

## Defensive and Competitive Bidding

### Overcalls (Style; Responses; Reopening)

Normal healthy style (min. 8/9 hp on the 1-level and 5-11 hp on the 2-level), could be weaker if pd has prepassed or in balancing position.  
**Answer:** Cuebid = good raise or general forcing, jump raise = preempt, cuebid with jump = mini-splinter, jump in new suit = nat. invitation, except after 2-level overcalls then it is GF, 1NT = 8-12 hp, 2NT = 13-15 hp (10-12 hp after overcall on 2-level) and 3NT = 16+ hp (13+ hp after overcall on 2-level). New suit on lowest level is forcing, but not on the 2-level.

### 1 NT overcall (2ND/4TH; Responses; Reopening)

15(14)-17 hp,

### Jump Overcalls (Style; Responses; Unusual NT)

Preempt (ca. 4-10 hp), except in 4th hand (after 1x - p - p) when it is 11-14 hp. 2NT = 5-5 in 2 lowest unbid suits (max 11 hp or 15/16+ hp). 2NT and opps. suit = forcing.

### Direct and Jump Cue Bids (Style; Responses)

Michaels overbid of opening suit is always both majors over 1/club or 1/dia opening

Overall of opps' major opening shows opposite major + CLUBS

2NT over 1Heart/1spade opening from opps is always both minors

Jump to 3clubs over opponent's 1heart or 1spade opening shows opposite major + DIAMOND

### VS. NT (vs. Strong/Weak; Reopen: PH)

2<sup>nd</sup> and 4<sup>th</sup> hand: Multilandy

X: 15+hp

2♣: Both majors, min.

2 ruter = En major

2hjarter = 4korthjerter + en minor. 2spar = 4 kort spar + en minor

2NT: Minors

### VS. Preempts (Doubles; Cue bids; Jumps; NT bids)

DbI shows values. Leaping Michaels, 4♣/♦ = 5-5 in the bid minor + opposite major. 4NT = 2 suits (5-5) in minor, or hearts + one minor.

### VS. Artificial Strong Openings

X=takeout with some clubs

When opps bid artificial strong 1club opening, we play YESLEK

After opponents' 2clubs opening (artificial and strong, we also play YESLEK

### Over Opponents' take out double

Natural

## Leads and Signals

### Opening Leads Style

	Lead	In Partner's Suit
Suit	3/5 leads	3 <sup>rd</sup> highest
NT	3/5 leads	3 <sup>rd</sup> highest
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	JT(x)/JT(x)	HJT(x)/JT(x)
10	HT9x/AQT(x)/	HT9x/AQT(x)/T9x
9	H9x/9xx/T9, 109X or longer	J9X or longer, 109X or longer
X(lowest)	Hxxx/HT9x/xxxx(x)	Hxxx/HT9x/xxxx(x)

### Signals in order of priority

	Partners lead	Declarer	Discarding
Suit:	Strength	Distribution	Strength
2 <sup>nd</sup>	Distribution	Lavinthal	Distribution
3 <sup>rd</sup>	Lavinthal		Lavinthal
NT:	Strength		Strength
2 <sup>nd</sup>	Distribution	Distribution	Distribution
3 <sup>rd</sup>	Lavinthal	Lavinthal	Lavintal

**Signals (including Trump's):** Low card = encouraging. Distribution high-low = even. Lavinthal .NB! We lead the 9 from 109X or longer.

Smith signals from both sides = low likes.

## Doubles

### Takeout Doubles (Style; Responses; Reopening)

Normally opening values and length in unbid suits or ca. 17+ hp, could be weaker in balancing positions. **Answer:** natural (jump is invitational) with cuebid as only forcing bid.

Support dbIs after major bids until 2heart.

## Special, Art and Comp DbI/RdbI

DbI in a competitive auction only shows extra values. Responsive Xes



WBF

System

Card



## System:

Players	Åse Langeland	Jan Fjælberg
	KLEPP BK	KLEPP BK

## System Summary

### General Approach and Style

Natural system with 5-card major openings.

2/1 principle unless we rebid 2club/2dia with 3club/3dia

### Special bids that may require defence

### Special forcing pass sequences

After pd opens at the 1-level and right hand opp. bids. Pass after overcall over 2♣ is forcing(4+). Pass is forcing if opps. sacrifice after Game Force or bid game.

### Important notes that don't fit

## Psyches

Very rare.

