

DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS				W B F CONVENTION CARD		
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)		OPENING LEADS STYLE				CATEGORY: Green NCBO: NORWAY PLAYERS: Stian Evenstad-Nicolai Heiberg Evenstad SØRREISA BK All Events		
Sound on twolevel, may be light at 1level for the lead			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:						
						SYSTEM SUMMARY		
INT OVERCALL (2 nd /4 th Live; Responses; Reopening)		LEADS						
1 NT = 15-18HCP both in 2.h and 4. Position. 12-14 minor, 15-18 majors		Lead	Vs. Suit		Vs. NT			
System on		Ace	AK+(+)		AK+(+)		GENERAL APPROACH AND STYLE	
		King	AK, KQ(+)		AK, KQ(+)		Natural with 5 card majors	
		Queen	QJ(+)		QJ(+)		1 ♠= 3+ 10-21 HCP	
		Jack	J10(+)		J10(+)		Transfer responses at 1 ♣	
JUMP OVERCALLS (Style; Responses; Unusual NT)		10	109(+);10+;H109(+)		109(+);10+;H109(+)		1 ♦= 3+ .normally lowest 4cardsuit	
Weak		9	9x		9x			
2 NT=2 lowest suits (Normally at least 5-5). No strength limitations.		Hi-X	Doubleton or 4 cards		Doubleton or 4 cards			
		Lo-X	3 or 5 cards		3 or 5 cards			
Reopen:		SIGNALS IN ORDER OF PRIORITY						
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 opening suit At 4-level= leaping Michaels, also nonleaping Michaels		1	Small=encouraging	Count Hi/lo=even	Small=encouraging			1 ♣ - transfer responses
1minor-(2minor)=both majors 1Major- (2major)= other major + clubs		Suit 2	same	same	same			
		3	same	same	same			2♦ = Weak multi 2-7 5/6 c M or 25 + NT
		1	same	same	same			3N running major
VS. NT (vs. Strong/Weak; Reopening;PH)		NT 2	same	same	same			
2♣ = both majors		3	same	same	same			
2♦ = either major weak 2-9 or strong "15+"		Signals (including Trumps):						
2M=intermediate "10-14"		Suit preference						
4 th seat= DON'T, also after passed hand bidding		Smith (hi low from partner= lead is OK). (Low-hi from leader=lead is OK)						
		Reversed when leading partners suit						
		DOUBLES						
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)		TAKEOUT DOUBLES (Style; Responses; Reopening)						
X=TO through 4♣		Normal						
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣								SPECIAL FORCING PASS SEQUENCES
Vs 1C dbl majors NT minors, 2D majors 5+5+		SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS						When its clear ex. 1M-2NT(GF)
Vs 2C dbl Majors, NT minors, 3C majors 5+5+		Support DBL and RDL below 2 of responders suit						
OVER OPPONENTS' TAKEOUT DOUBLE								IMPORTANT NOTES
RDL = 10+ Hcp								
System on								
								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; 2d= h weak or strong 2♥=6+ s weak or strong 2♠=minors 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 h, 3♦mixed= inv 2 NT=jacoby GF, 3♠= void 3♥=pre 4-7, 4c/4d= void 10+,3NT=3244 13-15	2♣=drury	
1♠		5			1NT=nat, NF, 2NT= GF jacoby 3kl= inv s, 3♦= mixed 3♥=inv, 3♠=pre, 4x=void 3NT= a weak void	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 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♦	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♠= ♥	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= keycard		
3♦				Preemptive. 6+ cards	4c= keycard		
3♥				Preemptive. 6+ cards	4c= keycard		
3♠				Preemptive. 6+ cards	4c= keycard		
3NT				Solid major. No more than outside Q			
4♣				Pre			
4♦				Pre			
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, 5NT= frencuently pick a slam, 0314 Exclusion
5♥				Preemptive		
5♠				Preemptive		