

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 colours.
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:

Db1 = Good hand
2♣ = 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 Db1 = take out. 2NT = 15-18hp.
3 level Db1 = 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 colour is not forcing, but rarely passed out.
- New colour jump is weak/minisplinter.
- 2NT = invitational after minor, invitational Stenberg 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	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/HT9x/xxxxx	Hxxx/HT9x/xxxxx

Carding in priority order:

		Partners	Decleares	Discard
Farge	1	Encouraging	Smith	Encouraging
Farge	2	Lavintahl		Count
Farge	3	Count		Smith
NT	1	Encouraging	Smith	Encouraging
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 colours. Support doubles and RD up to 2♥, responsive doubles up to 3♠, take out doubles up to 4♦.



WBF

SYSTEM CARD



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 i 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♦.

Nilsland.

Lebensohl.

Manco

Triumph ecco if ruff interest.

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♣		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, eny 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♠ = Weak, showing a bad weak 2-opening 2NT = Stenberg 3♣♦ = minisplinter 3♥ = invite for game 3♠ og 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♣ = Toronto after pass in opening with 3-♥ 2♦ = Toronto after pass in opening with 4-♥ 1♥ - (x) - 2NT = Invitational Stenberg 1♥-2NT = 5-5 in minor if passed first
1♠		4	3♦	10-20 hp. 4-card+	2NT = Stenberg 3♣♦♥ = minisplinter 3♠ = invite for game 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♣ = Toronto after pass in opening with 3-♠ 2♦ = Toronto 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-level show 2-colours and invite strenght. 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, strenght 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 colour	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 strenght and quality		
2♠		5		5-9 hp, (5)6-card ♠	2NT ask for singelton, 3♣ ask for strenght 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 konventionen	
3x		6		Preempt, conservative in 2nd. position	4 in opposite minor ask for quality og colour.	RKCB 14-03. Dopi/Ropi/Depo	
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♣	Cue-bid with 1. og 2. controls mixed Stenberg Splinter & Minisplinter Josephine 5NT	
4♣,♦		8		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 2 aces, 6♣ show ♣-ace		

