

DEFENSIVE AND COMPETITIVE BIDDING**OVERCALLS (Style: Responses: 1/2 Level; Reopening)**

Aggressive at 1 level, 2m fairly sound

Change of suit natural NF at 2L, 3L=F1 but fit passed hand

1N=8-12, 2N=Natural if 3rd hand passes at 2L

Lowest of cue and 2N=3rd raise, highest=4+raise

Jump cue 3L=mixed raise, double jump=splinter

If they DBL RDBL=good hand with 2 card support

1NT OVERCALL (2nd/4th Live; Responses; Reopening)

Major when it shows shortage

15-18 with Transfer to their Major=Splinter

Similar if (1X)-P-(1Y)-1N

2N=19-21 protective

JUMP OVERCALLS (Style; Responses; Unusual NT)

Weak, but tactical opposite passed partner

2N=Game-try then new suit=splinter, cue bid=FG 2N

New suit=Natural NF

DIRECT & JUMP CUE BIDS (Style Response; Reopening)

(1m)-2m=5+5+ Majors

(1M)-2M=5OM and 5+♣s

(1M)-3♣=5OM and 5+♦s

(1any)-2N=Lowest 2 suits

(3M)-4M=minors very strong

(3M)-4N=2 suited minors over 4♥

VS. NT (vs. Strong/Weak; Reopening; PH)

Double=penalty with forcing pass to 2♠

2♣=Majors (2♦=Relay)

2♦=1 Major (2N=Relay)

2M=5+M with 4+minor (2N=Relay, 3♣=P/C)

2N=minors or FG 2 suiter

3L=Natural, weak NV, Intermediate VUL

VS. PRE-EMPTS (Doubles; Cue-bids; Jumps; NT Bids)

Double=Take-out, cue bid=Michaels

Leaping and non-Leaping Michaels

VS. ARTIFICIAL STRONG OPENINGS- 1♣ or 2♣

DBL=Majors, 1N=minors after strong 1♣

OVER OPPONENTS' TAKEOUT DOUBLE

Redouble=good hand, 1M-(DBL)-2M-1=good raise of Major

LEADS AND SIGNALS**OPENING LEADS STYLE**

	Lead	In Partner's Suit
Suit	3rd and 5th (4 th six)	3rd and 5th (4 th six)
NT	3rd and 5th (4 th six)	3rd and 5th (4 th six)
Subsequent	Low from Honour	Low from Honour

Other: usually top from xxx if we have supported partner v NT
King from AK(x) at 5 level asks count, Ace denies the King

LEADS v NT King/Queen asks unblock below

Lead	Vs. Suit Standard	Vs. NT asks unblock
Ace	AKx(+) Ax(+)	AKx(+) Ax (+)
King	KQx(+) AK Kx	KQx(+) AKJ10 Kx
Queen	QJx(+) Qx AKQ	QJx(+) KQ109 Qx AKQ
Jack	J10(+) KJ10 AJ10 Jx	J10(+) KJ10/AJ10/QJ98
10	109(+) H109 10x	109(+) H109 10x
9	9x H98(+)	9x H98(+)
Hi-X	3 rd and 5 th	Usually shortage
Lo-X	3 rd and 5 th	Usually promises honour

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
1	Reverse attitude	Standard Smith v	First discard will usually be reverse attitude
Suit 2	Standard count	NT, standard count	
3	Suit Preference	if hold up, suit preference	
1	Reverse attitude		
NT 2	Standard count		
3	Suit Preference		

Signals (including Trumps)

Suit preference in trumps

DOUBLES**TAKEOUT DOUBLES (Style; Responses; Reopening)**

May not have the other minor if we double 1m

SPECIAL ARTIFICIAL & COMPETITIVE Doubles/Redoubles

Support Double after 1m-(P)-1♥-(1♠)

Support Redouble after 1any-(Pass)-1any-(DBL)

Game-try Double apply if no space e.g. 1♥-(P)-2♥-(3♦)-DBL

Double of TFR response=suit

Double of Bergen raises =take-out of Major if less than limit

W B F CONVENTION CARD 9-August-2024

CATEGORY: **GREEN**

NCBO: NORWAY

PLAYERS: Martin Andresen and Espen Erichsen

SYSTEM SUMMARY**GENERAL APPROACH AND STYLE**

1♣=2+♣, either balanced or natural

1♦=4+ could be balanced with 4M

5 Card Majors, possibly 4 cards in third

1N=15-17 maybe 5M or 6m

2♣=18-21 balanced or FG (can stop 3♠ if 2nd negative)

