

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
Generally constructive and lead directing
2 level overcalls tend to show opening hands
Where oppo have bid 2 suits, overcalls at 2 level may be weaker
UCB response (9+ hcp and 3+ card support)
2N = mixed raise in response to overcall of 1M where both oppo bid
Change of suit at 1 and 3 level = forcing, 2 level = constructive
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
Shows 15-18 hcp, also in 4 <sup>th</sup> seat
System is on
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Weak, UCB responses (9+ hcp and 3+ card support) 2NT response to overcall 1M = mixed raise (when both oppo have bid)
2NT = 5-5 in 2 lowest unbid
2NT in 4 <sup>th</sup> = 20-22, system on
Reopen: 10 -14 hcp, 6 card suit
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Direct cue bid = Michaels
Jump cue bid asks for a stopper
Direct cue bids over weak 2 openings ask for stopper
Jump cue bids over weak 2 openings show two suited hands
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
2♣ = At least 4-4 in majors
2♦ = At least 5 of a major
2♥/♠ = 4 cards + longer minor
2NT = 5-5 in minors or strong 2 suiter GF
3 level bids = pre-emptive or better
Passed hand bidding: X = ♣ or ♦ or both M, m = m + M, M = nat
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
X = T/O, Cue bids asks for a stopper, NT = natural (strong)
Jump bids = Leaping Michaels (where major is unspecified it is ♥ )
4NT = both minors
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Yeslek: direct bids = suit above the suit bid or 2 suits above that e.g. (1♣) - 2♥ = ♠ or ♣ & ♦
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
2NT = Jacoby in response to major. System on
XX = 9+ hcp, interested in penalising
Jump raises are pre-emptive.
1♠ - (X) - 2♥ = 7-10 points 3/4 ♠      1♥ - (X) - 2♦ = 7-10 points 3/4 ♥

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	3rds and 5ths	3rds and 5ths	
NT	2nds and 4ths	3rds and 5ths	
Subseq	Count: high/low = even	Count high/low = even	
Other:			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	Asks for reverse attitude	Asks for reverse attitude	
King	Asks for count	Asks for rev att or unblock	
Queen			
Jack			
10			
9			
Hi-X	Doubleton	Doubleton	
Lo-X	More than two cards	More than two cards	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	L/H = encourage	H/L = even count	L = encourage
Suit 2	Suit pref	H/L = even count	Count/suit pref
3			
1	L/H = Encourage	H/L = even count	L = encourage
NT 2	Suit pref	H/L = even count	Count/suit pref
3			
Signals: signalling in trumps = suit pref			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
X of a major normally promises 4 of other major and opening points			
X of a minor normally promises 4/3 in majors			
or strong distributional hand 17+ hcp unbalanced or 19+ balanced			
If oppo open wk 2 and partner X's, 2NT = Lebensol			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Game try X where appropriate			
2♦ - (X) - XX : Asks opener to bid his major			
(1NT) - 2♦ - (X) - XX: Asks opener to bid his major			
Support X and XX through 2♥			
Responsive X through 4♥			

