

Defensive and Competitive Bidding

Overcalls (Style; Responses; Reopening)

Aggressive 1-level if good suit; Cue-bid after 1-over-1= one round forcing
Sound 2-level

1 NT overcall (2ND/4TH; Responses; Reopening)

15-18 bal (subs auction as after 1nt opening)
NT-system is on

Jump Overcalls (Style; Responses; Unusual NT)

Preemptive
(1x)-2NT=any strength normally 9HP+ , 2 lowest unbid suits

Direct and Jump Cue Bids (Style; Responses)

Direct Cue = majors o/minor,major/minor o/major any strength
Jump cue=Asks for stopper.

VS. NT (vs. Strong/Weak; Reopen: PH)

Dbl : Strength
2♣ = ♥ + ♠ , 2NT=♣ + ♦ or strong 2-suits

VS. Preempts (Doubles; Cue bids; Jumps; NT bids)

Take Out DBLs.
VS. Multi: D=take out /2NT : 15-18
Vs 2M, Multi, 3♣ = jump to 4 in minor is two-suiter

VS. Artificial Strong Openings

Versus 1♣: Dbl=majors, 1NT=minors
Versus 2♣: Dbl=♣

Over Opponents' take out double

Rdbl = 9/10 hcp
1 major-(dbl)- 2 NT at least invitational in the opening suit
1x(dbl)1y forcing for one round,
1M (dbl)2♣ = good raise with 3 cards

Leads and Signals

Opening Leads Style

	Lead	In Partner's Suit
Suit	3 rd -5 th	3 rd -5 th
NT	4 th from 10 and higher	3 rd -5 th
Subseq	Attitude when opening a new suit through declarer	

Leads

Lead	Vs. Suit	Vs. 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)
Jack	HJT(x)/JT(x)	HJT(x)/JT(x)
10	HT9x/T9x	HT9x/T9x
9	H98x/9x	9xx
X	Hxxx/xxxx(x)	Hxxx/HT9x/xxxx(x)

Signals in order of priority

	Partners lead	Declarer	Discarding
Suit:	Small=Enc	count	Small=Enc
2 nd	Count		Count
3 rd	Lavinthal		Lavinthal
NT:	Small=Enc		Small=Enc
2 nd	Count	count	Count
3 rd	Lavinthal		Lavinthal

Signals (including Trump's):

Lavinthal, Count: hi-low = even

Doubles

Takeout Doubles (Style; Responses; Reopening)

Takeout D in many situations

Special, Art and Comp Dbl/Rdbl's

NEG+RESP+COMP DBL (showing Take Out-distr)
SUPP DBL and RDBL



WBF

System Card



Category: Red

NCBO/team:

Norway Seniors

Tor Bakke Peter Marstrander

Event:

World Championship 2019

Players

System Summary

General Approach and Style

5 card MAJOR, 1♣= 2+, 1♦= 4+
1 NT : (14+)15-17, might be 5major/6 minor
2 over 1: GF unless suit rebid/
2♣ after 1 M is invit in M or nat F. (May pass 2M)

Special bids that may require defence

Transfer bids after 1♣ opening.
1♣- 1♠= either 6-9 hcp, no major or unlimited with ♦.
1♣- 2♦/♥ = 6 card in ♥/♠ ca. 6hp or strong
1♣- 2♠ =9-11hp and 5♣
2♦ multi opening

Special forcing pass sequences

1x-(? y)-p = pass might be penalty, dbl = Take Out

Important notes that don't fit

X-Y-NT. 2♣ demands 2♦. 2♦=GF (Same for 1X-1Y-1Z)
Lebensohl 2nt in most competitive situations
Puppet Stayman on 20+ NT

