

Forsvar, konvensjone
Defensive and Competitive Bidding
Overcalls (Style; Responses; Reopening)
Normal healthy style (min. 8/9 hp on the 1-level and 5-11 hp on the 2-level), could be weaker if pd has prepassed or in balancingposisjon. <u>Answer:</u> Cuebid = good raise or general forcing, jump raise = preempt, cuebid with jump = mini-splinter. New suit on lowest level is forcing.
1 NT overcall (2ND/4TH; Responses; Reopening)
15-18 hp. Regular NT-system (Stayman, transfer, etc.).
Jump Overcalls (Style; Responses; Unusual NT)
Preempt (ca. 4-10 hp), exept in 4th hand (after 1x – p – p) when it is 11-14 hp.
Direct and Jump Cue Bids (Style; Responses)
Michaels cuebid. 5-5 i majors after minor opening and 5-5 in opposite major and one minor after major opening. Weak (max 11 hp) <u>or</u> strong (15+ hp). 2NT and opps. suit only forcing bid.
VS. NT (vs. Strong/Weak; Reopen: PH)
X = 15+hp 2♣ = both Majors (min 4-4) 2♦/♥/♠ = natural 2NT = both minors
VS. Preempts (Doubles; Cue bids; Jumps; NT bids)
Natural. Dbl is takeout.
VS. Artificial Strong Openings
Natural
Over Opponents' take out double
Redobbel shows (9)10+ hp and is forcing to the 2-level in openers suit.

Leads and Signals			
Opening Leads Style			
	Lead	In Partner's Suit	
Suit	3 rd -5 th	3 rd -5 th	
NT	Attitude	3 rd -5 th	
Subseq	Smith vs NT: high card likes.		
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/AQT(x)/T9x	HT9x/AQT(x)/T9x	
9	H9x/9xx/T9	H9x/9xx/T9	
X	Hxxx/HT9x/xxxx(x)	Hxxx/HT9x/xxxx(x)	
Signals in order of priority			
	Partners lead	Declarer	Discarding
Suit:	Strength	Distribution	Strength
2 nd	Distribution	Lavinthal	Distribution
3 rd	Lavinthal		Lavinthal
NT:	Strength	Strength	Strength
2 nd	Distribution	Distribution	Distribution
3 rd	Lavinthal	Lavinthal	Lavintal
Signals (including Trump's): Low card = encouraging. Distribution high-low = even. Smith vs NT: high card likes.			
Doubles			
Takeout Doubles (Style; Responses; Reopening)			
Normally opening values and length in unbid suits or ca. 17+ hp, could be weaker in balancing positions. <u>Answer:</u> natural (jump is invitational) with cuebid as only forcing bid.			
Special, Art and Comp Dbl/Rdbl's			
Supportdbl/-redbl. Dbl in a competitive auction only shows extra values.			

 WBFF	System Card			
System:		Green		
Players	Erleta Plana		Maren Idland Sægrov	
	Sofie G. Sjødal			
Team	Norway U26W			
System Summary				
General Approach and Style				
Transfer after 1♣ opening. 5 card Major and 3 card minor openings.				
Special bids that may require defence				
2 ♣ after 1M = 10+ with 3 card support or naural forcing. 2♣/♦ after 1M in 3./4. hand = 8-11hp and 3 /4 card support.				
Special forcing pass sequences				
Pass is forcing if opps. sacrifices after GF or bid game.				
Important notes that don't fit				
Transfer respons after 18–19 NT				
Psychics				
Very rare.				

