

## Defensive and Competitive Bidding

### Overcalls (Style; Responses; Reopening)

**1-level:** Aggressive if good suit  
**2-level:** Sound  
**Responses:** Cue-bid = 1 round forcing

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

15-18 bal (subs auction as after 1nt opening)  
 NT-system is on, not after dbl.  
 RD takeout

### Jump Overcalls (Style; Responses; Unusual NT)

Preemptive  
 (1M)-2NT= 6HP+, ♣+♦  
 1♣ (2+) – 2♦ = both major

### Direct and Jump Cue Bids (Style; Responses)

Direct Cue = majors o/minor, major/club o/major appr. 9+  
 Jump cue=Asks for ♣+♦ pper.

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

Dbl : 4M + 5m  
 2♣: ♥ + ♠, 2♦ = 1 major, 2♥/♠=4 + longer minor  
 2NT: ♣ + ♦ or strong 2-suits

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

Take Out DBLs. VS.  
 Versus 2M, 3 suit, Multi 2M-3M = Leaping Michaels

### VS. Artificial Strong Openings

Versus 1♣: Dbl=strong unbal (norm. 16+), 1♦=Majors,  
 1NT=minors  
 Versus 2♣: D=♣

### VS. 2♦ Multi

Multi: Dbl. = as over 2sp opening  
 2NT : 15-18 balanced  
 Leaping Michaels

Farstad-Mikkelsen Norway Seniors

## Leads and Signals

### Opening Leads Style

|        | Lead  | In Partner's Suit     |
|--------|---|-----------------------|
| Suit   | 3./5.   | 3./5.                 |
| NT     | 4 <sup>th</sup> best v 10xxx or b.                | 3 <sup>rd</sup> – 5th |
| Subseq | Attitude when opening a new suit through declarer |                       |

### Leads

| Lead  | Vs. Suit               | Vs. NT                 |
|-------|------------------------|------------------------|
| Ace   | AKx/AKxx(x)or A(xxxx)  | AKx/AKxx(x)or A(xxxx)  |
| King  | AK/KQ/KQJ(x)/KQT(x)/AK | AK/KQ/KQJ(x)/KQT(x)/AK |
| Queen | AQJ(x)/QJ(x)/QJT(x)    | AQJ(x)/QJ(x)/QJT(x)    |
| Jack  | HJT(x)/JT(x)           | HJT(x)/JT(x)           |
| 10    | HT9x//Tx/T9            | HT9(x)/T9(x)           |

### Signals in order of priority

|                 | Partners lead | Declarer | Discarding |
|-----------------|---------------|----------|------------|
| Suit:           | Hi=Disc       | count    | Hi=Disc    |
| 2 <sup>nd</sup> | count         |          | count      |
| 3 <sup>rd</sup> | Lavinthal     |          | lavinthal  |
| NT:             | Hi=Disc       |          | Hi=Disc    |
| 2 <sup>nd</sup> | count         | count    | count      |
| 3 <sup>rd</sup> | Lavinthal     |          | lavinthal  |

### Signals (including Trump's):

Encourage: Low, Lavinthal  
 Smith (NT): Hi-Low likes the lead from both.  
 Count: hi-low = even

### Doubles

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

Rdbl = 10 hcp +  
 After 1 major- 2 NT at least invitational in the bid suit  
 1 level forcing for one round, 2 level not forcing  
 After opp's 1nt → 2kl =major

### Special, Art and Comp Dbl/Rdbl's

Support doubles  
 (1x) – 1y – (D) – RD = ca 10hp og xx i Y



WBF

System Card



Category: **Green**

Event: **Champions Cup - 2024**

Øverum-Sverige  
 Ole Marius Myrvold – Arve Farstad – Finn Brandsnes

### System Summary

#### General Approach and Style

5 card MAJORS, 1 ♠ = 2+  
**1 NT** : (14+)15-17, might be 5major/6 minor (may have single Honor)  
**2 over 1:** GF2♠ may be inv. with 3-card support after major opening.

#### Special bids that may require defence

1♣/♦ – (dobl.) - 2♦/♥ transfer to 2♥/2♠  
 1♠ - (1♦) – 2♦/♥ transfer to 2♥/2♠

#### 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 (D to 1X-1Y-1Z) on after D  
 Lebensohl 2nt in most competitive situations except 1 M-2 M-D, then 2 NT = minors  
 Muppet Stayman on 20+ with NT distri.  
 Bergen 2 NT in comp. Sit.

