

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses; 1/2 Level; Reopening)
1-level: Light
2-level: Sound
Responses: 1- and 3-level: F1, 2-level constructive, double jumps are Splinter
Cue-bid: Good raise with support for overcaller's suit
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18 HCP any seat
Same responses as opening 1NT
JUMP OVERCALLS (Style; Responses; Unusual NT)
1-suit: Light jump overcalls
2-suit: 2NT = 2 lowest suits (5+-5+) weak or strong [Note 5]
Reopen: 11-15 HCP, 6+ card suit
DIRECT AND JUMP CUE BIDS (Style; Responses; Reopen)
Over m: Both majors (5+-5+) [Note 5]
Over M: Other major + clubs (5+-5+) [Note 5]
Jump cue-bids: Ask for stopper
VS. NT (vs. Strong/ Weak; Reopening; PH)
2♣ = Both majors, 2♦ = ♥ OR ♠
2♥ = ♥ and a minor (usually longer), 2♠ = ♠ and a minor (usually longer)
2NT = Both minors or any GF
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)
Take out DBL
Cue-bid: Ask for stopper
Jump in m: That minor + other major (5+-5+)
Over 3M: 4m shows minor + other M (5+-5+)
VS. ARTIFICIAL STRONG OPENINGS
VS strong ♣: The suit bid shows the suit above or the two others (Yeslek)
1NT = ♠+♦ OR ♥+♣, DBL = ♦ OR both M
OVER OPPONENTS' TAKEOUT DOUBLE
RDBL = 10+ HCP
1 over 1: F1
2 over 1: NF

LEADS AND SIGNALS				
OPENING LEADS STYLE				
	Lead	In Partner's suit		
Suit	3rd / 5th	3rd / 5th		
NT	4th best	3rd / 5th		
Subseq	Attitude			
4th best against NT may sometimes be from a longer suit!				
LEADS				
Lead	Vs. Suit	Vs. NT		
Ace	AKx(x)	AK(x)		
King	AK, KQ(x)	KQ(x), AKQ(x), AKJ10(x)		
Queen	QJ(x)	QJ(x), HQJx(x), KQ109(x)		
Jack	J10(x), KJ10(x)	J10(x), HJ10(x)		
10	109(x), H109(x)	109(x), H109(x)		
9	J98(x), 9x	J98(x), 9x, 98(x)		
Hi-x	Even number	xx, xxx, xxxx(x),		
Lo-x	Odd number	Hxx(x)		
SIGNALS IN ORDER OF PRIORITY				
	Partner's Lead	Declarer's Lead	Discarding	
Suit	1	Encrg/Discrg	Count	Encrg/Discrg
	2	Count	S/P	Count
	3	S/P		S/P
NT	1	Encrg/Discrg	Smith	Encrg/Discrg
	2	Count	Count	Count
	3	S/P	S/P	S/P
Hi-Low = Discrg/Even number, Low-Hi = Encrg/Odd number				
Smith signal vs NT: High card likes the lead from both				
S/P in trumps				
DOUBLES				
TAKEOUT DOUBLES (Style; Response; Reopening)				
Light style, also reopenings				
SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES				
1♣ - (1♦) - DBL shows 4 cards in both M				
1m - (1♥) - DBL denies 4-card ♠				
1m - (1♠) - DBL strongly suggest at least 4-card ♥				
Support DBL show 3-card major support through 2♥				
Responsive DBL				
Negative DBL				
Competitive DBL				

WBF Convention Card
♠ ♥ ♦ ♣
Category: <u>Natural - Green</u>
NCBO: <u>Norway</u> EVENT: <u>2003 Bermuda Bowl</u>
PLAYERS: <u>Erik SAELENSMINDE</u>
<u>Boye BROGELAND</u>
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Natural
Light openings
Light preempts
4-card majors
1NT = (14)15-17 HCP
2 over 1 responses FG except rebid
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
2♦: White vs Red 1st/2nd seat: At least 4-4 M, 0-8 HCP [Note 1]
2♦: All VUL except 1st/2nd White vs Red: Weak 2 in a M (5/6), 3-7 HCP [Note 2]
2M: White vs Red 1st/2nd seat: 5/6M, 3-9 HCP [Note 3]
2M: All VUL except 1st/2nd White vs Red: 6M, 8-11 HCP [Note 4]
Gambling 3NT
Yeslek vs strong club opening
2-suited overcalls (Michaels/unusual NT) wide range [Note 5]
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
PSYCHICS: Can occur



