DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS					W B F CONVENTION CARD
OVERCALLS (Style: Responses: 1/2 Level; Reopening)	OPENING LE	ADS STYLE				
Sound or for the lead		Lead	In		er's Suit	CATEGORY: GREEN
	Suit	3./5. highest		3./5. high	nest	NCBO: NORWAY
	NT	3./5. highest		3./5. high	nest	PLAYERS: Rune B Anderssen – Peter Marstrander
	Subseq	Normally atti	itude	Normall	y attitude	
	Other:	Other:]]
ANTE ON THE CANAL AND	77170					QVQCDD CQVD CALDY
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	LEADS	T. C .		3.7 3.17D		SYSTEM SUMMARY
1 NT = 15-18HCP both in 2. and 4. Position.	Lead Vs. Suit			Vs. NT AK+(+)		GENERAL APPROACH AND STYLE
System on	Ace King	· ,		AK+(+) AK, KQ(+)		Natural with 5+ M.
	Queen			QJ(+)	(+)	1 ♣=natural or (semi)balanced 11-14 hcp
	Jack	J10(+)		J10(+)		*
THIMD OVERDOATED (OUT D		` ′	T100(.)		0. 11100/ : >	1 ◆ = natural or (semi)balanced 18-19 hp
JUMP OVERCALLS (Style; Responses; Unusual NT)			1109(+)			Transfer/Switch responses over opening 1m
Weak 2 NT=2 lowest suits (Normally at least 5-5). No strength limitations.	9 Hi-X	9x Doubleton or	. 41-	9x	on or 4 cards	Switch responses over 2 ♣ i.e. 2♥=5+♠; 2♠=5+♥
2 N 1=2 lowest suits (Normally at least 5-5). No strength limitations.	H1-X Lo-X	3 or 5 cards	r 4 cards	3 or 5 ca		
D			DIODITY.	5 or 5 ca	rus	
Reopen:	SIGNALS IN ORDER OF PRIORITY Partner's Lead Discarding					CDECLAL DIDC WHAT MAY DECLUDE DECENCE
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)					Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE
	Suit 2 same	=encouraging	Count Hi/lo=even same		Small=encouraging same	1 ♣ - transfer responses 1 ♦-1♥="catch-all-response" but denies heart if weak
	3 same		same		ame	1 ♦-1 ♦- catch-an-response but defines heart if weak 1 ♦-1 ♦=shows 4+ hearts
	1 same		same		ame	2♦ = Multi
VS. NT (vs. Strong/Weak; Reopening;PH)	NT 2 same		same		ame	24 - Mulli
2♣ = both majors	3 same		same		ame	
24 = either major	Signals (including Trumps):					
2M=major (normally 5) +minor	Lavinthal	ng Tramps).				
21.1—magor (normany 3) + minor	<u> </u>					
			DOUBLES			
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOUT DO	OUBLES (Style	e: Responses:	Reopening		
X=TO through 4♠	Normal			<u> </u>		
VS. ARTIFICIAL STRONG OPENINGS- i.e. 14 or 24						SPECIAL FORCING PASS SEQUENCES
1 NT= M+m	SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS					
	Support DBL ar	nd RDL below 2	2 of responder	s suit		
OVER OPPONENTS' TAKEOUT DOUBLE						IMPORTANT NOTES
RDL = 10+ Hcp						
System on						
						PSYCHICS:

U	F !IAL	MIN. NO. OF CARDS	NEG.DBL THRU						
OPENING	TICK IF ARTIFICIAL			DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING		
1*	X	2	4♥	Natural or (semi)balanced 11- 14 HCP	1 ◆ = 4 + ♥; $1 ♥ = 4 + ♠$; $1 ♠ = 6 - 9$ (10) hcp or ♦ (weak or strong); $1 NT = (10)11 - 12 HCP (denies majors)$; inverted minor; $2 ♦ = 6 + ♥$ (3-8hcp); $2 ♥ = 6 + ♠$ (3-8hcp); $2 ♠ = both minors(3-8 hcp)$	XY-NT and XYZ			
1 •	Х	2	4♥	Natural or (semi)balanced 18- 19 HCP	1♥=catch-all, but denies 4+♥ if weak; 1♣=4+♥; 1NT=55 in M(weak); 2♣= at 44 or 54/45 in M 5-9 hp; inverted minor; 2♥=6+♠(3-8 hcp); 2♠=both minors(3-8 hcp)	NT-system after rebid of 1 NT XYZ after rebid of 1 ♠			
1♥		5		11 + HCP. May be less with distribution	1NT=nat, NF 2 NT=support, at least invitational		Pass-1M-2♣=Drury, 3 card support		
1 🖍		5			Jump in suit= minisplinter		Pass-1M-2 ♦=4 card support		
INT				15 – 17 HCP. (Semi)Balanced. May have 5 card M or 6 card m	Stayman, transfers on 2-level	Repeated Stayman 2 or 3 if NT-openers rebid is 2			
2*	X	0		Strong	Switch responses over 2 ♣ i.e. 2♥=5+♠; 2♠=5+♥; 2 NT=10+ balanced; 3M=4M and longer ♦				
2♦	Х	0		MULTI. Weak in ♥or ♠ (normally 6 cards) or balanced 25-28 HCP.	2♥=to play if partner is weak with ♥; 2♠=to play if partner is weak with ♠; 2 NT=forcing; other=semipositive (NF)	2 ♦ -2NT-3 ♣=weak M, max;3 ♦= min weak ♥; 3 ♥= min weak ♠. 2 ♦ -2NT-3 ♣-3 ♦ -3 ♥= ♠ and 3 ♠= ♥	If doubled, RDBL ask for partners suit; 2 M is own suit		
2♥		6		8-11 HCP. 6 cards	2NT=support (2+card) and at least invitational				
2 🏚		6		8-11 HCP. 6 cards	New suit=F				
2NT				20-21 HCP. (Semi)Balanced. May have 5 card M or 6 card m	"Muppet" Stayman: 3 ♦= at least one 4 card M; 3 ♥= no 4 or 5 card M;3 ♦=5 card ♠ and 3NT=5 card ♥; transfers; 4 m=natural slam try	2NT-3♣-3♦-4♦=both M, no slam try 2NT-3♣-3♦-4♣=both M, slam try; 2NT-3♣- 3♥-3NT=5♣+4♥; 2NT-3♣-3NT-4♦=transfer			
3 .				Preemptive. 6+ cards					
3♦				Preemptive. 6+ cards					
3♥				Preemptive. 6+ cards					
3 A				Preemptive. 6+ cards					
3NT				Solid minor. No more than outside Q					
4 .				Preemptive. 6+ cards					
4♦				Preemptive. 6+ cards					
4♥				To play					
4 🖍				To play					
4NT	X			Ask for specific Ace					
5 .				To play		HIGH LEVEL BI	DDING		
5♦				To play		RKCB=14/30; Exclusion BW; DOPI; DEPO			
5♥ 5♠						Pass and pull = strong in forcing auction			