Takeout D in many situations

#### Psychics

Rare

| Opening | Art | Min. # | Neg. D. thru | Description   | Responses   | Subsequent Auction   | Passed Hand Bidding                                  |
|---------|-----|--------|--------------|---|---|--|--|
| 1♣      |     | 2      | 4s           | 10-22 hp  | 2♦ = 9-11 and ♣. 2♣ = GF<br>Strong jump shifts in ♠/♥ 6Cards+<br>Walsh  | 1♣ - 1♦ - 1major = 5 club, 4+ major or 4-4-4-1<br>1♣- 1♥-2♠ =Natural GF<br>After 1♣-(1♦): double=4-4, ♥-♠, 2♦/♥=6+♥/♠<br>After 1♣-(1♥): double=4-5♠, 2♥=6+♠, 2♠=inv. ♣<br>Transfer after 18-19NT                     |  |
| 1♦      |     | 4      | 4s           | 10-22 hp  | 3♣ = 9-11, inv. In D, 2 D = GF<br>Strong jump shifts in Major 6cards+   | 1♦ - 1♥-2♠ = natural GF<br>After 1♦-(1♥): double=4-5♠, 1♠=no ♠suit, 2♥=6+♠, 2♠=<br>inverted minor raise 9/10+HP<br>Transfer after 18-19NT  |  |
| 1♥      |     | 5      | 4s           | 10-20 hp  | 2NT= Jacoby GF . 4+ card support<br>2♠ = inviting game in ♥, short in ♣ or ♦, 2NT ask<br>3♣ = limit raise in ♥ . 4+ card support<br>3♦ = inviting game, in ♥, short in ♠<br>3♥ = preemptive | 1♥- 2NT-3♥ = no side suit, 1♥-2NT-3 any=nat<br>1♥-2NT-3♥-new suit=single<br>1♥-2NT-3♥-3NT=asks cuebid<br>1♥-2NT-3NT=18-19, 1♥-2NT-4level=void<br>1♥-1NT-2NT:GF. 3♣=5+♠, 3♦=5+♦, 3♥=5-5 I minor<br>3♠/3NT=3244max/min | Drury 2♣/♦ = Game interest with<br>3 /4+card support |
| 1♠      |     | 5      | 4♥           | 10-20 hp  | 2NT = Jacoby. 4+ card support 3♣ = inviting game in<br>♠, short in ♣ or ♦ (rele ask), 3♦ = limit raise in ♠,<br>3♥ = splinter 3♠ = preemptive   | Same as 1♥<br>1♠-1NT-2NT: GF. 3♣=5+minor, 3♦=4+♥, 3♥=6kort, 3♠=1244 max,<br>3NT=2344&min   | Same as 1♥   |
| 1 NT    |     | ---    | 3♠           | (14)15-17 bal.,<br>may be 5 M/6 m<br>Maybe singelton<br>honor | 2♣ = Stayman, 2♦, ♥ is transfers, 2♠ asking best<br>minor, 3♣, ♦ = Invitational<br>3♥/♠ = Singel GF and 3 in unbid M (3-1-5-4 etc.)<br>Smolen/opposite major balanced slaminv.              | 1NT-2♣-2♦-2♠ = inviting game = 5spades+4hearts<br>1NT-2♦-2♥-2♠ = inviting game=5hearts+4spades<br>1NT-2♥-2♠-3♥=GF 5-5 in major<br>1NT-2♠-2x-3♣ = Asking for distr.   |  |
| 2♣      | X   | 0      |              | 22-23 or 24+ hp<br>bal. Or strong<br>unbal                    | 2♣ = asking opener to clarify his hand (waiting)<br>Direct bid = ((5(6m)) cards+headed by honor))<br>2NT=pos. 5-5 minors  | 2♣-2♦-2♥-2♠(obl.)-2NT = 24-25 NT. 3 NT = 26-27<br>2♣-2♦-2♠-2NT=5+ bal., 3♣ second negative<br>2♣- 3♥/♠ = semi-running 6 cards  |  |
| 2♦      |     | 6(5)   |              | 5-10  | 2NT =asking bid<br>2♥/♠ NF, 3♣ NF   |  |  |
| 2♥      |     | 6(5)   |              | 5-10  | 2NT= asking for single, 2♠ NF, 3♣/♦ NF  |  |  |
| 2♠      |     | 6(5)   |              | 5-10  | 2NT=asking for single, 3♣/♦/♥ NF  |  |  |
| 2 NT    |     | ---    |              | 20-21 Balanced  | Muppet stayman, transfers, 3♠ = slaminv.<br>minors<br>3 NT = to play, 4♣/♦ = slamtry in ♥/♠<br>4♥/♠ = slamtry in ♣/♦  |  |  |
| 3x      |     | 6      |              | Preempts  | 1. and 2. Pos: Good suit in ♣/♦ New suit F  |  |  |
| 3NT     | X   | 7      |              | Running suit, no<br>side A/K                                  | 4♣ to correct, 4♦ asks for shortness  |  |  |
| 4♣      |     | 7      |              | Preempts  |   | 4NT: Roman Key Card Blackwood: 5♣: 0/3, 5♦: 1/4 5♥: 2, 5♠ 2 incl. Triumph Q, 5NT=odd and a<br>void, 6x=even and void.  |  |
| 4♦      |     | 6      |              | Preempts  |   | After 4NT and answer: 5NT=asking specific King, promise all aces   |  |
| 4♥,♠    |     | ---    |              | To play   | New suit is cuebid, 4NT=RKCB  | Cue bids: 1st and 2nd round controls up the line, Exclusion Blackwood  |  |
| 4NT     | ∨   |        |              | Asks for specific<br>aces                                     | 5♣=0 Aces, Suit=that Ace, 5NT= ace of ♣   | Splinter & Minisplinter  |  |

