

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
5-17, 5-card-suit, sound overcalls on the two-level, new suit NF
Cuebids show good raise in partners suit (usually)
1NT shows 7-13 on partners overcall
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18, continuation as after opening
JUMP OVERCALLS (Style; Responses; Unusual NT)
2NT = 55+ two lowest suits vs 1m (5+-5+), 2 highest suits vs 1M opening (Reopen: 19-21 bal).
Jump overcall weak (except 3♣ = can be 2-suiter)
Reopen jump: 11-14 HCP, 6+
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Over 1♣ (if art.) 2♣ = NAT 2♦ = MMs 5+5+
Over 1♣ (3+) 2♣ = MMs 5+5+
Over 1♦ (if art.) 2♦ = NAT, 2♥ MMs 5+5+ NF, 3♦ MMs 5+5+ strong
Over 1♦ (3+) 2♦ = MMs 5+5+, 3♣/♦ = 5+5+ ♣/♠ NF/Strong
Over 1M, 2M = oM + ♣ 5+5+
Over 1M, 3♣ = mms 5+5+
Special cases, ask.
VS. NT (vs. Strong/Weak; Reopening;PH)
Dbl = equal strength, 2♣ = both major
2♦= 5+ ♥ or ♠
2M = 4(5)M+ 5+minor
2NT = both minor or strong 2-suiter
Reopening versus 14+NT D=1m/both MMs, 2m=m+M
PH:D=1m/both MMs, 2m=m+M
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
(2M) 3M 5+5+m, 4m 5+m 5+OM
(2/3m) 4m 5+5+M
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Against strong 1♣: Dbl = Majors, 1NT = minors, 2NT=5+5+minors
Against strong 2♣: Dbl = M, 2NT: 5+5+minors
OVER OPPONENTS' TAKEOUT DOUBLE
Rdbl = 10+ usually wo supp
System on, some transfers

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	1/3/5	1/3/5	
NT	1/3/5	1/3/5	
Subseq	Attitude, low =enc	1/3/5	
K on 5-level or higher asks for length			
LEADS			
Lead	Vs. Suit	Vs. NT	
King	Kx, AK, KQ(+)	Kx, AKJT(x), KDx(x)	
Queen	Qx, QJ(x)	Qx, KQT9, QJ(x)	
Jack	JT(+), Jx	Jx, JT(x), AJT(x)	
10	Tx, HT9x	Tx, T9x(x), HT9x	
9	9x	9x, H98xx	
Hi-X	<u>xx</u> , <u>xx<u>x</u></u> , <u>xxxxxx</u>	<u>Xx</u> , <u>xx<u>x</u></u> , <u>xx<u>x</u>xx</u>	
Lo-X	<u>xxx<u>x</u></u> , <u>xxxx<u>x</u></u>	<u>xxx<u>x</u></u> , <u>xxxx<u>x</u></u>	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	low= enc.	low= odd	low= enc.
Suit 2	low= odd	(suit preference)	low= odd
3	(suit preference)		(suit preference)
1	low= enc.	low= odd	low= enc.
NT 2	low= odd	(suit preference)	low= odd
3	(suit preference)		(suit preference)
Signals (including Trumps):			
Smith (high enc. from both hands)			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
10+. May be light with classic shape. 17+ offshape			
Responses: Cue bid = forcing			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Lightner Dbl, Responsive Dbl, support Dbl and Rdbl			
Invitational Dbl (only when there is no other inv bid)			

W B F CONVENTION CARD
CATEGORY: GREEN
NCBO: NORWAY
PLAYERS: Geir Helgemo Nicolai Heiberg-Evenstad
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
2/1, 5-card major (5533)
(14+)15-17NT
1♣ - 1M frequently bypass diamonds
1♣ -1x - 1nt could be 4cM
Usually sound openings/preempts, but green vs. red might be very light
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
3♣ overcall is 2-suiter (may be non-forcing)
SPECIAL FORCING PASS SEQUENCES
Some places
IMPORTANT NOTES
2-way checkback Stayman
PSYCHICS:
Can occur
3 rd seat openings can be light

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	Norway OPEN Geir Helgemo and Nicolai Heiberg-Evenstad			
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3		10-22	2♣= inverted minor inv+, 2♦=5♥ and 4♠ 4-9hp, 2♥/2♠= 6 -card, 3-8 hcp, 3♣ = preempt in ♣	1♣ - 1♦; 1NT can include 4-c M 1♣ - 1♥; 1NT can include 4-c ♠	
1♦		3		10-22	1♥/1♠/1NT = nat, 2♣ = GF 2♦ = inverted minor inv+, 2♥/2♠= 6 -card, 3-8 hp, 2NT = Nat inv, 3♣=nat inv, 3♦ = preempt in ♦		
1♥		5		10-22	2/1 = GF, 2♠=4-8 6♠, 2NT= GF Jacoby, 3x= nat inv, 3♥ = INV		2♣ = 7-10 3+ ♥, 2♦ = 5♦+2♥
1♠		5		10-22	2/1 = GF, 2NT = GF Jacoby, 3x= nat inv, 3♠ = INV		2♣ = 7-10 3+ ♠, 2♦ = 5♦+2♠
1NT				(14) 15-17 may have 5M/6m, singleton possible	Stayman/transfer, 2♠ = ask minors or weak ♦, 2NT = 6+ ♠, 3x = singleton		
2♣				a)22+ NT b)Strong unbalanced	2♦ = waiting bid, 2♥ = ♥ 5+hp, 2♠ = ♠ + 5+hp, 2NT = HH-6+m		
2♦		5		3-10 Usually 6-c in VUL	2♥/♠ = not forcing, 2NT = Asking short, 3♣ =asking points and suit quality		
2♥		5		3-10 Usually 6-c in VUL	2♠ = not forcing, 2NT = Asking short, 3♣ =asking points and suit quality		
2♠		5		3-10 Usually 6-c in VUL	2NT = Asking short, 3♣ =asking points and suit quality		
2NT				20-21 NT	Muppet Stayman and transfers	2NT - 3♣; 3♥ = no 4+c M	
3♣		6		Preemtive, acc. to VUL	4♦=asking for aces		
3♦		6		Preemtive, acc. to VUL	4♣=SI in ♦		
3♥		6		Preemtive, acc. to VUL	4♣=SI in ♥		
3♠		6		Preemtive, acc. to VUL	4♣=SI in ♠		
3NT				Solid major	4♣=ask shortness, 4♦=ask length, 4M p/c		
4♣		6		Preemtive			
4♦		6		Preemtive			
4♥		6		Preemtive			
4♠		6		Preemtive			
4NT				Asking for specific ace aces	5♠=0, 5♦/♥/♠= that ace, 5NT=2 6♠=♣ace	HIGH LEVEL BIDDING	
5♣/♦						RKCB (0314)	
5♥/♠						Italian CueCue-bids	
						DOPI/ROPI (but xx on 4nt is to play)	