

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)</b>
Sound or for the lead on 1-level. Sound on 2-level.
Cuebid is normally a good raise. New suit F1, except new suit on 2-Level after partner's overcall on 1-level (constructive, NF)
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
1 NT = 15-18HCP both in 2. and 4. Position.
System on
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Weak
2 NT=2 lowest suits (Normally at least 5-5). No strength limitations.
Reopen:
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Cuebid is both Majors over minor, other major and a minor over Major.
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
2♣ = both majors
2♦ = either major
2M=major (normally 5) +minor
D = strong hand (passed hand: M+m)
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
X=TO through 4♣
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
NT= Both minors
D = Majors over 1 ♣, ♣ over 2 ♣
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
RDL = 10+ Hcp
System on

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	3./5. highest	3./5. highest	
NT	3./5. Highest (possibly 4.)	3./5. highest	
Subseq	Normally attitude	Normally attitude	
Other:			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AK+(+)	AK+(+)	
King	AK, KQ(+)	AK, KQ(+)	
Queen	QJ(+)	QJ(+)	
Jack	J10(+)	J10(+)	
10	109(+);10+;H109(+)	109(+);10+;H109(+)	
9	9x	9x	
Hi-X	Doubleton or 4 cards	Doubleton or 4 cards	
Lo-X	3 or 5 cards	3 or 5 cards	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Small=encouraging	Count Hi/lo=even	Small=encouraging
Suit 2	same	same	same
3	same	same	same
1	same	same	same
NT 2	same	same	same
3	same	same	same
Signals (including Trumps):			
Lavinthal			
Smith vs NT: High from both likes the lead			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Normal			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Support DBL and RDL below 2 of responders suit			

W B F CONVENTION CARD
<b>CATEGORY:</b>
<b>NCBO: NORWAY</b>
<b>PLAYERS: Kristian B. Ellingsen – Peter Marstrander</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
Natural with 5+ M.
1 ♣ = 2+, natural or (semi)balanced 11-14 hcp
1 ♦ = 2+, natural or (semi)balanced 18-19 hp
Transfer/Switch responses over opening 1m
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
1 ♣ - transfer responses
1 ♦ - 1♥ = "catch-all-response" but denies heart if weak
1♦ - 1♠ = shows 4+ hearts
2♦ = Multi
2M = 5 card suit, weak (5-10 hcp). Promises a minorsuit when vulnerable (4+)
<b>SPECIAL FORCING PASS SEQUENCES</b>
<b>IMPORTANT NOTES</b>
<b>PSYCHICS:</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU				
				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); 2♣= inverted minor; 2♦=6+♥ (3-8 OR 13+ hcp); 2♥=6+♠(3-8 OR 13+hcp); 2♠=both minors(3-8 or 13+hcp); 2 NT = at least 5-5 in M,GF; 3♣= 5-9 hcp	XY and XYZ	
1♦	x	2	4♥	Natural or (semi)balanced 18-19 HCP	1♥=catch-all, but denies 4+♥ if weak; 1♠=4+♥; 1NT=GF relay; 2♣= at least 4-4 in M 5-9 hp; 2♦ = inverted minor; 2♥=6+♥ GF; 2♠=6+♠ GF; 2 NT = at least 5-5 in M, GF; 3♣ = 6+♣, GF; 3♦ = 5-9 hcp	NT-system after rebid of 1 NT Checkback/XY after rebid of 1♠	
1♥		5		11 + HCP. May be less with distribution	1NT=nat, NF 2♣= inv w/3-card support, inv w/♣ or GF (bal/♣). 2 NT=support, at least invitational		Pass-1M-2♣=Drury, 3 card support
1♠		5			Jump in suit= minisplinter/splinter. 3M = weak		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, 2♠ = minor stayman. 2NT/3m = inv, 3M = short, 4♣/♦ = Texas	Repeated Stayman 3♣	
2♣	x	0		Strong	2♦ = weak or waiting 2♥=5+♥; 2♠=5+♠; 2 NT=GF 4+-5+ in minors; 3M=4M and longer ♦		
2♦	x	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 = semi-positive (NF). 3♥/♠ = p/c, 4♣ = asks for transfer	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♥	x	5		5-10 HCP. 5 cards. When vulnerable: 4+ in one minor	2NT= forcing, asking for minor suit and strength. 3♣= pass/correct. 3M = preemptive		
2♠	x	5		5-10 HCP. 5 cards. When vulnerable: 4+ in one minor	2♠ = constructive F1. 3D = constructive NF		
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	New suit = forcing. 4 NT = Blackwood		
3♦				Preemptive. 6+ cards			
3♥				Preemptive. 6+ cards			
3♠				Preemptive. 6+ cards			
3NT				Solid minor. No more than outside Q	4 kl = p/c, 4 ru = asking for shortness, 4M = to play		
4♣				Preemptive. 6+ cards			
4♦				Preemptive. 6+ cards			
4♥				To play			
4♠				To play			
4NT	x			Ask for specific Ace	5 ♣ = 0 aces, 5 NT = 2 aces, 6 kl = A♣		
5♣				To play		<b>HIGH LEVEL BIDDING</b>	
5♦				To play		RKCB=14/30; Exclusion BW; DOPI; DEPO	
5♥						Pass and pull = strong in forcing auction	
5♠							