Psychics

Rare

Opening	Art	Min. #	Neg. D. through	Description	Bakke-Marstrander Norway Seniors Responses	Subsequent Auction	Passed Hand Bidding
1♣		2	3♠	10-22 hp	Inverted minor raises 9/10 HP+, 1NT=10/11hp Transfer bids. 1♦=4♥+, 1♥=4+♠, 1♠ either 6-9 and no major or unlimited with ♦. 2♦/♥=6 cards in ♥/♠ ca. 6hp or strong. 2♠=9-11hp and 5♣, 2NT=12+ hp 3♣ preempt; 3♦/♥/♠ short and 5+clubs	1♣-1♦-2♥ and 1♣-1♥-2♠=11-13hp and 4 card support 1♣-1♦-1♥=3+ support in ♥; 1♣-1♥-1♠=3+ supp. in ♠ After 1♣-(1♦):dbl=4-5♥, 1♥=4-5♠, 1♠=4-4(5) in majors 2♠=1clubs, 10+, 2♠=club support, 5-9 1♣ (1M)-2♦=nat	
1♦		4	3♠	10-22 hp	Inverted minor raises 9/10 HP+, Jump shifts: GF Good 6 card, Double jump = Splinter	After 1♦-(1♥): double = 4+♠, 1♠=max 3 cards in ♠, 2♥=6+♠, 2♠=inverted minor raise 9/10+HP	
1♥		5	3♠	10-20 hp	2NT= Jacoby GF. 4+ card support, 2♠=inviting game, in ♥, short in ♣ or ♦, 2NT ask; 3♣=limit raise in ♥. 4+ card support ♥; 3♦=inviting game in ♥, short in ♠; 3♥=preempt	1♥-2♣ either natural forcing or invitation with 3 hearts 1♥--2NT-3♣=any minimum and 3♦ ask for singleton 1♥-2NT-3♦=14+ hp, no single 1♥-2NT-3♥/♠/NT=single ♣/♦/♥	Drury 2♣/♦ = Game interest with 3/4+card support
1♠		5	3♥	10-20 hp	2NT = Jacoby. 4+ card support 3♣=inviting game in ♠, short in ♣ or ♦, 3♦ (rele ask), 3♦=limit raise in ♥, 3♥=splinter 3♠=preemptive	Same as after 1♥	Same as after 1♥
1 NT		-		(14)15-17 hp, balanced, may be 5 card major or 6 card minor	2♣ = Stayman, 2♦,♥ is transfers, 2♠ asking best minor, 3♣,♦ = single, 3♥,♠ = single, 4 in other M 4♣,♦ =transfer to ♥,♠	Smolen (jump to 3 M after Stayman response 3♦) 1NT-2♣-2♦-2♠=inviting game = 5spades+4hearts 1NT-2♦-2♥-2♠=forcing 1 round=5hearts+4spades 1NT-2♥-2♠-3♥=forcing 5-5 in major 1NT-2♣-2♥-3♣=asking; 3♦=slamtry in ♣ or ♦	
2♣		0		20-21 hp bal or any strong distributional hand	2♦ asking opener to clarify his hand (waiting) Direct bid = 5+ cards+headed by honor. 2NT=minors	2♣-2♦-2M-3♣ = second negative 2♣-2♦-3M=4M and 5+♦ 2♣-3M=semi-running 6 cards	
2♦		0		Multi. 6 card major or balanced 24+ hp	2NT=asking bid 2M=NF (pass or correct), 3m=NF, 3M=preempt (pass/corr.), 4♣ ask for transf.to M	2♦-2NT-3♣=good weak in any M, 3♦/♥=minimum weak ♥/♠	
2♥		5		5-10, 3+ in minor non-v and 4+ in minor vuln	2NT= asking for minorsuit		
2♠		5		5-10, 3+ in minor non-v and 4+ in minor vuln	2NT= asking for minorsuit		
2 NT		-		22-23 hp, balanced	Puppet stayman, transfers, 3♠ = slaminv. Minors, 4♣/♦ = slamtry in ♥/♠ 4♥/♠ = slamtry in ♣/♦	Slam Conventions	
3x		6		preempt	First and 2. pos. Good suit in ♣, ♦. New suit F1	4NT: Roman Key Card Blackwood	
3NT		-		Running minor suit (7 cards). No outside A/K	4♣ to correct, 4♦ asks for shortness	After 4NT and answer=5NT=asking specific King, promise all aces Exclusion Blackwood	
4♣,♦		7		Preempt			
4♥,♠		6		To play	New suit is cuebid, 4NT=RKCB	Splinter & Minisplinter	
4NT		-		Asks for specific Aces		Cue bids: 1st and 2nd round controls up the line	