

## Defence, conventions

**Overcalls:** Natural.

X = Take out. Normal bids.

### 1 NT overcall:

15-18 in 2<sup>nd</sup> and 3<sup>rd</sup> seat  
15-18 in 4<sup>th</sup> seat

### Jump-overcalls:

2NT = 2 lowest colours.  
Colour jump = Preempt.

### Direct Overcalls:

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

### Defence against 1 NT:

Db1 = Good hand  
2♣ = Diamond or 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 = major, 1NT = Both minor.  
2♣: x = ♣, 2NT = Both minor.

### After take out double from opponents:

- New colour is forcing.
- New colour jump is weak.
- 2NT = invitational after minor, invitational Jacoby 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	3-5th, 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	Hx <del>xx</del> /HT <del>9x</del> /xxxx <del>x</del>	Hx <del>xx</del> /HT <del>9x</del> /xxxx <del>x</del>

### Carding in priority order:

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

**Count:** Low-High = 1-3-5, High-Low = 2-4-6

**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 4♦, take out doubles up to 3♠.



**WBF**

# SYSTEM CARD



## System card for

Name	Vidar Smith	Sigurd Evjen
Club	Vikersund BK	Vikersund BK
Krets	Buskerud	Buskerud
NBF medl.	8981	12989

## Basic System

# BIN STANDARD

1NT opening is (14)15-17, balanced, 5 card major and 6 card minor is allowed.

### Special openings that can require defence agreements:

2♦ = multi 2♥/2♠ = tartan 6-10hp

2NT = minor 6-10hp

### 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.  
Lebensohl.

### 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♣		3	3♠	11-20 hp 3-card +	1♥,♠ might have ♦ if weak 2♣ = inverted minor with 4+card support 2♦,♥,♠ = Natural 14hp 2NT = 10-12 hp, deny major, 3♣ = Preempt	1♣-2♣, 2NT = 12-14 NT	After pass or overcall 1♣-2♣ is a simple raise with 6-9hp. After overcall raise to 3♣ is invitational.
1♦		4	3♠	11-20 hp 4-cardt +	2♦ = inverted minor with 4+card support 2♥♠ og 3♣ = Natural 14hp 2NT = 10-12 hp, deny major, 3♦ = Preempt	1♦-2♦, 2NT = 12-14 NT	After pass or overcall 1♦-2♦ is a simple raise with 6-9hp. After overcall raise to 3♦ is invitational
1♥		4	3♠	10-20 hp 4-card +	2♠ = Natural 14hp 2NT = Stenberg 3♣♦ = Natural 14hp 3♥ = invite for game 3♠ og 4♣♦ = renons	1♥-2NT, 3♣♦♠=natural, not minimum, (might be 3-card) 1♥-2NT, 3NT = 18-19 hp 1♥-2NT, 4♣♦♥♠= renons	2♣ = Toronto after pass in opening with (3)4-♥ 1♥ - (x) - 2NT = Invitational Stenberg 1♥-2NT = Balanced 10-12 if passed first
1♠		5	3♠	10-20 hp. 5-card+	2NT = Stenberg 3♣♦♥ = Natural 14hp 3♠ = invite for game 4♣♦♥♠ = renons	1♠-2NT, 3♣♦♥=natural, not minimum (might be 3-card) 1♠-2NT, 3NT = 18-19 hp 1♠-2NT, 4♣♦♥♠= renons	2♣ = Toronto after pass in opening with 3-♠ 1♠ - (x) - 2NT = Invitational Stenberg 1♠-2NT = Balanced 10-12 if passed first
1NT		---	2♠	(14)15-17, balanced , 5 card major and 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.	1NT-2♣, 2♦-3♣ = new question, 1NT-2♣, 2♥- 2♠ = new question. 1NT-2♣, 2♠-3♣ = new question. 1NT-2♦, 2♥-3♣,♦=Natural forcing	Lebensohl Dbl = Negative at 3♦
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 cue	
2♦	X	0		Multi with 20-21 NT	2NT = Forcing 3♥ = Preempt, ask for preference. Puppet stayman	2♦-2NT, 3♣/♦ = Max with weak 2	After overcall double is punishment.
2♥	X	5		6-10 hp, 5card♥+minor	2NT = Forcing		
2♠	X	5		6-10 hp, 5card♠+minor	2NT = Forcing		
2 NT	X	---		6-10 hp Both minors	3♥/♠ = Forcing	<b>Slam konventions</b>	
3x		6		Preempt, HHxxxx in minor 1 and 2 hand	New colour = Forcing	RKCB 03-14. Dopi/Ropi Cue-bid with 1. og 2. controls mixed Stenberg Splinter Josephine 5NT	
3NT	X	7	Selfplaying minor; deny side ace or king in 1th. and. 2nd.	4♣ is for preference. 4♦ is slaminvite, ask for single/renons			
4♣,♦		7	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 ♣-ace, 6♣♦♥=CRO scale			

