

## Defence and Competitive Bidding

### Overcalls

1-level: Light  
2-level: Sound.  
Overcall is a good raise. Normal raise is constructive. Double raise is weak. Double jumps are splinter. Doubles are takeouts.

### 1 NT Overcall

(14)15-18 hcp. Same responses as after opening 1NT

### Jump overcalls

2♣/2♦ after 1♣/♦ is both majors, 2♦ after 1♣ is 5-5 in red, weak  
2♥/2♠ after 1♣/♦ is 5card+ weak

2NT is 5-5 in ♦ + major after 1♣ + and 5-5 in ♣ + major after 1♦

### Direct and Jump Cue Bids

Over minors: **Michaels Cuebid**.

Over majors: **Other major + one minor**.

**Jump cue-bid**: Ask for stopper.

### Versus 1 NT

**Versus +13:**

**Db1** One minor or both major

2♣ clubs + one higher 2♦ diamonds + one higher

2♥♠ natural 2NT Both minor (5-5) or other strong 2colours

**Versus weak (-12):**

**Db1** (11)12+

2♣ both major 2♦ natural

2♥♠ natural

### Versus preempts

**Takeout doubles**

Over 2M and 3M: 4♣/4♦ = that minor + other major (5+,5+)

Over 2min and 3min: 4♣/4♦ = that minor + one major (5+,5+)

4NT=two colour hand

### Versus 1♣ strong openings

**Db1** One minor or both majors. 12hp+

♦ One major

♥ and ♠ 3-4card + longer minor

NT Both minors or strong two colour hand

**Jump** Long suit - weak

**yeslek against 2♣ strong openings**

### Over Opponents' take out double

Colour bid is force for another round | After 1♣ transfers ON!  
Rdbl: 10hcp+

## Leads and Signals

### Opening Lead Style

	Lead	In Partner's suit
<b>Farge</b>	3 <sup>rd</sup> - 5 <sup>th</sup>	3 <sup>rd</sup> - 5 <sup>th</sup>
<b>NT</b>	3 <sup>rd</sup> - 5 <sup>th</sup>	3 <sup>rd</sup> - 5 <sup>th</sup>
<b>Videre</b>	3 <sup>rd</sup> - 5 <sup>th</sup>	

### Leads

Lead	Versus Suit	Versus NT
<b>Ace</b>	AKx/AKxx(x)	AK/AKx/AKxx(x)
<b>King</b>	EK/KQ/KQJ(x)/KQTx	KQ/KQJ(x)/KQT(x)
<b>Queen</b>	AQJ(x)/QJ(x)/QJT(x)	AQJ(x)/QJ(x)/QJT(x)
<b>Jack</b>	AQJ(x)/JT(x)	AQJ(x)/JT(x)/Jx
<b>10</b>	HJTx/T9x	HJTx/T9x
<b>9</b>	HH9x/HT9x/9x	HT9x/9x
<b>x</b>	Hxxx/H9xx/xxxxx	Hxxx/H9xx/xxxxx

### Signals in order of priority

	Partners lead	Declarer	Discarding
<b>Suit</b>	Encr/Discr	Count	Encr/Discr
<b>2<sup>nd</sup></b>	Count	Count	Count
<b>3<sup>rd</sup></b>	Lavinthal		
<b>NT:</b>	Encr/Discr	Lavinthal	Encr/Discr
<b>2<sup>nd</sup></b>	Lavinthal	Count	Count
<b>3<sup>rd</sup></b>	Count		

**Strength**= Low-High

**Smith Peter versus NT**: low/high likes the lead

## Doubles

### Takeout doubles (Style; Responses; Reopening)

Light style, focus on major suits.

### Special, Int and Comp Db1/Rdbl's

NEG+RESP+SUPPORT DBL

Support doubles and redoubles up to 2♠, **responsive** doubles up to 4♥, **takeout doubles** up to 4♠



WBF

## System Card



<b>Navn</b>	Arnstein Nymoene	Tormod Daling
<b>Klubb</b>	Steinkjer BK	Steinkjer BK
<b>Krets</b>	NBF Nord-Trøndelag	NBF Nord-Trøndelag
<b>NBF</b>	11033	19679

### General Approach and Style

**Transfer responses to 1♣**

1♣/1♦ can be 3+, 1♥/1♠ is 5card+

1 NT is (14)15-17 (5M/6min/singel/5422)

### Special bids that may require defence

2♦-3-7 hcp weak 2 in a Major; or 24-25NT/26-27NT/28+NT.

2♥/2♠: Good weak 2, 8-11 hcp, 6card

### Special forcing pass sequences

1x-(1/2 y)-p = Pass CAN be force to make partner to double if short in y-colour.