W B F CONVENTION CARD
<b>CATEGORY:</b>
<b>NCBO:</b>
<b>PLAYERS: Espen Erichsen and Fredrik Helness</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
Strong NT (14) 15 - 17 (could contain 6m and/or singleton)
2 over 1 GF (with exceptions)
Opening 1♣ = 2+ cards (transfer responses at the 1 level)
Opening 1♠ shows 5 cards in the suit
Opening 1♥ shows 5 cards in the suit
Opening 2♦ = 5/6 ♥ or ♠, 2 -7 hcp, or solid 7 card m
Opening 2♥/2♠ = 6 card suit, 8-11 hcp (except in 4 <sup>th</sup> seat)
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
Opening 2♦ shows 5/6 ♥ or ♠, 2 - 7 points or solid 7 card m
1♠ - (X) - 2♥ = 7-10 points 3/4 card support for ♠
1♥ - (X) - 2♦ = 7-10 points 3/4 card support for ♥
Transfer responses to at the 1 level to 1♣ opening
If oppo interfere over our 1NT opening, a bid of 2NT or a bid of A suit at the 3 level is often transfer Lebensol
<b>SPECIAL FORCING PASS SEQUENCES</b>
When we X oppo's NT opening, pass is F through 2NT (unless oppo use transfers)
Where we have bid genuine hcp game and oppo bid on Pass =F
<b>IMPORTANT NOTES</b>
<b>PSYCHICS:</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		2	4♥	Natural.	1♣ - 2♣ = Inverted, Transfer responses, Void splinters 1♣-2♦ = strong with ♦, 1♣-2M = GF 4M+5♦,	After 1♣ - 2♣, 2♦ from opener = relay	
1♦		4	4♥	Natural	1♦-2♦ = Inverted, Void splinters, 1♦ - 3♣ = 6-9hcp + 4 card support	After 1♦ - 2♦, 2♥ from opener = relay	
1♥		5	4♥	Natural	Jacoby 2NT, Mini splinters, Void showing splinters 3♠ = 9-12 unknown singleton		2♣ = 3 card support 9-11 hcp 2♦ = 4 card support 9-11 hcp
1♠		5	4♥	Natural	Same as for 1♥, 3N= 9-12 unknown singleton		2NT = natural
INT		1	4♦	(14)15-17 hcp	Stayman, Transfers, Superstayman, 3♣ = 5card stayman	Raise of transferred suit/2♣ response is GF	
				May have 6 card minor	Other 3 level bids show shortage in the suit		
2♣	√		0-5hcp	Strong	2♦ = weak or waiting, 3♥/♠ = 5♦ + 4M	3♣ as 2 <sup>nd</sup> bid from responder = 0-3 hcp 2♣-2♦-3M = 5♦ + 4M	
2♦	√	5		3-7 hcp, 5/6 card major Or solid minor	2NT is forcing enquiry	After 2NT, 3♣ shows max, 3♦ = min with♥ 3♥ = min with ♠, 3♠/3N = solid m	
2♥		6		8-11 hcp	2NT is forcing enquiry	After 2NT response, 3 level bids = shortage, 3NT = max no shortage	
2♠		6			2NT is forcing enquiry	As above	
						After Stayman 3♥/♠ from opener = 5 cards After Stayman 3♦ from opener = 4 card mjr	
2NT		1	4♥	20-21 hcp	Puppet Stayman, Transfers, 4 level bids = slam try other rank other colour	Responder now bids major he doesn't have	
3♣		5		Pre-emptive	3D = relay to 3♥		
3♦		5		Pre-emptive	4♣ = slam try in ♦		
3♥		5		Pre-emptive	4m = cue		
3♠		5		Pre-emptive	4m = cue		
3NT		7		Good 4M bid 7/8 card suit	4♣ = slam try, 4♦ = bid your M	After 4♣ 4♠ = void♠ 4N = void♥ 5m = void	
4♣		6		Pre-emptive			
4♦		6		Pre-emptive			
4♥		6		Pre-emptive			
4♠		6		Pre-emptive			
4NT				Specific ace asking	5♣ = none, 5NT = 2 aces		
5♣		8		Pre-emptive		<b>HIGH LEVEL BIDDING</b>	
5♦		8		Pre-emptive		NT over NT is quantitative	
5♥		8		Asks partner to bid 6 with A/K		When we have agreed a trump suit 4NT = RKCB (30/41) after 5NT shows all key cards present, grand slam try	
5♠		8		Asks partner to bid 6 with A/K		If no trump suit agreed 4NT = quantitative	
						Where opponents interfere at the 4 level 4NT shows 2 places to play or good raise	
						We bid 1 <sup>st</sup> and 2 <sup>nd</sup> round cue bids + last train	
						Jumps to 5 of a suit tend to be exclusion blackwood	
						5NT is often = pick a slam (when RKCB has not been bid)	

