




Defensive and Competitive Bidding
Overcalls (Style; Responses; Reopening)
1-level: Aggressive if good suit 2-level: Sound Responses: Cue-bid = 1 round forcing
1 NT overcall (2ND/4TH; Responses; Reopening)
15-18 bal (subs auction as after 1nt opening) NT-system is on, not after dbl.
Jump Overcalls (Style; Responses; Unusual NT)
Preemptive (1M)-2NT= 6HP+, ♣+♦
Direct and Jump Cue Bids (Style; Responses)
Direct Cue = majors o/minor, major/club o/major appr. 9+ Jump cue=Asks for ♣+♦ pper.
VS. NT (vs. Strong/Weak; Reopen: PH)
Dbl : Strength 2♣: ♥ + ♠, 2♦ = 1 major, 2♥/♠=4 + longer minor 2NT: ♣ + ♦ or strong 2-suits
VS. Preempts (Doubles; Cue bids; Jumps; NT bids)
Take Out DBLs. VS. Versus 2M, 3 suit, Multi 2M-3M = Leaping Michaels
VS. Artificial Strong Openings
Versus 1♣: Dbl=strong unbal (norm. 16+), 1♦=Majors, 1NT=minors Versus 2♣: D=♣
VS. 2 ♦ Multi
Multi: Dbl. = 15-18 balanced 2NT : 19-21 balanced Leaping Michaels

Leads and Signals			
Opening Leads Style			
	Lead	In Partner's Suit	
Suit	3./5.	3./5.	
NT	3 rd – 5th	3 rd – 5th	
Subseq	Attitude when opening a new suit through declarer		
Leads			
Lead	Vs. Suit	Vs. NT	
Ace	AKx/AKxx(x)or A(xxxx)	AKx/AKxx(x)or A(xxxx)	
King	AK/KQ/KQJ(x)/KQT(x)/AK	AK/KQ/KQJ(x)/KQT(x)/x)/AK	
Queen	AQJ(x)/QJ(x)/QJT(x)	AQJ(x)/QJ(x)/QJT(x)	
Jack	HJT(x)/JT(x)	HJT(x)/JT(x)	
10	HT9x/Tx/T9	HT9(x)/T9(x)	
Signals in order of priority			
	Partners lead	Declarer	Discarding
Suit:	Hi=Disc	count	Hi=Disc
2 nd	count		count
3 rd	Lavinthal		lavinthal
NT:	Hi=Disc		Hi=Disc
2 nd	count	count	count
3 rd	Lavinthal		lavinthal
Signals (including Trump's): Encourage: Low, Lavinthal Smith (NT): Hi-Low likes the lead from both. Count: hi-low = even			
Doubles			
Takeout Doubles (Style; Responses; Reopening)			
Rdbl = 10 hcp + After 1 major- 2 NT at least invitational in the bid suit 1 level forcing for one round, 2 level not forcing After opp's 1nt → 2kl =major			
Special, Art and Comp Dbl/Rdbl's			

	System Card	
		
WBF		NBF
Category: Green		
Event: WBTC 2022		
Norway Seniors	Arve Farstad	
	Jan Mikkelsen	
System Summary		
General Approach and Style		
5 card MAJORS, 1 ♣ = 2+ 1 NT : (14+)15-17, might be 5major/6 minor (may have single Honor) 2 over 1: GF unless suit rebid/2♣ may be inv. with 3-card support after majoropening.		
Special bids that may require defence		
1♣/♦ – (dobl.) - 2♦♥ transfer to 2♥/2♠ 1♠ - (1♦) – 2♦♥ transfer to 2♥/2♠		
Special forcing pass sequences		
1x-(?) y-p = pass might be penalty, dbl = Take Out		
Important notes that don't fit		
X-Y-NT 2♣ demands 2♦,2♦=GF (Dto 1X-1Y-1Z) on after D Lebensohl 2nt in most competitive situations except 1 M-2 M-D, then 2 NT = minors Puppet Stayman on 20+ with NT distri. Bergen 2 NT in comp. Sit. Takeout D in many situations		
Psychics		
Rare		

