



Defensive and Competitive Bidding
<b>Overcalls (Style; Responses; Reopening)</b>
1-Level : Light 2-Level : Sound Responses : 1. and 3.level F1, jumps=splinter Cue-bid =Good raise with support overcaller suit.
<b>1 NT overcall (2ND/4TH; Responses; Reopening)</b>
15-18 , NT system på
<b>Jump Overcalls (Style; Responses; Unusual NT)</b>
1-suit: 2-suits:
<b>Direct and Jump Cue Bids (Style; Responses)</b>
Over m : Begge Major Over M: M+minor Hopp i fargen = spør på stopper
<b>VS. NT (vs. Strong/Weak; Reopen: PH)</b>
2♣ = begge minor 2♦ = begge major Dbl = like sterk / Straff
<b>VS. Preempts (Doubles; Cue bids; Jumps; NT bids)</b>
Opplysende dobling Cue Bid = spør stopper
<b>VS. Artificial Strong Openings</b>
Over strong1♣
<b>Over Opponents' take out double</b>
RD=10+ Hp

Leads and Signals			
Opening Leads Style			
	Lead	In Partner's Suit	
Suit	(norske/invitt)	3 <sup>rd</sup> -5 <sup>th</sup> (norske)	
NT	(norske/invitt)	3 <sup>rd</sup> -5 <sup>th</sup> (norske)	
Subseq			
Leads			
Lead	Vs. Suit	Vs. NT	
Ace	AK/AKx/AKxx(x)	AK/AKx/AKxx(x)	
King	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/T9x	HT9x/T9x	
9	9x	H98x,98x,9x	
x	Hx <del>xx</del> /xxxx <del>x</del>	Hx <del>xx</del> /xxxx <del>x</del>	
Signals in order of priority			
	Partners lead	Declarer	Discarding
Suit:	Høyt = styrke	Oddeball	Høyt = styrke
2 <sup>nd</sup>	Fordeling	Fordeling	fordeling
3 <sup>rd</sup>	lavinthal		
NT:	Høyt = styrke	Oddeball	Høyt=styrke
2 <sup>nd</sup>	Fordeling	Fordeling	Fordeling
3 <sup>rd</sup>	lavinthal		
<b>Signals (including Trump's):</b>			
Norske, høyt kort som styrke, lavinthal , oddeball (høyt)			
Doubles			
Takeout Doubles (Style; Responses; Reopening)			
Sone/posisjons avhengig			
Special, Art and Comp Dbl/Rdbl's			
Opplysende, responsive, støtte doblinger			

System Card	
	
<b>WBFF</b>	<b>NBF</b>
Systemcategory: GREEN	
<b>Players</b>	
	
Erik Dahl	Roald Mæsel
System Summary	
General Approach and Style	
Naturlig 2/1 krav til minst 3 i fargen. 1 ♠ = 2+ 5-kort major	
Special bids that may require defence	
Special forcing pass sequences	
Important notes that don't fit	
XYZ konvensjonen	
Psychics	
Kan forekomme	

Opening	Art	Min. #	Neg. D. through	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		2	4♥	11-22 Hp	omv. minor 2♦/♥/♠ = svakt hopp 3♣sperr, 3♦♥♠ splinter	XYZ	Nat
1♦		4	4♥	11-22 Hp	Omv minor 2♥♠ svakt hopp 3♦sperr t, 3♣♥♠ splinter	XYZ	Nat
1♥		5	4♥	11-22 Hp	1NT=6-11 NF, 2m=F1, 2♠=weak 3♥=invitt, 3♣♦ minisplinter+, 2NT= Krav Stenberg	XYZ	1♥-2♣= Drury
1♠		5	4♥	11-22 Hp	1NT=6-11 NF, 2m=F1, 3♠=Invitt, 3♣♦ minisplinter 2NT= Krav Stenberg		1♠-2♣ = Drury
1 NT	x		4♥	(14)15-17 Hp 5-kort major, 6-kort minor og singleton H	Stayman og overføringer 2NT = invitt	Nilslands slinkninger når opps dobler	
2♣				20 Hp+	2♦=avslag/avventende 2♥♠3♣♦=5c 6hp+ 2NT=10+	2♣-2♦-2M-3♣ sec neg.	
2♦	x	6		Svake 2♦ (3-11 hp, 6+♦)	2NT = krav		
2♥	x	6		Svake 2♥ 3-11 hp, 6+♥	2NT = krav		
2♠	x	6		Svake 2♠ 3-11 hp, 6+♠	2NT = krav		
2 NT				20-21 BAL	Puppet stayman / Overføring	Slam Conventions	
3x		6		Sperr ihht soneforhold		0314 RKCB, Excl Blkw Cuebids(Italien Style),	
3NT				Gående minor, ikke side E/K	4♣=p/c, 4M= to play	Splinters,minisplinters+ Lightner D ROPI,DOPI	
4♣,♦		7+	Sperr	4M =to play			
4♥,♠		6+	Spillemelding	4♠=to play			
4NT	x		Spm ess	5♣=none, 5♦♥♠6♣ that ace, 5NT=2 aces			