

Defence, conventions

Overcalls: Natural.

X = Take out. Normal bids.

1 NT overcall:

15-18 in 2nd and 3rd seat
11-14 in 4th seat

Jump-overcalls:

2NT = 2 lowest suits.

Colour jump = Preempt - aggressive style.

Direct Overcalls:

Michaels (strong or weak).

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

Defence against 1 NT:

Dbl = Good hand

2♣ = Both major.

2♦ = Only ♦ or ♣ + minor.

2♥ = ♥ + minor.

2♠ = Natural.

2NT = Both minor or strong with two suits.

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 = ♣, 1NT = Both minor. 2-level – look to NT defence.

2♣: Same as NT defence (x = both major).

After take out double from opponents:

- New suit is not forcing, but rarely passed out.

- New suit jump is weak/minisplinter.

- 2NT = invitation after minor, invitation Stenberg after major.

- RD show 10hp+, and is normally invite to x opponents.

- Jump raise is preempt.

Leads and signals

Lead-style: 3-5th, MUD.

	Leads	In partners colour
Colour	3-5th, MUD	3-5th
NT	4th highest or 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/H <u>T9x</u> /xxxx	Hxxx/H <u>T9x</u> /xxxx

Carding in priority order:

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

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

Enc: Low card.

Doubles

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

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



SYSTEM CARD



WBF

System card for

Name	Håvard Jensen	Lars Allard
Club	Vikersund BK	Vikersund BK
Krets	Buskerud	Buskerud
NBF medl.	11787	11350

Basic System

Natural

Normally we open in lowest 4-card suite.

1NT opening is (14)15-17, any balanced , any 5332 , 5422 (no both majors) and **any 4441**. 6 card minor is allowed.

Special openings that can require defence agreements:

2♦ = 5-10 hp, shows at least 4-4 in major > 5-5 in major.

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.

Strong or weak Marmic and Michels direct cue bid.

Negative doubles up to 3♦. Strength showing doubles up to 4♦.

Nilstrand.

Lebensohl.

Manco

Triumph ecco if ruff interest or intending to play declarer short in trump.

Psychic bids:

Rarely, but happens (most frequently from south/west).

