

DEFENCE AND COMPETITION

Bid over oppositions opening

Natural, maybe little HCP if good suit
 “weak” jumps. Michaels. Unusual 2NT
 Double w opening hands

1NT over opponents opening

15-18 hp, normally balanced– also in 4. hand

Jump over opponents opening bid

Pre Empt
 2nt= two lowest unbid (minor over 1Cl <3 card)
 And 3 Cl over 1Cl 2 or 3= Natural Pre Empt.
 Leaping Michaels

Direct same suit

Michaels cue-bid – M over minor and M + Cl over major. NV
 against Vulnerable= Maybe weak
 1Cl= (<3k) , =2CL= Clubs (2Diamonds= Majors)

Against 1NT

Multi Landy:
 2Cl=Majors, 2D=6c Major, 2M=5+&4+ in minor.
 D= 4c Major/5c minor.

BUT IF NT cannot have 16 HCP: D= Strong. But the other
 gadgets are also possible But alas: D is not m/M.

Against Pre-Empt

Negative double
 Against Multi: D = neg doubling as of of 2 Spades
 Leaping Michaels.Also against Multi 2D.

Against strong conventional bids

1Cl (Precision) D= strong unbalanced.1D=Majors
 NT-Bids=Minors
 Strong 2Cl:D=Majors. 2NT= minors

After oppositions doubling of opening bid

RD=10+HCP
 New suit forcing on 1-level
 2nt= invite + in opening Major suit
 Suit under opening suit in Major= Good support.

Leads and signals

LEADS

	Lead	In Partner's Suit
Farge	3 rd -5 th =odd	3 rd -5 th =odd
NT	Most frequently 3rd/5th= Odd	3 rd -5 th =odd
Videre	Often inviting w small card later	

LEADS

Card	Suit	NT
Ace	A K/ A K _x / A K _{xx} (x)	AK/ A K _x / A K _{xx} (x)
King	K Q/ K QJ(x)/ K QT(x)	K Q/ K QJ(x)/ K QT(x)
Queen	A QJ(x)/ Q J(x)/QJT(x)	A QJ(x)/ Q J(x)/ Q JT(x)
Jack	H J T(x)/ J T(x)	H J T(x)/ J T(x)
10	H T 9 _x /AQ T (x)/ T 9 _x	H T 9 _x /AQ T (x)/ T 9 _x
9	H9 x /9 x x / T 9	H9 x /9 x x / T 9
X	H x x x/H T 9 _x / x x x (x)	H x x x/H T 9 _x / x x x (x)

Signals of priority

	Partners lead	Declarer	Discards
Farge: 1	Attitude	Count	Attitude
2	Count	SP	SP
NT: 1	Attitude	High smith= Like	Attitude
2	Count	SP	SP
3	Count	count	
Signals:	Hi-Low = Discrg/Even, Low-Hi = Encrg/Odd		

Signals trump suit

Maybe lawinthal.

Doubles

Negative doubles to 4 Hearts

Direct double= opening hand

Spesielle artificial and competitive Dbl/Rdbl

Resp/comp doubles, DOPI/ROPI, Support double to 2-level



WBF

System-
card



Category: green

Players

Erik
Rynning

Arve
Farstad

Norway Seniors

Ground base

General napproach and style

5+ major /4+ diamonds/2+ club
 1NT = (14)15-17 hp, may have 5c M or 6c minor
 2 over 1= FG, unless suit repeated
 2cl = Strong
 2 diamond = weak 2 M or 20-21 NT
 2 M = 5c M + (3) 4+ minor. Not opening hand.

Special bids requiring defence

SForcing pass situations

Important notes not fitting in

Drury

Psycik bids

Rare

Åpning	Kunstig	Min. #	Neg. X t.o.m.	Description	Answer	Then on	Difference after interference
1♣		2	4H	10 - 22 hp	2 D= 9-11 hp, 5+ (4) c support 2 CL = GF support 2h/s = natural FG. Walsh	XY/XYZ Also after max. 1 interference	1Cl - (1h) - x= 4c + spades 1Cl - (1h) - 1s = ART Not 4 c sp xyz if only 1bid against
1♦		4	4H	10 - 22 hp	2 D= GF support 2h/s = natural FG 3Cl = 9-11 hp, Invite w support	XY/XYZ Also after max 1 intereference	1D - (1h) - x= 4c + spades 1D - (1h) - 1s = ART , not 5 c spades
1♥		5	4H	10 - 22 hp	1h-3h = weak «Jackoby» 2 NT=FG 4 c support «Bergen» (3Cl=9-11, 3D=6-8) 2SP=Invite w unknown singel	XY. 1H-2NT- new suit = 4+(3) cards. Not minimum 1H-1NT - 2NT=FG singel trialbid after 1M-2M 1h-3nt = 12-15, often 3-2-4-4	1H - (D) -2NT=At least invite 4 cards support. 1H - (D) - 2S/3m=At least invite 4 cards support and single
1♠		5	4H	10 - 22 hp	1s-3s = 6-8 "Jackoby" 2 NT. 4H=void Bergen (3D=9-11, 3H=single invite 1s-3Cl=Invite w unknown single minor	1S - 2NT - New suit = 4+(3) cards. Not minimum 1S-1NT - 2NT=FG Singel trialbid after 1M-2M, except 1s-2s/3h= hearts 1s-3nt = 12-15, often 2-3-4-4	1S - (D) - 2NT= At least invite 4 c support. 1S - (D) - 3Cl/D/H= At least invite 4 card support and single.
1 NT			4H	15-17 hp, Balanced/Semi 5M/6m possible	2Cl = Stayman., Trsfer, 2sp=minor checking 3Cl/D=Natural, invite 3h/s = Singel and 3c other Major	1nt-2sp-2nt=best Diamond or equal 3CL = new question. Smolen 1nt - trsfer - jump= w/4c support (2NT=support, better hand than jump.)	1NT - (D)- RD= Bid 2CL for stop in minor. Trsfer and stayman. 1NT- interference - negative double.
2♣	x			Strong	2D= Waiting 2M = Natural, 2 NT= 10+HP, balanced		2Cl - (x) - dobl= weak
2♦	x	0		Weak 2 Major Or 20-21NT	2nt=? 2S=3+ hearts	2D-2nt - 3cl = max. So 3D asking suit) 2D-2nt - 3h/D =showing the suit under w minimum.	In 4.hand opening 2D= 20-21 or 5 c M=10-11.
2♥		5		5h + 4+(3) m 6-9 hp	2nt=? (2h-2nt-3m-3h=Game invite New suit non forcing		In 4. hand= good 6c 11+
2♠		5		5s + 4+(3) m 6-9 hp	2nt=? (2s-2nt-3m-3s= Game Invite New suit non forcing		See above
2 NT				22-23 hp, balanced/semi	Puppet stayman. Trsf. 3s=minor interest, 3nt=5s+4h	Slam conventions	
3x		7 (6)		Pre empt	New suit 3-level=Forcing 4 minor= cuebid over 3M		
3NT	x	7		Solid minor	4/5Cl= Pass/correct 4D asking singel		
4♣,♦		7		Weak in minor			
4♥,♠				Vulnerable= 7 ½- 8 tricks.			
4NT				Ask Ace	Ask specific ace, (5Cl=None, 5nt=Cl Ace)		