




Defensive and Competitive Bidding
Overcalls (Style; Responses; Reopening)
Light overcalls on 1. level.
1 NT-overcall (2./4.; Answers; Reopening)
15-17 in all hands, system on.
Jump overcalls
2M= 4M+ 6 cards minor
Direct and Jump Cue Bids
Cuebid of a minor= both majors (5+5) Cue of a major = oposit major +C
VS NT
VS weak NT (13-15 or weaker): Dbl= takeout 2C= majors, 2D= multi, 2H/2S= 4M+ a longer minor
VS strong NT: Dbl= minors or majors 2C/D= Nat + a major 2H/S= nat
VS. Preempts
Dbl= takeout, 2NT= 15-17
VS: Artificial Strong Openings
Yeslek over 1 and 2 C, also after respons to opening 1C and 2C
Over Oppnents` take out double
Rdbl= 10+

eads and Signals			
Opening Leads Style			
	Lead	In Partner`s Suit	
Farge	3 rd -5 th =odd; 2-4 th -6 th =even	3 rd -5 th =odd; 2-4 th -6 th =even	
NT	Attitude	3 rd -5 th =odd; 2-4 th -6 th =even	
Videre			
Leads			
Kort	Mot farge	Mot NT	
Ess	AK/AKx/AKxx(x)	AK/AKx/AKxx(x)	
Konge	KQ/KQJ(x)/KQT(x)	KQ/KQJ(x)/KQT(x)	
Dame	AQJ(x)/QJ(x)/QJT(x)	AQJ(x)/QJ(x)/QJT(x)	
Knekt	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 xxx (x)	Hxx x /HT9 x /x xxx (x)	
Signals in order of priority			
	Makkers utsp.	Spilleførers	Avkast
Farge: 1	LOW= ENC	H/L=EVEN	LOW=ENC
2	H/L=EVEN	Lavinthal	H/L= EVEN
3	Lavinthal		
NT: 1	LOW=ENC	Smith	LOW=ENC
2	H/L=EVEN	H/L=EVEN	H/L=EVEN
3	Lavinthal	Lavinthal	
Signaler (trump inkludert): Smith: High= likes form both sides.			
Doubles			
Takeout Doubles (Style, Responses, Reopening)			
Normal			
Special, Art and Comp Dbl/Rdbl`s			
Responsive doubles, supportdoubles true 2H, lead directing doubles- but dbl in overcalled suit indicates another lead			

System-kort	
	
	
WBFF	
Category:	
Players	Arild Rasmussen Norway Per E. Austberg
System summary	
General approach and style	
Natural based system with transfer after 1C 2/1= GF Weak NT in non vul 1. And 2. hand	
Special bids that may require defense	
8-12 NT non vul 1. and 2. hand 2D= weak with both major non vul	
Special forcing pass sequences	
Important notes that don`t fit elsewhere	
Psychics	
May occur	

Åpning	Kunstig	Min. #	Neg. X t.o.m.	Beskrivelse	Svar	Videre meldingsforløp	Forskjeller ved innmelding eller etter forhåndspass
1♣		3	4H		1D/1H=4+H/4+S, 1S= D or 6-9 NT	1C-1D-1H=3+H, 1C-1D-2H= 4H, minimum	
1♦		3			Natural answers, 1NT=6-9, 2M= strong, 2D= inv min	1D-2D= 13-14 hcp	
1♥		5			2S= splinter in one minor, 2NT= GF with 4+ sup, 3C= 3+ sup inv, 3D= splinter in S		2-way drury
1♠		5			2NT= GF with 4+ sup, 3C= splinter in a minor, 3R= 3+ inv, 3H= splinter		2-way drury
1 NT		1		9-11 non vul 1. and 2. hand. 15- 17	2-way stayman, jump inv. Stayman and transfer over strong NT, 3C= puppet, 3D/H/S= splinter		
2♣	x			Strong unbal 22+ bal	2D= realy, 2M= Nat GF, 2NT= minor, 2m= nat GF, 3M= 4M+6D		
2♦	x			Multi	Mul: 2NT/4C/4D relay, 4H/4S NAT.		
2♥	x			5H + 5 (4) in a minor	2NT= relay	3C/D= minimum, 3H= max with C, 3S= max with D	
2♠	x			5S+ 5 (4) in a minor	2NT= relay	3C/D= minimum, 3H= max with C, 3S= max with D	
2 NT		1		20-21	Puppet stayman and transfer	Slemkonvensjoner	
3x				Preemptive	Nat forcing	Cue, BW	
3NT				Solid minor	4C=P/C, 4D= asks cue, 4M= to play, 4NT= inv		
4♣,♦				Good opening in 4 H/4 S	4D/4H = slam try		
4♥,♠				Preemptive			
4NT				Asks specifics ace	5NT= 2 acea, 6C= C ase		