Opening	Art	Min. #	Neg. D. thru	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		2	4s	10-22 hp	2♦ = 9-11 and ♣. 2♣ = GF Strong jump shifts in ♥/♠ 6Cards+ Walsh	1♣ - 1♦ - 1major = 5 club, 4+ major or 4-4-4-1 1♣- 1♥-2♠ =Natural F1 --> 2NT only response NF After 1♣-(1♦): double=4-4, ♥-♠, 2♦/♥=6+♥/♠ After 1♣-(1♥): double=4-5♠, 2♥=6+♠, 2♠=inv. ♣ Transfer after 18-19NT 1♣ (2+) - 2♦ = both major	
1♦		4	4s	10-22 hp	3♣ = 9-11, inv. In D, 2 D = GF Strong jump shifts in Major 6cards+	1♦ - 1♥-2♠ = natural GF After 1♦-(1♥): double=4-5♠, 1♠=no ♠suit, 2♥=6+♠, 2♠= inverted minor raise 9/10+HP Transfer after 18-19NT	
1♥		5	4s	10-20 hp	2NT= Jacoby GF . 4+ card support 2♠= inviting game in ♥, short in ♣ or ♦, 2NT ask 3♣= limit raise in ♥ . 4+ card support 3♦= inviting game, in ♥, short in ♠ 3♥ = preemptive	1♥- 2NT-3♥ = no side suit, 1♥-2NT-3 any=nat 1♥-2NT-3♥-new suit=single 1♥-2NT-3♥-3NT=asks cuebid 1♥-2NT-3NT=18-19, 1♥-2NT-4level=void 1♥-1NT-2NT:GF. 3♣=5+♠, 3♦=5+♦, 3♥=Hx, 3♠/3NT=3244max/min	Drury 2♣/♦ = Game interest with 3 /4+card support
1♠		5	4♥	10-20 hp	2NT = Jacoby. 4+ card support 3♣= inviting game in ♠, short in ♣ or ♦ (rele ask), 3♦ = limit raise in ♠, 3♥=splinter 3♠ = preemptive	Same as 1♥ 1♠-1NT-2NT: GF. 3♣=5+minor, 3♦=4+♥, 3♥=2344&max, 3♠=Hx, 3NT=2344&min	Same as 1♥
1 NT		---	3♠	(14)15-17 bal., may be 5 M/6 m Maybe singleton honor	2♣ = Stayman, 2♦, ♥ is transfers, 2♠ asking best minor, 3♣, ♦ = Invitational 3♥/♠ = Singel GF and 3 in unbid M (3-1-5-4 etc.) Smolen/opposite major balanced slaminv.	1NT-2♣-2♦-2♠= inviting game = 5spades+4hearts 1NT-2♦-2♥-2♠= inviting game=5hearts+4spades 1NT-2♥-2♠-3♥=GF 5-5 in major 1NT-2♣-2x-3♣ = Asking for distr.	
2♣	X	0		22-23 or 24+ hp bal. Or strong unbal	2♦= asking opener to clarify his hand (waiting) Direct bid = ((5(6m)) cards+headed by honor)) 2NT=pos. 5-5 minors	2♣-2♦-2♥-2♠(obl.)-2NT = 24-25 NT. 3 NT = 26-27 2♣-2♦-2♠-2NT=5+ bal., 3♣ second negative 2♣- 3♥/♠ = semi-running 6 cards	
2♦		6(5)		5-10	2NT =asking bid 2♥/♠ NF, 3♣ NF		
2♥		6(5)		5-10	2NT= asking for single, 2♠ NF, 3♣/♦ NF		
2♠		6(5)		5-10	2NT=asking for single, 3♣/♦/♥ NF		
2 NT		---		20-21 Balanced	Puppet stayman, transfers, 3♠ = slaminv. minors 3 NT = to play, 4♣/♦ = slamtry in ♥/♠ 4♥/♠ = slamtry in ♣/♦		
3x		6		Preempts	1. and 2. Pos: Good suit in ♣/♦ New suit F		
3NT	X	7		Running suit, no side A/K	4♣ to correct, 4♦ asks for shortness		
4♣		7		Preempts		4NT: Roman Key Card Blackwood: 5♣: 0/3, 5♦: 1/4 5♥: 2, 5♠ 2 incl. Triumph Q, 5NT=odd and a void, 6x=even and void.	
4♦		6		Preempts		After 4NT and answer: 5NT=asking specific King, promise all aces	
4♥,♠		---		To play	New suit is cuebid, 4NT=RKCB	Cue bids: 1 st and 2 nd round controls up the line, Exclusion Blackwood	
4NT	∨			Asks for specific aces	5♣=0 Aces, Suit=that Ace, 5NT= ace of ♣	Splinter & Minisplinter	