



Defensive and Competitive Bidding	
Overcalls (Style; Responses; Reopening)	
Aggressive 1-level; Sound 2-level	
1 NT overcall (2ND/4TH; Responses; Reopening)	
15-18 bal (subs auction as after 1nt opening) NT System is on	
Jump Overcalls (Style; Responses; Unusual NT)	
2-level = Multi 2♦, 2♥ or 2♠ 10-14Hp 3-level = pre-emptive. (1M)-2NT=♣+♦	
Direct and Jump Cue Bids (Style; Responses)	
Michaels / Leaping Michals Jump cue=Asks for stopper.	
VS. NT (vs. Strong/Weak; Reopen: PH)	
Dbl: Strength Yeslek (Kelsey variant)	
VS. Preempts (Doubles; Cue bids; Jumps; NT bids)	
Take Out DBLs 2NT : 15-18 (4M)-4NT=any strong 2-suiter	
VS. Artificial Strong Openings	
♥, ♠	Natural
Over Opponents' take out double	
New bid without jump is forcing, after 1♣♦ is a jump in a new suit 5-8hp and at least 6 card, after 1♥♠ is a jump in a new suit splinter, preempt is not forcing, 2NT is inv., RD=10hp+	

Leads and Signals			
Opening Leads Style			
	Lead	In Partner's Suit	
Suit	3 rd -5 th =odd; 2-4 th -6 th =even	3 rd -5 th =odd; 2-4 th -6 th =even	
NT	Attitude	3 rd -5 th =odd; 2-4 th -6 th =even	
Subseq	Attitude when opening a new suit		
Leads			
Lead	Vs. Suit	Vs. NT	
Ace	AK/AKx/AKxx(x)	AK/AKx/AKxx(x)	
King	KQ/KQJ(x)/KQT(x)	KQ/KQJ(x)/KQJ(x)	
Queen	AQJ(x)/QJ(x)/QJT(x)	AQJ(x)/QJ(x)/QJT(x)	
Jack	HJT(x)/JT(x)	HJT(x)/JT(x)	
10	HT9x/AQT(x)/T9x	HT9x/AQT(x)/T9x	
9	H9x/9xx/T9	H9x/9xx/T9	
X	Hxx/AQT(x)/T9x	Hxx/AQT(x)/T9x	
Signals in order of priority			
	Partners lead	Declarer	Discarding
Suit:	Hi=Disc		Hi=Disc
2 nd	Lavintal		Hi/Lo=even
3 rd			
NT:	Hi=Disc		Hi=Disc
2 nd	Lavintal		Hi/Lo=even
3 rd			
Signals (including Trump's): Lavinthal			
Doubles			
Takeout Doubles (Style; Responses; Reopening)			
Aggressive 1-level and reopening, Sound 2-level (subs auction: cue=Art-F1)			
Special, Art and Comp Dbl/Rdbl's			
NEG+RESP+COMP DBL (showing Take Out-distr) SUPP DBL and RDBL			

Convention Card		
	WBFF	
System: Natural		
Players	Ida Marie Øberg	Marius D Austad
Club	Skien BK	Flekkfjord BK
	Norway	Norway
NBF memb.	42178	
System Summary		
General Approach and Style		
5card openings in h/s Transfers on 1c opening		
Special bids that may require defence		
Transfers on 1c opening		
Special forcing pass sequences		
1x-(1/2 y)-p = Pass CAN be strong with long suit in y and ask pd to double if he is short (Pd CAN also pass)		
Important notes that don't fit		
Variant of Nilsland def. if opps. double pd 1NT Signals: LOW is ENC.		
Psychics		
Very Rare		

Opening	ART	Minimum	Neg. Dbl. To	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		1	7s	10-21hcp	1-level = transfer. 1NT = 9-11 balanced. 2c = gf with good support. 2d/h/s = weak 2. 2NT = Natural invite 11-12 hcp.		
1♦		5(4)	7s	10-21hcp	1-level = nat. force 1 round. 1NT = 6-11 balanced. 2d = gf 5+d. 2h/s = weak 2. 2NT = Invute 11-12. 1d - 3d = pre-emp		
1♥		5	7s	5 card 10-21hcp	2/1 force game normally 1NT = 6-10hcp, 2NT = gf with at least 4card support. 2s/3c/3d = minisplinter, at least invitational. 3s/4c/4d = void		
1♠		5	7h	5 card 10-21hcp	2/1 force game normally 1NT = 6-10hcp, 2NT = gf with at least 4card support. 3c/3d/3h = minisplinter, at least invitational. 4c/4d/4h = void		
1 NT				14-17hcp, balanced	2c = Stayman, 2d/h = transfers, 2s = minor seek. 2NT = Invite. 3h/s = max xx in suit Hxx in opposite major. 3c/d = Invite Game with good minor		
2♣	x	0		19+ hcp unbalanced, 20+ balanced.	2d = relay, 2h/s = GF, 5card +. 2NT = minors, weak or strong. 3c/d = 6+ good suit.		
2♦		6		Weak 2♥/2♠ Or Strong 22+NT	2♥ pass or correct / 2S bid 3H if weak 2♥ 2NT = Forcing, asking opener 3♣/3♦ GF own suit		
2♥		6		10-14 HCP	2NT = Forcing, asking shortnes. 2♠/3♣,3♦ GF own suit		
2♠		6		10-14 HCP	2NT = Forcing, asking shortnes. 3♣,3♦,3♥ GF own suit		
2 NT		---		10-13 5+5 ♣♦	Major forcing 1 round	Slam Conventions	
3x		6		Preempts, 3♣/♦ at least HJ10xxx 1,2 bid		RKCB1430, splinter, minisplinter, Jacoby, cue bids, DOPI, ROPI, DEPO	
3NT		7	Running 7card, No side values				
4♣,♦	X	0		Pre-emptive			
4♥,♠		5		To play	New suit is cue-bid, 4S/4NT=RKCB		
4NT		---		Asks for specific aces	5♣=0 Aces, Suit=that Ace, 5NT= a of c		

