DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS			W B F CONVENTION CARD	
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENING LEADS STYLE				
Sound on twolevel, may be light at 1 level for the lead	Lead In Partner's Suit			CATEGORY: Green	
	Suit	3./5.		3./5.	NCBO: NORWAY
	NT 3./5. highest may be attitude 3./5.		3./5.	PLAYERS: Stian Evenstad-Nicolai Heiberg Evenstad SØRREISA BK	
			Normally attitude		
	Other:			intomiany attitude	All Events
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	LEADS				SYSTEM SUMMARY
1 NT = 15-18HCP both in 2.h and	Lead	Vs. Suit		Vs. NT	
4. Position. 12-14 minor, 15-18 majors	Leaa	V S. Suit		75.111	
System on	Ace	AK+(+)		AK+(+)	GENERAL APPROACH AND STYLE
JUMP OVERCALLS (Style; Responses; Unusual NT)	10			109(+);10+;H109(+)	1 ♦= 3+ .normally lowest 4cardsuit
Weak	9	9x		9 _X	
2 NT=2 lowest suits (Normally at least 5-5). No strength limitations.	Hi-X	Doubleton or 4 cards		Doubleton or 4 cards	
		3 or 5 cards		3 or 5 cards	
Reopen:		LS IN ORDER OF P	RIORITY	1	
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		Partner's Lead	Declarer's Lead	Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE
At 3level= ask for stopper in opeing suit At 4-level= leaping Michaels, also noleaping Michaels	1	Small=encouraging	Count Hi/lo=even	Small=encouraging	1 ♣ - transfer responses
1minor-(2minor)=both majors	Suit 2	same	same	same	
1Major- (2major)= other major + clubs					2. W. 1. 1: 2.7.5/C. M. 25.1 NT
		same	same	same	2 = Weak multi 2-7 5/6 c M or 25 + NT
NO NIE (O) (NI I D I DIT)		same	same	same	
VS. NT (vs. Strong/Weak; Reopening;PH)		same	same	same	
2♣ = both majors		same	same	same	
2♦ = either major		(including Trumps):			
2M=5+ 4+ minor	Suit pre				
4 th seat= 10-12 balanced	Smith (hi low from partner= lead is OK). (Low-hi from leader=lead is OK Reversed when leading partners suit			from leader=lead is OK)	
			DOUBLES		
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKE	OUT DOUBLES (Styl	e; Responses; Reop	ening)	
X=TO through 4♠	Normal				
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣					SPECIAL FORCING PASS SEQUENCES
	SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS				When its clear ex. 1M-2NT(GF)
	Support DBL and RDL below 2 of responders suit				
OVER OPPONENTS' TAKEOUT DOUBLE					IMPORTANT NOTES
RDL = 10 + Hcp					
System on					
				PSYCHICS: Occur	

Ğ	IF MAL	MIN. NO. OF CARDS	NEG.DBL THRII							
OPENING	TICK IF ARTIFICIAL			DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING			
1*	х	3	4♥	Natural. Normally open 1♣ with 44 minors	1 ◆ = 4 + ♥; $1 ♥ = 4 + ♠$; $1 ♠ = 6 - 9$ (10) hcp or ♦ (weak or strong); $1 NT = (10)11 - 12 HCP$ (denies majors); $2 ♣ = inverted$; $2 d = h$ weak or strong $2 ♥ = 6 + s$ weak or strong $2 ♠ = minors$ $2 NT = 13 - 14 el 17 - 18$, $3 ♠ = preemptive$, $3 d = preemptive$, $3 h / s = Void$	XY and XYZ 1 4 - 1 4 - 1 4 - → XY				
1 ♦	X	4(3) only 4432	4♥	Natural	$1 \checkmark 4 = 4+$, $1 \text{nt}=6-11$, $2 \checkmark 5-10$, $2 \checkmark GF$ Diamond, $2 \checkmark i = \text{inv } 5+ \checkmark 3 \text{kl}= \text{invitational}$, $3 \checkmark = \text{preemptive}$, $3 \text{M} = \text{void}$, $3 \text{nt}=13-15$	XYZ after rebid of 1♠				
1♥		5		11 + HCP. May be less with distribution	1NT=nat, NF, support, 2♠=, 3♣=inv h, 3♠mixed= inv 2 NT=jackoby GF, 3♠= void 3♥=pre 4-7, 4c/4d= void 10+,3NT=3244 13-15	2.4=drury				
1 🛦		5			1NT=nat, NF, 2NT= GF jackob 3kl= inv s, 3 ♦= inv,mixed3♥=l inv, 3 ♠=pre, 4x=void 3NT=13-15	2♣=drury				
INT				15 – 17 HCP. (Semi)Balanced. May have 5 card M or 6 card m	Stayman, transfers on 2-level, 3&=puppet. 3d=short club 6+ d, 3h/s= short 4c/d= Texas, 4h=3334kvant, 4sp=3343 kvant, 4nt=(23)44 kvant					
2*	Х	0		Strong 18-21 balanced or GF any	2 ♦=waiting, 2♥/♠= to play opposite 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♦	х	0		MULTI. a)Weak in ♥or ♠ (normally 5 or6 cards, 2-7 HCP b) balanced 25+ NT c)any 3suiter GF	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♥		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 slamforce2NT-3♣-3♦-4♣=both M, slam try				
3 .				Preemptive. 6+ cards	4d= slamtry					
3♦				Preemptive. 6+ cards	4c= slamtry					
3♥				Preemptive. 6+ cards	4c= slamtry					
3♠				Preemptive. 6+ cards	4c= slamtry					
3NT				Solid major. No more than outside Q						
4 .				Pre						
4♦				Pre						
4♥				To play						
4 ♠ 4NT	v			To play Ask for specific Ace			 			
41N I	х			Ask for specific Ace						
5 .				To play		HIGH LEVEL B	IDDING			
5♦				To play		RKCB=14/30; Exclusion BW; DOPI; DEF 0314 Exclusion				