2♣ - (bid/dbl) - pass = 4hcp+

### Viktige prinsipper som ikke passer inn andre steder

xyNT/xyz: 2♣=s/o in ♦ OR any further bid INV, 2♦ = GF  
| **Puppet Stayman** on 2NT med 19hp+ | **Nilsland** after opening 1NT and strong double behind | **Manko** |

### Psykiske meldinger

Can occur

Openings	Art	Min #	Neg. Dobl. T.o.m.	Description	Responses	Subsequent Auction	Passed hand bidding
1♣		3	4♥	11-21 hcp. 3♣+	1♦ = 4♥.+   1♥ = 4♠.+   1♠ = 6-10hp   1NT = 11-12hp   2♣ = inverted minor   2♦ = ♥ weak   2♥ = ♠ weak   2♠ = pre in ♣   2NT = 13-14hp   3♣ = (6-10 hcp 5/6c ♣)	1♣-1♦-1♥ = 3card all hands or 4card 11-12 1♣-1♥-1♠ = 3card all hands or 4card 11-12 1♣-1♦-2♥ = 4card 13-14   1♣-1♥-2♠ = 4card 13-14	After overcalls, directly jumps is inverted minor
1♦		3	4♥	11-21 hcp. 3♦+	2♣ = nat   2♦ = inverted minor   2♥/2♠ = weak   2NT = 13-14hp   3♣ = 6♣+ gf   3♦ = (6-10hp 5/6 kort♦)	1♦-2♣-2♦ = unbalanced minimum 1♦-2♣-2♥/♠ = 16+ 1♦-2♣-2NT = 11-13 balanced	After overcalls, directly jumps is inverted minor
1♥		5	4♦	10-19 hcp 5♥+	2♣ = nat or 4-7 support 2♥ = 8-10 2♠ is shortage, 2NT inverted with heart support 3♣♦ is shortage in suit 3♥PRE   3♠ og 4♣♦ void	1♥-2NT-3♣ = 11-14   3♦ = gf without shortage   3♥♠ NT = singel ♣♦♠   4♣♦ = void, 14hcp+ 1♥-2♣ = 4-7 3♥ or nat. (1♥-2♥ = 8-10) 1♥-2♦ = 4-7 4♥ or nat. (1♥-2♥ = 8-10)	2♣ = Drury Toronto. 3card suit support 7-11hcp 2♦ = Drury Toronto. 4card suit support 8-11hcp This system is off when opps is bidding suits between
1♠		5	4♦	10-19 hcp 5♠+	2♣ = nat or 4-7 support 2♠ = 8-10 2NT inverted with spade support 3♣♦ is shortage   3♥ shortage or void 3♠ er PRE   4♣♦ void   4♥♠ play	1♠-2NT: 3♣ = 11-14   3♦ = gf without shortage   3♥♠ NT = singel ♣♦♥   4♣♦♥ = void, 14hcp+ 1♠-2♣ = 4-7 3♠ or nat. (1♠-2♠ = 8-10) 1♠-2♦ = 4-7 4♠ or nat. (1♠-2♠ = 8-10)	2♣ = Drury Toronto. 3card suit support 7-11hcp 2♦ = Drury Toronto. 4card suit support 8-11hcp This system is off when opps is bidding suits between
1 NT		--	2♠	(14)15-17 hcp, may have 5c major, 6c minor	2♣ Stayman, 2♦, ♥ transfer, 2♠ is ♣, weak or GF 2NT = ♦, weak or GF. 3♣ is 5-5 in minor and weak. 3♦ is 5-5 in minor, gf	1NT-2♣-2♦/♥/♠ - 3♣ = ask shape If opener bids 3♦, then 3♥ = another ask shape	Lebensohl, dbl = neg.
2♣	X	0		Sterk, 20-21NT or 8,5+ tricks	2♦ waiting   2♥♠ = 0-4hcp 4c+ 2NT = ♣   3♣ = ♦   3♦/♥ is ♥/♠   3NT = AKDxxx in an unknown colour	2♣-2♦-2M-3♣ = 2nd negative 2♣-2♦-3NT = 2272 or 2277. gambling	
2♦	X	0		3-7 hcp 5c+ Major or 24-25NT/26-27NT/28+NT	2NT = gf   3♣♦ = for playing 3♥ is PRE in one MAJOR	2♦-2♥-2NT: 24-25NT 3♠: 26-27NT, 3NT: 28+NT 2♦-2NT-3♣ = max.   3♦ = min. and ♥   3♥ = min. and ♠   3NT = 24-25NT   2♦-2NT-3♣-3♦ = 3♥ max ♠, 3♠ max ♥	After possible answer 2NT = 24-25 Puppet stayman and transfer is used
2♥		6		8-11hcp, 6c♥	2♠ = natural, not GF   2NT = GF, describe the hand	2♥-2NT: 3♣ min, 3♦ 13hp+, 3♥ short ♣, 3♠ short♦, 3nt short other major	
2♠		6		8-11hcp, 6c♠	2NT = GF, describe the hand	2♠-2NT: same as over	
2 NT		--		22-23hp	3♣ = puppet stayman 3♦/♥ = transfer ♥/♠ 3♠ = slamtry in minor, 4♣/♦ is ♥/♠, 4♥/♠ is ♣/♦	<b>High level bidding</b>	
3x		6	Pre, ACC to VUL	Another new suit is GF	RKCB 1403 Cue-bids with 1. and 2. controls mixed DOPI/ROPI and Exclusion Blackwood		
3NT	X	.		Solid minor, gambling	4♣ is for preference, 4♦ ask for shortage /void Answering 4NT shows shortage in minor		
4♣♦		7		PRE, ACC to VUL			
4♥♠		6		Practical	New suit is for cue-bids, 4NT = RKCB		
4NT	x	--		Ask for spesific aces	5♣ denies access   5♦, ♥, ♠ show the ace in the suit   5NT show 2 aces   6♣ shows ♣-ace		