Opening	Art	M in . #	N e g. D. th	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		3	3♠	10-21(22) hp	1x=NAT F1. 1NT=6-10hp. 2NT=11-12p, no major suit. 2♣=6-9p NF. 3♣= weak , preemptive style..2♦=weak 3-6p, 2M=weak (3-6 hp). Inverted minor. 1♣-2♣= 11+ and forcing to 2nt or 3♣. suit bid on level 2 showa extras and GF, 3NT= 18-19 Jump to suit bid on 3 level is splinter	Natural responses.	2♣=6-9 hp. Cuebid in opps. suit = support and 10+ hp.
1♦		(3) 4	3♠	10-21(22) hp	2♦=6-9p NF. 2M=weak(3-6p). 2♣=natural F1, 3♦=weak and preemptive style. 3♥/♠=short with support. Inverted minor. 1♦-2♦= 11+ and forcing to 2nt or ♦. suit bid on level 2 + 3♣ shows extras and GF, 3NT= 18-19 Jump to suit bid on 3 level is splinter	Natural responses.	2♦=6-9 hp. Cuebid in opps. suit = support and 10+ hp.
1♥		5	3♠	10-20(21) hp	2♥=5-9p . 2♦=game forcing except when repeated 3dia. 2NT= game forcing with 4-card support. 3♥=preempt (2-5 hp).3clubs is 9-11p and at least 3card support. 3dia = 6-8 and four card support After 3rd/ 4th seat M opening, 2m = 3c supp and values in m 9-11p	Natural responses	2♣ = (Toronto) shows 3-card support and 9-11 HP.
1♠		5	3♥	10-20(21) hp	2♠ = 5-9 p , 2m is game forc unless you rebid suit 3♣= undefined splinter, 3♦= 10-11p and ¾ support in S 3♠= preemptive 0-5p After 3rd/ 4th seat M opening, 2m = 3c supp and values in m 9-11p	Natural responses	2♣ = (Toronto) shows 3-card support and 9-11 HP.
1 NT			3♥	15(14)-17 hp. Could be 5-card maj. or 6-card min.	Stayman and transfer (2♦/♥ and 4♣/♦). 2♠= transfer to clubs, 2NT= transfer to dia. All suit jumps from 1NT to the 3 level shows single 4m= Transfer to corresponging M and slam try	Extended Stayman (3♣). Jump in new suit after 2♣-2♥/□, is splinter (singelton). Jump to 3heart/spade after 2 dia response is smolen showing 4card in the bid suit + 5+ in the other major suit	Lebensohl after natural overcall on the 2-level (2NT asks for 3♣). Negative double through 3♥
2♣	x			Strong forcing bid (21)22+ hp or 9+ tricks (18+ hp)	2♥=weak or waiting. 2NT=9-11p New suit= 5+cards and 6/7+ hp. When opps interfere over 2clubs, dbl= 0-3(4)points. If opps dbl 2clubs, RDBL shows 0-3(4) points	After 2♣-2♦: 2♥/□ is forcing with 3♣ as "second negative". 3♣/♦=forcing 1 round. Jump to 3♥/□ is slam-try and sets the triumph. (asks for cuebid).	Pass after overcall is forcing with ca. 4+ hp. Dbl = 0-3(4) hp. Suit=natural (5-cards and 5+ hp)
2♦	x	6		6-c M 8-10 (11) HP, or BAL 25-27 HP	2NT only forcing bid asking for length or value in sidesuit, rest is natural and non-forcing.	Answer to 2NT: suit or value response 3NT= very strong suit	
2♥		6		5-card hearts and 8-10 (11) HP	2NT asking for value in sidesuits. New suit is forcing. Raise to the 3-level is <i>not</i> invitational. 3□/4♣/♦= <b>splinter</b> (slam-try with singelton and support). 3NT=to play.	After 2NT opener shows side values. With minimum he bids triumph. 3NT= Very strong suit	.
2♠		6		5-card spades and 8-10 (11) HP	Like 2♥ (see above). NB! Jump to 4♥ is to play!	After 2NT opener shows side values. With minimum he bids trump. 3NT= Very strong suit	
2 NT				20-21 hp. Could be 5-card maj. or 6-card min.	3♣=Puppet Stayman. 3♦/♥=transfer to 3♥/□. 3□=both minors and slam try, 4NT=kvantiativt.	<b>Slam Conventions</b>	
3x				Preemptive, but sound style	New suit on the 3-level is forcing. New minorsuit on the 4-level is cuebid. Jump to 4♥/□ is to play. 4NT=RKCB.(0314)	Roman Key-Card Blackwood (0314). Exclusion Blackwood (0314). Cuebids. Splinter. A cuebid in partners bid suit is <b>natural</b> and shows a <b>true</b> control (High-card).	
3NT	x		AKQ(J)xxx in a minor.	4(5)♠ tells pd to pass or correct to 4(5)♦. 4♣ ask for singelton. 4♥/□ is to play. 4NT=asks for length.			
4♣,♦		7		Preempt depending on vulnerability.	4♥/□ is to play, 4diamond asks for cuebid		
4♥,♠		7		Preempt depending on vulnerability.	4□ is to play. 4NT=RKCB. 5♣/♦=cuebid.		
4NT	x			Asking for specific Ace(es).	5♣=0 ace. With 1 ace: bid the suit.. 5NT with 2 aces.		