




Defensive and Competitive Bidding
Overcalls (Style; Responses; Reopening)
Normally sound, but may be weak 1-level (lead direction)
1 NT overcall (2ND/4TH; Responses; Reopening)
15-18 1-3 rd , 12-15 4 th . NT system ON.
Jump Overcalls (Style; Responses; Unusual NT)
(2/3M) - 4m = 5+m 5M (other M) 2NT: 2 lowest unbid suits , weak/strong (1♥)-p-(2♥) -2NT = minors (1♠)-p-(2♠)-2NT= 5-5 ♥+minor
Direct and Jump Cue Bids (Style; Responses)
Michaels after 1M (other M+♠) (1♠)-2♦ = one Major (multi) (1♠) -2♥ = both M weak/strong
VS. NT (vs. Strong/Weak; Reopen: PH)
Vs strong (from 13 + NT) X=at least same strength (1st pos) In 4 th seat may be more balance-pos. 2♣= both M, 2♦=♠+♦ (normally longer diamond) 2M= nat.
VS. Preempts (Doubles; Cue bids; Jumps; NT bids)
Take-out DBL Over 3m -4m =both M Over 2/3M , 4m shows that m + 5 in other M 4NT = both minor
VS. Artificial Strong Openings
Yezlek vs strong 1♣ and 2♣ opening
Over Opponents' take out double
XX= 9+ hp , after 1♣-x -sys same as pass -xx still 9+hp.

Leads and Signals			
Opening Leads Style			
	Lead	In Partner's Suit	
Suit	3 rd -5 th	3 rd -5 th	
NT	Invite, 4 th normally	3 rd -5 th	
Subseq			
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	HJT(x)/JT(x)	HJT(x)/JT(x)	
10	HT9x/AQT(x)/T9x	HT9x/AQT(x)/T9x	
9	H9x/9xx/T9	H9x/9xx/T9	
X	Hxx _x /HT9 _x /x _x xx(x)	Hxx _x /HT9 _x /x _x xx(x)	
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	Smith	Enc/Discrg
2 nd	Count	Count	Count
3 rd	S/P	S/P	S/P
Signals (including Trump's): Low=Enc, smith vs NT (low from leader=good, high from pd= good) Lavintahl in trump when possible.			
Doubles			
Takeout Doubles (Style; Responses; Reopening)			
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		NBF
System:		
Players	Sven-Olai Høyland	Kjell Gaute Fyrun
	Ruterklubben	Ruterklubben
System Summary		
General Approach and Style		
Natural, 2/1 style. 15-17NT Transfers responses after 1♣-opening 3 rd seat opening may be light .		
Special bids that may require defence		
2♦ Multi 3-8hp green vs red, 6card diamond, 7-10 else. 2♥♠ 5card 3-8 green vs red , 6card 7-10 else. (1♠) -2♦=multi, 2♥ both M weak, 2♠ both M strong If strong ♠ = Yezlek defence all levels		
Special forcing pass sequences		
1X - bid -pass may be forcing. 2♣ -bid-pass=4+hp		
Important notes that don't fit		
1♣-(1♦)-1♥=4+♠ 1♣-(1♦)-1♠=exactly 4♠ and 4+♥ 1♣-(1♦)-2♦ =inverted minor 1♣/1♦ -(1♥) -1♠ =denies 4+♠		
Psychics		
Can occur (very seldom)		

