

Defensive and Competitive Bidding

Overcalls (Style; Responses; Reopening)

1 level light
 2 level sound
 Cue-bid = 1 round forcing, new suit = constructive non forcing

1 NT overcall (2ND/4TH; Responses; Reopening)

15-17 hcp any seat
 NT-system is on

Jump Overcalls (Style; Responses; Unusual NT)

Aggressive style
 Weak, 5-card possible
 (1s)-2NT = 2 lowest unbid suits

Direct and Jump Cue Bids (Style; Responses)

Over minor = both major
 Over major=Other major + minor
 Jumps ask for stopper

VS. NT (vs. Strong/Weak; Reopen: PH)

Db1 : strong
 2♣ both major
 2♦ one major
 2♥ 4♥ + 5 minor
 2♠ 4♠ + 5 minor

VS. Preempts (Doubles; Cue bids; Jumps; NT bids)

Take Out DBLs
 Cuebid :ask for stopper
 2NT : 15-18

VS. Artificial Strong Openings

Db1 =strong
 Suit = nat.

Over Opponents' take out double

Rdbl = 9 hcp +
 Rest = non forcing

Leads and Signals

Opening Leads Style

	Lead	In Partner's Suit
Suit	3 rd -5 th	3 rd -5 th
NT	3 rd -5 th	3 rd -5 th
Subseq	Attitude when opening a new suit	

Leads

Lead	Vs. Suit	Vs. NT
Ace	AKx/AKxx(x)	AKx/AKxx(x)
King	EK/KQ/KQJ(x)/KQTx	EK/KQ/KQJ(x)/KQTx
Queen	AQJ(x)/QJ(x)/QJT(x)	AQJ(x)/QJ(x)/QJT(x)
Jack	JT(x)/JT(x)	JT(x)/JT(x)
10	HJTx/AQT(x)/T9xT9	HJTx/AQT(x)/T9xT9
9	9x	9x
X	HxXx, xxX, Xx, xxX	HxXx, xxX, Xx, xxX

Signals in order of priority

	Partners lead	Declarer	Discarding
Suit:	Encrg/discrg	Count/Lavint.	Encrg/discrg
2 nd	Count/Lavint.	Count/Lavint	Count/Lavint
3 rd	Lavinthal	Lavinthal	Lavinthal
NT:	Encrg/discrg	Count/Lavint.	Encrg/discrg
2 nd	Count/Lavint.	Count/Lavint.	Count/Lavint.
3 rd	Lavinthal	Lavinthal	Lavinthal

Signals (including Trump's):
 Low=odd number or encrg.
 High=even or discrg. Lavinthal

Doubles

Takeout Doubles (Style; Responses; Reopening)

Light 1-level and reopening, Sound 2-level

Special, Art and Comp Db1/Rdbl's

NEG+RESP+COMP DBL (showing Take Out-distr)
 RDBL (9 hcp +)



WBF

Convention
Card



Category: Green

Players	Egil Homme	Marianne Homme
Country	Norway	Norway
NBF memb.	7213	12758

System Summary

General Approach and Style

Better minor , 5 cards major
 2 over 1 : Forcing one
 1 NT : 15-17, might be 5major/6 minor

Special bids that may require defence

2♦ Multi; weak 2 in ♥ or ♠ (6card) , 24-25 balanced
 2♥ 5♥ and a minor 6-10 hcp
 2♠ 5♠ and a minor 6-10 hcp

Special forcing pass sequences

1x-(? y)-p = pass might be penalty, dbl = Take Out

Important notes that don't fit

Lebensohl 2nt after our 1 NT

Psychics

Rare , but may occur

Opening	ART	Minimum	Neg. Dbl. To	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		3	4♦	11-19 hp 3 card +	Natural style, 1NT= 6-11 hcp Weak jump shifts	1x-1y-1z - new minor is art. F1	
1♦		3	4♦	11-19 hp 3 card +	Natural style, 1NT= 6-11 hcp Weak jump shifts	1x-1y-1z - new minor is art. F1	
1♥		5	4♦	11-19 hp 5card+	2nt = 4+♥,at least invit. 3♣/3♦ = Singleton, invitational in ♥ 3♥ = 8-10 hcp and 4+♥ Double jump in new suit = Splinter (void)	1x-1y-1z - new minor is art. F1 1♥-1NT-2NT=GF	
1♠		5	4♦	11-19 hp 5card+	2nt = 4+♠,at least invit. 3♣/3♦/3♥ = Singleton, invitational in ♠ 3♠ = 8-10 hcp and 4+♠ Double jump in new suit = Splinter (void)	1♠-1NT-2NT=GF	
1 NT		---	no	15-17 balanced, might be 5major/6-minor	2♣ Stayman, 2♦,♥ = transfers, 2♠ = transf. ♣ 2NT = transf. ♦, 3♠= both minor weak, 3♦ = both minor strong 3♥♠=singelton and 3 card other major 4NT=quantitative	Relays after Stayman responses: 2♠ is relay over 2♦/♥. 3♠ is relay after 2♠ response. 1NT - 2♠ - 2NT = good ♣support, at least Hx 1NT - 2NT - 3♣ = good ♦support, at least Hx	
2♣	X	0	no	20 hcp+ or 22-23 NT	2♦ = weak or waiting	2♣ - 2♦-2♥/♠-3♣ = 2 nd negative	
2♦	X	0	no	Weak W2 in ♥ or ♠ (6card) , 24-25 bal.	2NT = F1 relay, 2♥♠ = NF	2♦ - 2NT - 3♣ maximum 2♦ - 2NT - 3♣ - 3♦ asks - 3♥ = spades / 3♠ = hearts 2♦ - 2NT - 3♦ = min with ♥ / 3♥ = min with ♠	
2♥		5	no	5+ ♥ and a minor 6-10 hcp	2NT=F1-relay, other = to play	♥ - 2NT - 3♣ = 4+ clubs 2♥ - 2NT - 3♦ = 4+ diamonds	
2♠		5	no	5+♠ and a minor 6-10 hcp	2NT=F1-relay, New suit: to play	2♠ - 2NT - 3♣ = 4+ clubs 2♠ - 2NT - 3♦ = 4+ diamonds	
2 NT		---	no	20-21 hcp bal.	Puppet Stayman, 3♦/♥= transfers, 3♠= minorStayman, 4♣ 4♦= nat slamtry 4NT = quantitative	Slam Conventions	
3x		6	no	Preemptive	Natural, on 4 level cuebid	4NT: Roman Key Card Blackwood: 5♣: 0/3, 5♦: 1/4 5♥: 2 w.o. Tr Q, 5♠: 2 w. Tr Q Cue bids: 1 st and 2 nd round controls up the line Splinter & Minisplinter Exlusion Blackwood	
3NT		7	no	Running 7cm, No side ace/King	4♣ to correct, 4♦ asks for shortness		
4♣,♦		6	no	Preemptive	4♣ transfer to ♥ , 4♦ transfer to ♠, 4NT=RKCB		
4♥,♠		5	no	To play	4NT=RKCB		
4NT	x	---	no	Asks for specific aces	5♣=0 Aces, Suit=that Ace, 5NT=2Aces		