

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
Sound on twolevel, may be light at 1level for the lead
INT OVERCALL (2nd/4th Live; Responses; Reopening)
1 NT = 15-18HCP both in 2.h and
4. Position. 12-14 minor, 15-18 majors
System on
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak
2 NT=2 lowest suits (Normally at least 5-5). No strength limitations.
Reopen:
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
At 3level= ask for stopper in opeing suit
At 4-level= leaping Michaels, also noleaping Michaels
1minor-(2minor)=both majors
1Major- (2major)= other major + clubs
VS. NT (vs. Strong/Weak; Reopening;PH)
2♣ = both majors
2♦ = either major weak 2-9 or strong "15+"
2M=intermediate "10-14"
4 th seat= DON'T, also after passed hand bidding
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
X=TO through 4♣
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
OVER OPPONENTS' TAKEOUT DOUBLE
RDL = 10+ Hcp
System on

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3./5.	3./5.	
NT	3./5. highest may be attitude	3./5.	
Subseq	Normally attitude	Normally attitude	
Other:			
LEADS			
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	
SIGNALS IN ORDER OF PRIORITY			
	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):			
Suit preference			
Smith (hi low from partner= lead is OK). (Low-hi from leader=lead is OK)			
Reversed when leading partners suit			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Normal			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support DBL and RDL below 2 of responders suit			

W B F CONVENTION CARD
CATEGORY: Green
NCBO: NORWAY
PLAYERS: Stian Evenstad-Nicolai Heiberg Evenstad
SØRREISA BK
All Events
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Natural with 5 card majors
1♣ = 3+ 10-21 HCP
Transfer resones at 1♣
1♦ = 3+ .normally lowest 4cardsuit
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1♣ - transfer responses
2♦ = Weak multi 2-7 5/6 c M or 25 + NT
SPECIAL FORCING PASS SEQUENCES
When its clear ex. 1M-2NT(GF)
IMPORTANT NOTES
PSYCHICS:

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	x	3	4♥	Natural. Normally open 1♣ with 44 minors	1♦=4+♥; 1♥=4+♠; 1♠=6-9 (10) hcp or ♦(weak or strong); 1NT=(10)11-12 HCP (denies majors); 2♣=inverted; 2♦=6♥+ weak or strong, 2♥ 6+ ♠ weak or strong, 2♠= both minors weak or strong 2NT= 13-14 el 17-18, 3♣= preemptive, 3d=preemptive, 3h/s = Void	XY and XYZ 1♣-1♦-1♥-1♠-→ XY	
1♦	x	4(3) only 4432	4♥	Natural	1♥/♠= 4+, 1nt=6-11, 2♦= 5-10, 2♥= GF Diamond, 2♠;= inv 5+ ♦ 3kl= invitational, 3♦= preemptive, 3M= void, 3nt=13-15	XYZ after rebid of 1♠	
1♥		5		11 + HCP. May be less with distribution	1NT=nat, NF, support, 2♠= , 3♣=inv, 3♦= inv 2 NT=♣GF, 3♠= void 3♥=pre 4-7, 4c/4d= void 10+, 3NT=3244 13-15	2♣=drury	
1♠		5			1NT=nat, NF, 2NT= GF ♣ 3kl= inv, 3♦= inv, 3♥=l inv, 3♠=pre, 4x=void 3NT=2443 13-15	2♣=drury	
INT				15 – 17 HCP. (Semi)Balanced. May have 5 card M or 6 card m	Stayman, transfers on 2-level		
2♣	x	0		Strong 18-21 balanced or GF any	2♦=waiting, 2♥/♠= to play vs 18-21NT ,2NT = 6M og 55M slamtry 3minor= to play, 3♥=5-5M inv 3♠= 55m slamtry vs18-19. 3NT=55m GF vs 18-19		
2♦	x	0		MULTI. a)Weak in ♥or ♠ (normally 5 or 6 cards, 2-7 HCP b) balanced 25+ NT	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♠= ♥	
2♥		5		8-11 6 (7) card	2NT=ask at least inv, 3♣= ask 3♦=nat; 2sp= to play (may supporte if max)		
2♠				8-11 same as 2H	Same as 2♥		
2NT				22-23 HCP. (Semi)Balanced. May have 5 card M or 6 card m	Puppet Stayman, transfers 4♣=hearts, 4♦=spades, 4♥=club, 4♠=diamond	2NT-3♣-3♦-4♦=both M, no slam try, or slamforce: 2NT-3♣-3♦-4♣=both M, slam try	
3♣				Preemptive. 6+ cards	4d= slamtry		
3♦				Preemptive. 6+ cards	4c= cue		
3♥				Preemptive. 6+ cards	4c= cue		
3♠				Preemptive. 6+ cards	4c= cue		
3NT				Solid major. max outside Q			
4♣				Good 4H			
4♦				Good 4 S			
4♥				To play			
4♠				To play			
4NT	x			Ask for specific Ace			
5♣				To play		HIGH LEVEL BIDDING	
5♦				To play		RKCB=14/30; Exclusion BW; DOPI; DEPO,	
5♥				Preemptive		5NT= frencuently pick a slam, 0314 Exclusion	
5♠				Preemptive			