2♦=weak 2M (2-7) or solid 7m

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

1♣-2♦=5-5 Majors any strength

1♣-2♥=5♥ 4♠ up to 10

2♣-2M=to play opposite 18-19 Balanced

3♣-3♦=Puppet to 3♥

SPECIAL FORCING PASS SEQUENCES**IMPORTANT NOTES**

Opening	Artificial	Min no:	Negative	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		2	7♥	5+♣ or 4414 short ♦ or balanced	1L=Natural, 2♣=4+♣s INV+, 2♦=5-5 Majors any strength, 2♥=4♥ 5♠ up to 10 2♠=weak 4-8, 2N=Natural invite, 3♣=weak 3♦/3M=INV, 3N=13-14		
1♦		4	7♥	10-22 5+♦ or 4441 or balanced 4M 4♦	1L=NAT, 2♣=NAL or 5+♣s FG 2♦=4+♦ INV+, 2M=weak 4-8 2N/3♣=Natural invite 3♦=weak, 3M/4♣=void agrees ♦s, 3N=13-14		
1♥		5 (4)	7♦	10-22 Possibly decent 4 cards 3rd	1♠=4+♠, 1N=5-11 semi-forcing 2♣=NAT or BAL FG, 2♦=5+♦ FG 2♥=6-9 usually 3♥, 2♠=weak 4-8 2N=Jacoby, 3m=Invite, 3♥=INV 3+♥ 3♠=any singleton 9-11, 3N(♠)/4m=void		2♣=3♥ drury 2♦=4+♥ drury 2N=NAT with 2♥ Jump=fit
1♠		5 (4)	7♥	10-22 Possibly decent 4 cards 3rd	1N=5-11 semi-forcing 2♣=NAT or BAL FG 2♦/2♥=5+FG, 2♠=6-9 usually 3♠ 2N=Jacoby, 3m/3♥=Invite, 3♣=INV 3+♣ 3N=any singleton 9-11, 4L=void		2♣=3♣ drury 2♦=4+♠ drury 2N=NAT with 2♠ Jump=fit
INT			4♠	15-17, maybe good 14 5M/6m possible	2♣=Stayman, 2♦/2♥=Transfer 2♠=minor suit Stayman, 2N=Natural invite 3♣=Puppet Stayman, 3♦=SPLs FG 3M=SPL 4441 type, 4m=Texas, 4M=natural		
2♣	Yes	0		(1) 18-21 or 24+ balanced (2) any FG except may stop in 3♣ after double negative	2♦=Relay, 2M=to play if 18-19 BAL 2N=6M or 5+5+ Majors, 3m=to play if 18-19 3♥=5-5 Majors INV opposite 18-19 3♠/3N=5-5 minors slam-try/<slam if 18-19	2♣-2♦ 2♥=Kokish, 18-19/24-25 BAL or ♥s 2♠=Natural (3♣=2nd neg), 2N=20-21 3m=FG, 3M=4M 5+♦ FG, 3N=26-27	
2♦	Yes	0		(1) weak 2 in a Major (2-7) (2) solid 7 card minor could be 5M non vulnerable	2M/3M=pass or correct 2N=Relay, 3m=constructive NF, 3N=to play 4♣=Transfer to suit, 4♦=bid suit, 4M=natural	2♦-2N 3♣=any max weak 2 then 3♦=Relay 3♦/3♥=Transfer, 3♠=solid minor	
2M		6		8-11 constructive weak 2 Denies 4OM	2♠=Natural Invite, 2N=Relay normally fit 3m=Natural F1, 2♠-3♥=invite, 3M=pre-empt 2♥-3♣=Natural FG, 4m=spl, 3N/4M=to play	2M-2N 3L=splinter, 3M=minimum no splinter 3N=maximum no splinter, 4m=5m	
2NT				22-23 balanced	3♣=Stayman, 3♦/3♥=transfers, 3♠=minors 4L=2 under slam try, 4M=Natural, 4N=invite	2N-3♣ 3♦=<4♥ maybe 4♠, 3♥=4/5♥ not 4♠, 3♠=5♠, 3N=4-4 Majors	
3X		6		Pre-emptive Possibly strong 3rd	3♦=Puppet 3♥, 3♥=NAT FG, 3♠=NAT F1 3♦/3M-4♣=slam try opener's, 3M-4♦=OM	3♣-3♦-3♥ then 3♠=to play, 3N=cog, 4♣=slam-try ♣s, 4M=cog Major or ♣s	
3NT	yes			Strong 4M opening 1st/2nd Natural to play 3rd/4th Usually long minor 3rd/4th	4♣=slam try relay, (transfer or show void) 4♦=asks suit, 4M=P/C 4N=4 Ace Blackwood, 5♥=is your suit solid?	Gambling 3N, 4♣ asks suit, 4♦=asks shortage (4N=no)	
4X		7		Natural Open 4m frequently 1st NV	4♣-4♦=kickback, 4X-4N=RKC otherwise	HIGH LEVEL BIDDING	
4NT				Specific Ace ask	5♣=no ace, 5N=2 aces	Kickback (suit above trump suit at 4 level) applies 0 or 3, 1 or 4, 2 no Q, 2 plus Q, , 1 or 3 plus void, 2+void normally QT DOP1 after overcall, DBL 4N we play pass=no meaning, RDBL=to play	
5L		7		5m=usually sound 1st/2 nd 5M=raise with A/K in Major		Some KC, OPT KC and DKC 1L-direct 4N=4 Ace Blackwood	

