DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses; 1/2 Level; Reopening)
Light on 1 level
<u> </u>
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
45 4011
15 - 18 Hpc
JUMP OVERCALLS (Style; Responses; Unusual NT)
, , , , , , , , , , , , , , , , , , , ,
Weak
DIRECT AND JUMP CUE BIDS (Style; Responses; Reopen)
AP 1 1 1 1 1 1 1 1 1
Michaels, highest and lowest
VS. NT (vs. Strong/ Weak; Reopening; PH)
Multi and Yeslek
2♣ = Both major, 2♦ = 1 Major, 2♥/♠ = 4+Major and longer minor
2NT and onwards = Suit above or both 2 next suits, 3NT = ♣/♥ or ♦/♠
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)
Leaping Michael
NO ARTIFICIAL OTRONO ORFAINOS
VS. ARTIFICIAL STRONG OPENINGS
Strong ♠, CRO 1NT = Red or black suits, 2♣ = Major or minor suits, 2♦ = ♣/♥ or ♦/♠
Yeslek
2NT and onwards = Suit above or both 2 next suits, 3NT = ♣/♥ or ♦/♠
OVER OPPONENTS' TAKEOUT DOUBLE
GTEN GIT GITENTO TRINEGOT BOODLE
Rdbl = Showing suit above
T. C.

		LEA	DS AND	SIGNALS		
OPENING	LE/	ADS STYLE				
		Lead		In F	Partner's suit	
Suit	3/	5		3/5		
NT	3/	5		3/5		
Subseq	3/	5 from remaining		3/5 from I	remaining	
LEADS	_	V 0 1			V/ NIT	
Lead	Λ1	Vs. Suit		A17/)	Vs. NT	
Ace		Χx(x)		AKx(x)	(AIC 140()	
King	_	Qx(x), Kx,AK			(x,AKJ10(x)	
Queen	_	Jx(x), Qx			x, KQ109(x)	
Jack 40	_	0x(x), Jx		J10x(x),		
10		1098(x), 10x		H1098(x)		
9	-	987(x), 9x		H987(x),		
Hi-x	_	X,XXXX,XXXXXX		XX,XXXX,X		
Lo-x		XXX,XXXXX	IT) (X,XXX,XXX	XX	
SIGNALS	IN C	PRDER OF PRIOR				
		Partner's Lead		arer's Lead	Discarding	
	1		Cour		Attitude	
Suit	_	Count	Suit	oref	Suit pref	
		Suit pref				
		Attitude Count			,	
NT	_	Count	Suit	oref		
	3					
Smith pet	er Hi	gh card = like lead	l c			
	- /	g 5ara loud				
			DOUBL	FS		
TAL/EQUI	T D.	NIBI 50 (0) 1 B				
IAKEOU	I DC	DUBLES (Style; Re	sponse; F	keopening)		
Tuenct-	المما	ole after interference		,al		
i ranstér (duou	ne arter interrerent	e on i lev	/ei		
ODEOIAL	4 D	TIFICIAL AND OOL	ADETITIV	E (DE)DOUB	1.50	
SPECIAL	, AR	TIFICIAL AND COI	MPETITIV	E (RE-)DOUB	LES	
Notion de	ıble	on high lovel hiddi	20			
action do	uble	on high level biddi	rig			
f avara-II	offe	r O. ■ amanina -ll	ala = 0	Цпа		
rovercall	апе	r 2 ♣ opening, doul	bie = U - 5	прс		

WBF Convention Card





Category	:		
NCBO:	11235	EVENT:	
PLAYER	S:	Jan Petter Svendsen	
		Frile Coole and arised a	

Erik Sælensminde
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
2\1 and transfers
(44) 45 47 NT
(14) 15 - 17 NT
2♦ = 18 - 19 Hpc, no 5 card major
2 To To Tipo, no o odi a major
2 ♥/♠ = Weak 2
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
1♦ respond after 1♣ opening shows 0+ ♦, denying 5 card major
Townstown on Olevel office and since
Transfers on 2 level after opening
Transfers after interference
Switch after interference
Pass - Pass - Pass - 1NT = 12 - 14 Hpc
SPECIAL FORCING PASS SEQUENCES
SPECIAL FORGING PASS SEQUENCES
After opponents preempt in 3rd seat
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
PSYCHICS: Rare

O P E N I N G	MI CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
•	3	4♥	Better minor	Transfers from 2♣, 2♠ = Inverted minor, Splinters		
eas:						
•	3	4♥	Better minor	Transfers from 2♦, 2♠ = Inverted minor, Splinters		
1000	-			2♣ = Natural 2/1	((-N)T 0 F	0- 0 4411 0 1
*	5	4.		2♣ = Natural 2/1 or 10 - 12 Hpc and 3 card support	1♥ - 1♠/NT - 2♣ = Forcing	2♣ = 9 - 11 Hpc 3 card support
		1		2NT = 7+ Hpc, 4+ card support no shortage		2♦ = 9 - 11 Hpc 4+ card support
				Jump new suit = Mini/Maxi Splinter 7-11 or 16+ Hpc		
•	5	4.		Double jump new suit = Splinter 12 - 15 Hpc	1♠ - 1NT -2♠ = Forcing	
NT		3♦	(14) 15 - 17 Hpc	2♣ = At least invitational with major suit interest		
		-	Could be 5-4-2-2 or 4-4-4-1	Transfers, splinter		
2.	√ o		Strong, playingtricks 17+ Hpc	2◆ = Weak or waiting		
.	V 0		Strong balanced hands, 22+ Hpc	2NT = Both minors, 7Hpc +		
		1	Strong balanced flands, 22 i Tipo	3NT = Running Suit, any 6+		
2	√ 2	1	18 - 19 Hpc, no 5 card major	2▼ = Transfer to 2♠, 2♠ = Transfer to 2NT		
<u> </u>	V 2	-	16 - 19 Hpc, 110 5 card major	2NT and onward show major suits		
•	6		Weak 2	2♣ = constructive not forcing		
•	0	1	Weak 2	2NT = forcing w fit, New suit 3 Level = forcing		
2.	6		Weak 2	Splinters		
•	0	\vdash	vveak z	Spiriters		
NT			20 - 21 Hpc	Puppet Stayman, Transfers, slamtries on 4 level		
bids	6		Preemptive			
BNT	✓		Running minor			
	cone.		902 A			
•	7		Preemptive			
•	7		Preemptive			
					HIGH LEVEL BIDDING	
		_			RKCB 1430, if ◆ 0314	
		<u> </u>			Minor RKCB, 4♣/4♦ when jump to 4 in trump suit	
					DOPI, ROPI, DEPO	
		-			Last train	
		_				