

Defence, conventions

Overcalls: Natural.

X = Take out. Normal bids.

1 NT overcall:

15-18 in 2nd and 3rd seat
15-18 in 4th seat

Jump-overcalls:

2NT = 2 lowest colours.
Colour jump = Preempt.

Direct Overcalls:

Michaels
Jump-overcall show a good suite and ask for stop.

Defence against 1 NT:

Dbl = Good hand
2♣ = Diamond or both major.
2♦ = Only hearts or spade + minor.
2♥ = Hearts + minor.
2♠ = Natural.
2NT = Both minor or strong with two colours.
Same approach if passed first.

Defence against preempt openings:

Weak 2 Dbl = take out. 2NT = 15-18hp.
3 level Dbl = take out.
Leaping Michaels

Defence against strong 1♣ or strong 2♣:

1♣: x = major, 1NT = Both minor.
2♣: x = ♣, 2NT = Both minor.

After take out double from opponents:

- New colour is forcing.
- New colour jump is weak.
- 2NT = invitational after minor, invitational Jacoby after major.
- RD show 10hp+.
- Jump raise is preempt.

Leads and signals

Lead-style: 3-5th, MUD.

	Leads	In partners colour
Colour	3-5th, MUD	3-5th
NT	3-5th, MUD	3-5th
Further	3-5th from remaining cards	3-5th from remaining cards

Other: Low is encouraging.

Leads: Standard from sequence.

Card	Colour	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)
Jake	HJT(x)/JT(x)	HJT(x)/JT(x)
10	HT9x/AQT(x)/T9x	HT9x/AQT(x)/T9x
9	9x/98xx/98x	9x/98xx/98x
X	Hxxx/HT9x/xxxxx	Hxxx/HT9x/xxxxx

Carding in priority order:

		Partners	Declares	Discard
Farge	1	Encouraging		Encouraging
Farge	2	Lavintahl		Count
Farge	3	Count		Lavintahl
NT	1	Encouraging	Smith	Encouraging
NT	2	Lavintahl		Count
NT	3	Count		Lavintahl

Count: Low-High = 1-3-5, High-Low = 2-4-6

Enc: Low card.

Doubles

Take out doubles (Style, Response; Re-opening):

Focused on major colours. Support doubles and RD up to 2♠, responsive doubles up to 4♦, take out doubles up to 3♠.



WBF

SYSTEM CARD



System card for

Name	Vidar Smith	Sigurd Evjen
Club	Vikersund BK	Vikersund BK
Krets	Buskerud	Buskerud
NBF medl.	8981	12989

Basic System

BIN STANDARD

1NT opening is (14)15-17, balanced, 5 card major and 6 card minor is allowed.

Special openings that can require defence agreements:

2♦ = multi 2♥/2♠ = tartan 6-10hp
2NT = minor 6-10hp

Forcingpass situations:

1x-(>3♠)-p = Pass MIGHT be forcing and encourage partner to double if short in opponents colour.
Forcingpass in competitive game and slam bidding sequences.

Important principles that don't fit anywhere else:

X-Y NT.
Lebensohl.

Psychic bids:

Rarely, but happens.

Opening.	Artificial	Minimum number.	Neg. Dobl. Up to.	Description	Responds	Further biddings	Differences after opponents overcall or with passed hand
1♣		3	3♠	11-20 hp 3-card +	1♥,♠ might have ♦ if weak 2♣ = inverted minor with 4+card support 2♦,♥,♠ = Natural 14hp 2NT = 10-12 hp, deny major, 3♣ = Preempt	1♣-2♣, 2NT = 12-14 NT	After pass or overcall 1♣-2♣ is a simple raise with 6-9hp. After overcall raise to 3♣ is invitational.
1♦		4	3♠	11-20 hp 4-card +	2♦ = inverted minor with 4+card support 2♥♠ og 3♣ = Natural 14hp 2NT = 10-12 hp, deny major, 3♦ = Preempt	1♦-2♦, 2NT = 12-14 NT	After pass or overcall 1♦-2♦ is a simple raise with 6-9hp. After overcall raise to 3♦ is invitational
1♥		4	3♠	10-20 hp 4-card +	2♠ = Natural 14hp 2NT = Stenberg 3♣♦ = Natural 14hp 3♥ = invite for game 3♠ og 4♣♦ = renons	1♥-2NT, 3♣♦♠=natural, not minimum, (might be 3-card) 1♥-2NT, 3NT = 18-19 hp 1♥-2NT, 4♣♦♥♠= renons	2♣ = Toronto after pass in opening with (3)4-♥ 1♥ - (x) - 2NT = Invitational Stenberg 1♥-2NT = Balanced 10-12 if passed first
1♠		5	3♠	10-20 hp. 5-card+	2NT = Stenberg 3♣♦♥ = Natural 14hp 3♠ = invite for game 4♣♦♥♠ = renons	1♠-2NT, 3♣♦♥♠=natural, not minimum (might be 3-card) 1♠-2NT, 3NT = 18-19 hp 1♠-2NT, 4♣♦♥♠= renons	2♣ = Toronto after pass in opening with 3-♠ 1♠ - (x) - 2NT = Invitational Stenberg 1♠-2NT = Balanced 10-12 if passed first
1NT		---	2♠	(14)15-17, balanced , 5 card major and 6 card minor is allowed.	2♣ = Stayman, 2♦,♥ = transfer, 2♠ = minorseeking, 2NT = invite med HHxxxx in one minor. 3-level show 2-colours and invite strenght.	1NT-2♣, 2♦-3♣ = new question, 1NT-2♣, 2♥- 2♠ = new question. 1NT-2♣, 2♠-3♣ = new question. 1NT-2♦, 2♥-3♣,♦=Natural forcing	Lebensohl Dbl = Negative at 3♦
2♣	X	0		Artificial forcing, strong.	2 NT = 5-5 in minor and positive cards 3 NT = 6-card, any selfplaying colour	2♣ - 2♦, 2♥/♠, 3♣=second negative 2♣ - 2♦, 3♣/♦ = Natural, gameforcing 2♣ - 2♦, 3♥/♠ = Natural, ask for cue	
2♦	X	0		Multi with 20-21 NT	2NT = Forcing, 3♥ = Preempt, pass or correct. Puppet stayman	2♦-2NT, 3♣/♦ = Max with weak 2	After overcall double is punishment.
2♥	X	5		6-10 hp, 5card♥+minor	2NT = Forcing		
2♠	X	5		6-10 hp, 5card♠+minor	2NT = Forcing		
2 NT	X	---		6-10 hp Both minors	3♥/♠ = Forcing	Slam konventions	
3x		6		Preempt, HHxxxx in minor 1 and 2 hand	New colour = Forcing	RKCB 03-14. Dopi/Ropi Cue-bid with 1. og 2. controls mixed Stenberg Splinter Josephine 5NT	
3NT	X	7	Selfplaying minor; deny side ace or king in 1th. and. 2nd.	4♣ is for preference. 4♦ is slaminvite, ask for single/renons			
4♣,♦		7	Preempt	4 in major is for play. 4NT er RKCB			
4♥,♠		6	Preempt	New colour is cue-bid, 4NT=RKCB			
4NT		---		Ask for specific aces	5♣ deny aces, 5NT show ♣-ace, 6♣♦♥=CRO scale		