Opening.	Artificial	Minimum number.	Neg. Dbl. Up to.	Description	Responds	Further biddings	Differences after opponents overcall or with passed hand
1♣		4	3♦	11-22 hp 4-card +	1♥, ♠ might have ♦ if weak 2♣ = Inverted minor with 4+card support 2♦, ♥, ♠ = Weak, showing a bad weak 2-opening 2NT = 10-12 hp, deny major, 3♣ = Preempt	1♣-2♣, 2NT = 12-14 NT 1♣-2♦ ♥ ♠, 2NT = 18-19 NT	After overcall, a direct cuebid is invitational+ with 4-card+ support, deny 4-card major. After pass or overcall 1♣-2♣ is a simple raise with 6-9hp.
1♦		4	3♦	11-22 hp 4-cardt +	2♦ = Inverted minor with 4+card support 2♥ ♠ og 3♣ = Weak, showing a bad weak 2-opening 2NT = 10-12 hp, deny major, 3♦ = Preempt	1♦-2♦, 2NT = 12-14 NT 1♦-2♥ ♠, 2NT = 18-19 NT	After overcall, a direct cuebid is invitational+ with 4-card+ support, deny 4-card major. After pass or overcall 1♦-2♦ is a simple raise with 6-9hp.
1♥		4	3♦	10-20 hp 4-card +	2♣ = Natural or (8)9-11 with ♥ support. 2♠ = Weak, showing a bad weak 2-opening 2NT = Stenberg 3♣♦ = Minisplinter 3♥ = Preempt 3♠ and 4♣♦ = Renons	1♥-2NT, 3♣♦ = natural, not minimum, (might be 3-card) 1♥-2NT, 3NT = 12-14 hp 1♥-2NT, 4 in minor = renons	2♣ = Drury after pass in opening with 3-♥. 2♦ = Drury after pass in opening with 4-♥. 1♥ - (x) - 2♦ = Good raise in ♥ 1♥ - (x) - 2NT = Invitational Stenberg 1♥ - 2NT = 5-5 in minor if passed first
1♠		4	3♦	10-20 hp. 4-card+	2♣ = Natural or (8)9-11 with ♠ support. 2NT = Stenberg 3♣♦ = Minisplinter 3♠ = Preempt 4♣♦ = Renons	1♣-2NT, 3♣♦ = natural, not minimum (might be 3-card) 1♣-2NT, 3NT = 12-14 hp 1♣-2NT, 4 in minor = renons	2♣ = Drury after pass in opening with 3-♠ 2♦ = Drury after pass in opening with 4-♠ 1♣ - (x) - 2♥ = Good raise in ♠ 1♣ - (x) - 2NT = Invitational Stenberg 1♣-2NT = 5-5 in minor if passed first
1NT		---	2♣	(14)15-17. Any 5332 , 5422 (no both majors) and any 4441. 6 card minor is allowed	2♣ = Stayman, 2♦, ♥ = transfer, 2♠ = minorseeking, 2NT = invite med HHxxxx in one minor. 3♣ = Puppetstayman. 3♦ = HHxxxx in ♥. 3♥ = HHxxxx in ♠. 3♠ = 5-5 in minors. 4-level is artificial slam invite's	1NT-2♣, 2♦-2♠ = new question, 1NT-2♣, 2♥-2♣ = new question. 1NT-2♦, 2♥-3♣, ♦ = Natural forcing	Lebensohl Dbl = Negative at 2-level, strength showing at 3-level Nilsland
2♣	x	0		Artificial forcing, strong.	2 NT = 5-5 in minor and positive cards 3 NT = 6-card, any selfplaying suit.	2♣ - 2♦, 2♥/♠, 3♣ = second negative 2♣ - 2♦, 3♣/♦ = Natural, gameforcing 2♣ - 2♦, 3♥/♠ = Natural, ask for ace/king	
2♦	x	0		5-10 hp, 4-4 > 5-5 in ♥ ♠	2NT = 16-18 hp, not forcing 3♣ = Relé 3♦ = 3-3 in Major and invite. 3♥ ♠ = Preempt	2♦-2NT, 3♣ = 4-4 in major + 4/5 card in minor	After overcall double is penalty. After take out double pass is ♦, RD = equal length in both majors.
2♥		5		5-9 hp, (5)6-card ♥	2NT ask for singelton, 3♣ ask for strength and quality		
2♠		5		5-9 hp, (5)6-card ♠	2NT ask for singelton, 3♣ ask for strength and quality		
2 NT		---		(19)20-21 NT. For distribution, see opening 1NT	Puppetstayman, transfers, 3♠ = minorseeking. 4-level is artificial slam invite's	Slam bidding	
3x		6		Preempt, conservative in 2nd. position	4 in opposite minor ask for quality og colour.	RKCB 14-03. Dopi/Ropi/Depo Cue-bid with 1. og 2. controls mixed Stenberg Splinter & Minisplinter Josephine 5NT Leaping Michaels	
3NT	x	7		Good minor suite, deny side ace or king in 1th. and. 2nd.	4♣ is for preference. 4♦ is pass or correct to 5♣	RKCB 14-03. Dopi/Ropi/Depo Cue-bid with 1. og 2. controls mixed Stenberg Splinter & Minisplinter Josephine 5NT Leaping Michaels	
4♣, ♦		8		Preempt	4 in major is for play. 4NT er RKCB	RKCB 14-03. Dopi/Ropi/Depo Cue-bid with 1. og 2. controls mixed Stenberg Splinter & Minisplinter Josephine 5NT Leaping Michaels	
4♥, ♠		6		Preempt	New colour is cue-bid, 4NT=RKCB	RKCB 14-03. Dopi/Ropi/Depo Cue-bid with 1. og 2. controls mixed Stenberg Splinter & Minisplinter Josephine 5NT Leaping Michaels	
4NT		---		Ask for specific aces	5♣ deny aces, 5NT show 2 aces, 6♣ show ♣-ace	RKCB 14-03. Dopi/Ropi/Depo Cue-bid with 1. og 2. controls mixed Stenberg Splinter & Minisplinter Josephine 5NT Leaping Michaels	

