

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:				
INT OVERCALL (2nd/4th Live; Responses; Reopening)	LEADS				SYSTEM SUMMARY
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+(+)		
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	109(+);10+;H109(+)	109(+);10+;H109(+)		GENERAL APPROACH AND STYLE
Weak	9	9x	9x		5533. 5c M
2 NT=2 lowest suits (Normally at least 5-5). No strength limitations.	Hi-X	Doubleton or 4 cards	Doubleton or 4 cards		A lot for transfers and switches after interferences
	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 opeing suit	1	Small=encouraging	Count Hi/lo=even	Small=encouraging	1 ♠ - transfer responses
At 4-level= leaping Michaels, also noleaping Michaels	Suit 2	same	same	same	
1minor-(2minor)=both majors	3	same	same	same	
1Major- (2major)= other major + clubs	1	same	same	same	
	NT 2	same	same	same	
	3	same	same	same	2♦ = Weak multi 2-7 5/6 c M or 25 + NT(/3suiter GF)
VS. NT (vs. Strong/Weak; Reopening;PH)	Signals (including Trumps):				
2♣ = both majors	Suit preference				
2♦ = either major	Smith (hi low from partner= lead is OK). (Low-hi from leader=lead is OK)				
2M=5+ 4+ minor	Reversed when leading partners suit				
4 th seat= 10-12 balanced	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
	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

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); 1 NT=(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♥= weak, 2♠;= weak 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=jackoby GF, 3♠= void 3♥=pre 4-7, 4c/4d= void 10+,3NT=3244 13-15		2♣=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		
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 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), 3H=P/c, 3sp=choose game 4c= Transfer partner, 4d=bid your M, 4h/s=to play	2♦-2NT-3♣=weak M, max;3♦= min weak ♥; 3♥= min weak ♠. 2♦-2NT-3♣-3♦-3♥=♠ and 3♠= ♥	2h/s= P/c
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♠				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	