Opening	Art	Min. #	Neg. D. through	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		3	4♥	12+hp	Transfer respons on the 1-level. 2♣=inv. minor (10+hp). 3♣=weak. 2♥/♠=weak (3-6 hp).	XYZ (2♣/♦) after 1♣-1Y:1Z. 2NT is forcing after a raise to 2 in major.	2♣=6-9 hp. Cuebid in opps. suit = support and 10+ hp. 1♠=4-4 in Majors afer 1♦ overcall.
1♦		3	4♥	12+hp	2♦=inv. minor (10+ hp). 2♥/♠=weak (3-6 hp). 3♦=weak. 3♥/♠=void with support.	XYZ (2♣/♦) after 1♣-1Y:1Z. 2NT is forcing after a raise to 2 in major.	2♦=6-9 hp. Cuebid in opps. suit = support and 10+ hp.
1♥		5	4♥	12+hp	2♥=5-9 hp. 2NT= 10+hp with 4-cardsupport. 3♥=preempt (2-5 hp). Jump in new suit = invitational+ with singleton. (Splinter) 2♣ = 10+ hp with 3card support <u>or</u> natural and forcing.	XYZ	2♣ = 3 card♥ and 8-11hp. 2♦ = 4 card♥ and 8-11hp.
1♠		5	4♦	12+hp	As after 1♥ (see above).	XYZ	As after 1♥ (see above).
1 NT			3♥	15-17 hp. Could be 5-card maj. or 6-card min.	Staymann and transfer. 2♠/NT= ♣/♦. 3♣="puppet". 3♦=5-5 in minors. 3♥/♠= singleton.	3♣=Extended Stayman . Jump to 3♥/♠ after 2♦ is Smolen (4-card + 5-card in <u>other</u> major). Jump in new suit after 2♣-2♥/♠, is splinter (singleton).	Lebensohl after natural overcall on the 2-level (2NT asks for 3♣). Transfer responses on the 3-level after overcall.
2♣	x			Strong forcing bid (21)22+ hp or 9+ tricks.	2♦=weak or waiting. 2NT=both minors (5-5). New suit= 5+cards and 6/7+ hp. Jump to 3♥/♠= Strong suit (6+).	<u>After 2♣-2♦: 2♥/♠</u> is forcing with 3♣ as "second negative".	Pass after overcall is forcing with ca. 4+ hp. Dbl = 0-3(4) hp. Suit=natural (5-cards and 5+ hp)
2♦		6		6-card and 5-10 (11) HP. (5+ cards in 3. seat. 6 card and 11-14hp in 4.seat).	2NT asking for value in sidesuits. New suit is forcing. Raise to the 3-level i <i>not</i> invitational. 3NT=to play.	After 2NT opner shows side values. With minimum he bids triumph.	
2♥		6		6-card and 5-10 (11) HP. (5+ cards in 3. seat. 6 card and 11-14hp in 4.seat).	2NT asking for value in sidesuits. New suit is forcing. Raise to the 3-level i <i>not</i> invitational.	After 2NT opner shows side values. With minimum he bids triumph.	
2♠		6		6-card and 5-10 (11) HP. (5+ cards in 3. seat. 6 card and 11-14hp in 4.seat).	Like 2♥ (see above).	After 2NT opner shows side values. With minimum he bids triumph.	
2 NT				20-21 hp. Could be 5-card maj. or 6-card min.	3♣=Puppet Stayman. 3♦/♥=transfer to 3♥/♠. 3♠= asks for minorsuitpreference, 4NT=quantitative.. 4♣/♦/♥/♠ = ♥/♠/♣/♦	Slam Conventions	
3x				Preemptive	New suit on the 3-level is forcing. New minorsuit on the 4-level is cuebid. Jump to 4♥/♠ is to play. 4NT=RKCB.	Roman Key-Card Blackwood (0314). Exclusion Blackwood (0314). Cuebids.	
3NT	x			AKQ(J)xxx in a minor.	4(5)♣ tells pd to pass or correct to 4(5)♦. 4♦ ask for singleton. 4♥/♠ is to play. 4NT=asks for length.		
4♣,♦		7		Preempt depending on vulnerability.			
4♥,♠		7		Preempt depending on vulnerability.			
4NT	x			Asking for specific Ace(es).	5♣=0 ace. With 1 ace: bid the suit of the ace. 5NT = ♣ace. CRO with 2 aces.		