Opening	Art	Min. #	Neg. D. through	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		3	3♠	11-22 hp	1♠=4+♥, 1♥=4+♠, 1♠=6-9 "NT" or any hand 4+♦, 2♣=inv minor 4+♣, 2♦=weak or strong ♥ (if strong 1 looser to singleton) 2♥=weak or strong ♠, 2♠ 8-11 unbal 5+♣, 2NT=11-12 bal 4+♣, 3♣ pre-empt 5+♣ 3♥♠ splinter, 4♦ void, 4M to play, 4NT = RCBW	Accept transfer with 3+ support.jump to 2 level with 4 card support and minimum opening. 1♣-2♣, 2♦=relay ask for 2♥ --2N= max11-14, 3NT max 18-19 . 1♣-2♣, 2M= nat rev. jump = splinter 1c-1x, 2NT-3y=transfer	1♣-2♣=natural play
1♦		3	3♠	11-22 hp	Natural, 2♦ inv minor, 2M to play, 2NT 11-12, 3♦ pre-empt, 3M =splinter, 4♣ void, 4M play, 4NT RCBW	1♦-2♦, 2♥ relay for 2♠ --2NT= max 11-14, 3NT = max 18-19. 1♦-2♦, 2♠=nat rev. jump = splinter. 1d-1M, 2NT-3x=transfer	1♦-2♦= natural play
1♥		5	3♠	10-21 hp	1NT 6-11hp, 2♣ all GF balanced or invite w 3♥(11-12) or 5+♣ F1, 2♦ 3-7 ♥-support, or nat F1 2♠ splinter one suit, 2NT GF w 4+♥, 3♣ 7-9 4♥, 3♦ 10-11 4♥ 3♥ 0-6 4+♥	1♥-2♥: 2♠3♠= shortness inv+, 2NT= any hand inv+. 1♥-2N 3-nat extra. (3cards+), 4m=void.	1H-2NT= both minors (ok suits) 1H -2D = natural non forcing 1H-2C = toronto
1♠		5	3♠	10-21 hp	1NT 6-11hp, 2♣ all GF balanced or invite w 3+ ♠ or 5+♣ F1, 2♥ nat F1 or 3-7 support, 3♠ splinter one m. 3♦ 7-11 4♠ 3♥ splinter, 2NT GF w 4+♠	Same as after 1♥	1S-2NT=both minors (ok suits) 1S-2D=natural non forcing 1S-2C=toronto
1 NT			2♠	(14)15-17 May have 5M, 6m, single H 5422	2♠=Stayman, 2♥= transfer, 2♠= minorstayman, 2NT= invite, 3♣♦♥♠= single 4♣♦ M transfer, 4♥♠= to play	1N-2♠, 2♦-2♥= pick a major, to play. , smolen 2♠=rele. Other bid natural .	
2♣	x	0		Any strong hand. If balanced 20-21	2♦ =wait (any hand) , 2♥♠3♣♦ nat GF, 2NT (54+)♠+♦ 7+hp ,3♥♠ 6+cards 0-3hp, 3NT good ♣or♦ nothing else. 4♣♦=transfer M, slamtry vs 28-30 , 4♥♠ to play	2♣-2♦, 2x-3♣= sec neg. 2♣-2♦, 3♣-3♦ sec neg.	
2♦	(x)	0		Multi 3-8hp green vs red . 6 card ♦ else	2♥ =p/c , 2♠ inv if ♥ , 2NT =ask hand. ,3♣♦ play, 3♥ p/c, 3♠ nat GF, 3NT=play, 4♠=nat GF, 4♦= bid ur suit, 4♥♠ to play. 4 th hand 6 card "7" tricks	After 2♦-2N:3♣ any max,3♦ min♥, 3♥ min♠ <u>If natural diamond, 2NT= ask side H.</u>	
2♥		5		Weak 2,5 card 3-8 green vs red other 6 card 7-10	2♠3♣♦ natural ,not forcing. 2NT ask minor if green vs red, ask single if stronger if 7-10. 3♥ is preempt, 3NT = to play, 4m= cue, 4♠ to play. 4 th hand = 6 card "7"tricks		
2♠		5		Same as 2 H	2N= ask. 3♣♦♥ nat not forcing. 3♠ preemt, 3NT play, 4m =cue , 4♥ to play.		
2 NT			4♠	22-24 balanced May have 6m/5M (5422)	3♠= puppetstayman, 3♦♥= transfer, 3♠=minors, 4m= transfer M slamtry (♠=♥) , 4M= slamtry m (♥=♠)	Slam Conventions	
3x				PREEMPT Acc to VUL	New suit F1	0314 RCKB Dopi Ropi	
3NT				Solid minor, gambling	4♠ p/c	Splinter bids Cuebids (1 st 2 nd controls)	
4♣, ♦				Preempt		5NT is frequently pick a slam	
4♥, ♠				play		Lightner DBL	
4NT				Ask specific Aces	5♠ none, 5N=2 aces		

