	S/P	Count
3 rd	S/P		S/P
NT:	Enc/Discrg	Count	Enc/Discrg
2 nd	Count	S/P	Count
3 rd	S/P		S/P
In General: low/high = encouraging			
Doubles			
Takeout Doubles (Style; Responses; Reopening)			
Support double / negative double /			
Sound style, light reopenings			
Special, Art and Comp Dbl/Rdbl's			
RDBL in transfer seq shows 3 card support at 1&2 level.			

		System Card	
WBF			
System: 5542, tr. After 1C			
Players	Svein Karlberg 26241 Filip Asplund Sivelind 65755		
	LUDVIKABYGDENS		
System Summary			
General Approach and Style			
ANTALL PRIKKER 1 Natural, 2/1 style. (5542). 15-17 NT, Transfers responses after 1♣-opening			
Special bids that may require defence			
Special forcing pass sequences			
1X – bid –pass ma be forcing. 2♣ -bid-pass=4+hp			
Important notes that don't fit			
1♣ (1♦) 1♥ = 4+♠ 1♣ (1♦) 1♠ = denies majors 1♣/1♦ (1♥) -1♠ = denies 4+♠ (1♣)-2♣ natural, (1♣)-2♦ = ♥+♠ (1♦)- 2♦ = Both Major XYZ, Häxsan			
Psychics			
occurs			

Openi n	Art	Min. #	Neg. D	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		2	3♣	11-22 hp (usually 1♣ with same length in ♣&♦)	1♦=4+♥, 1♥=4+♠, 1♠=6-10"NT" or any hand 4+♦, 1NT=11/12, 2♣=11+ 5+♠, 2♦=6♥+ 0-6, 2♥=6♠+ 0-6, 2♠ = 7-10, 6+♣, 2NT=(12)-13 bal, 3♣ pre-empt 5+♠, 3♦♥♠ =pre-empt, 4M to play	Accept transfer with most hands with 3crd (or 4crd) support, jump to 2 level with 4crd support and 13- 14 opening.	1♣-2♥♠= inv 5card+ support
1♦		4	3♣	11-22 hp	2♦ 4+ supp 11+hp 2♥♠ =6+ 0-6, 2♠ = inv 4+, 2NT=(12)-13 bal, 3♣=7-10 4+♦, 3♦ pre-empt 4+♦, 3♥♠= pre-empt		As 1♣
1♥		5	3♣	11-21 hp	1NT= 6-11hp, 2♣=nat F1 or inv w 3♥, 2♦= nat F1 2NT inv+ w 4+♥, 2♠=5-8 ♥ sup+single?, 3♣=inv with ♣ 3♦= inv with ♦, 3♠4♠= void , 3♥ pre-empt	1♥-2♥: 2♠3♣♦= shortness inv+ , 2NT= any hand inv+.1♥-2NT: 3♣=min, 3♦=14+no sing, 3♥=sing ♣ , 3♠=sing ♦, 3NT=sing ♠, 4♠♦ = void	2N inv with support
1♠		5	3♣	11-21 hp	1NT= 6-11hp, 2♣=natural F1 or inv w 3♠, 2♦= nat F1, 2♥=nat GF, 2♠=nat ,2NT inv+ w 4+♠, 3♣=inv with ♣ 3♦= inv with ♦, 3♥4♠= void	Same as after 1♥	2N inv with support
1 NT			2♣	15-17 5M, 6m, single H 5422	2♣=Stayman, 2♦♥♠NT= transfer 3♣= ♣+ ♦ weak,3♦=5♣+5♦= Slaminterest 3♥♠= Good 6+ and slaminterest	1NT-2♣ // 2♦-2♥= pick a major, to play, 2♠ inv. 1NT-2♠ // 2NT=support, // new suit shortness ST 1NT-2♣//2♦ -3♥♠/ Smolen	
2♣	x	0		Any strong hand. If balanced 22-24	2♦ =wait (any hand) , 2♥♠/3♣♦ nat GF 2NT=at least 5-5 in ♣♦ GF 3nt = 5+5+ in ♥♠, no slaminterest	2♣ - 2♦// 2Ma = F1 2♣ - 2♦// 2Ma - 3♣ = second negative 2♣-2♦ , 3M = 4 card, 5+ ♦	
2♦	x			Weak (3-9)	6 cards ♥♠ in red. Could be 5 in green	2NT= Forcing and?,2♠=Nat, 2♥/3♥ = Pa/Co 4♣=PD bid transf t your suit, 4♦ =BID y Suit	
2♥		6		10-13 with ♥	2♠, 3♣, 3♦ = F1, 2NT= ?	2♥-2NT//3♣=Min bal, 3♦ = Max bal, 3♥/3♠/3NT=sing ♣/♦/♠	
2♠		6		10-13 with ♠	Similar as above		
2 NT				20-21 balanced 6m/5M	3♣= puppetstayman, 3♦♥= transfer, 3♠=minors, 4mi= transfer M slamtry (♣=♥) , 4M= slamtry mi (♥=♣)	Slam Conventions	
3x				Preempt	New suit F1	1430 RCKB, Dopi Ropi, Splinter bids, Cuebids (1 st 2 nd controls)	
3NT				25-27	4♣= Baron, 4♦♥= transfer, 4♠=minor		
4♣,♦				Preempt			
4♥,♠				play			