OPENING	TICKET	ARTICLE	OF MINORS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		4	4♣	9-22 HCP, 4+♣	INV m, Skip♦, 1M=F1, 1NT=6-12 HCP NF	1♣-2♣, 2♦= NAT FG /18-19 NT, 2M=FG, 2NT=11-13 BAL, 3♣=11-14 UBAL, 3L=SPL	1♣-1♦=NAT	
				May have 3♣ if 4-3-3-3 and bad ♠	2x=FG, 2NT=11-13 HCP, 3♣=PRE, 3x=void	1♣-2♣, 2x/2NT/3♣- 3♦=NAT, 3M=singleton		
1♦		4	4♣	9-22 HCP, 4+♦	INV m, 1M=F1, 1NT=6-12 HCP NF, 2M=FG	As above		
					2NT=11-13 HCP, 3♦=PRE, 3x=void, 4♣=PRE			
1♥		4	4♣	9-22 HCP, 4+♥	1NT=6-12HCP NF, 2m=FG except rebid, 2♥=5-10 HCP	1♥-2NT, 3x=NAT, not MIN	1♥-2m=INV with 3+♥ and mVAL	
					2♣=FG, 2NT=4+♥ FG, 3m=singleton INV	1♥-2NT, 3x-3♥=ask for singleton	1♥-2NT=both minors	
					3♥=8 losers no singleton, 3♠/4m=void	1♥-2NT, 3x-3NT=ask for cue-bid		
1♣		4	4♣	9-22 HCP, 4+♣	As over 1♥, 1♠-4♥=void	As above	1♣-2m=INV with 3+♠ and mVAL	
1 NT			4♣	(14)15-17 HCP	2♣=STAY, 2♦/♥=TRF, 2♠=mSTAY		1♣-2NT=both minors	
				may have 5M, 6m, SINGLE	2NT=bad doubleton somewhere, 3x=singleton FG			
					4♣=Gerber, 4♦/♥=TRF			
2♣	✓			Strong, HCP or tricks	2♦=0-7 HCP, 2M=FG 6+HCP	2♣-2♦, 2M=F1, 3m=FG		
					2NT=8+HCP, 3m=FG 6+HCP	2♣-2♦, 2M-3♣=2nd negative		
2♦	✓			NVvsV 1st/2nd: 4+-4+ M, 0-8 HCP [N1]	2NT: NAT INV, 3♣= ART F1, 3♦=FG (one+ m), 3M=PRE	2♦-3♣, 3♦=MIN, 3M=5+card MAX, 3NT=4-4 MAX, 4m=void, 4♥=5-5 M MAX		
				oVUL: 5/6M, 3-7 HCP [N2]	2NT: ASK for MIN/MAX	2♦-(DBL)-2M=NAT, RDBL=bid your suit, pass=♦		
2♥		5		NVvsV 1st/2nd: 3-9 HCP, 5/6♥ [N3]	2NT: ASK for MIN/MAX	2♥-2NT, 3♣=MIN, 3♦=MAX w/a m, 3♥=6-card MIN, 3♠=6-card MAX, 3NT=MAX BAL		
		6		oVUL: 8-11 HCP 6♥ [N4]	2NT: ASK for MIN/MAX	2♥-2NT, 3♣, 3♦, 3♠=SINGLE, 3♥=MIN, 3 NT=MAX		
2♠		5		NVvsV 1st/2nd: 3-9 HCP, 5/6♠ [N3]	2NT: ASK for MIN/MAX	As for 2♥		
		6		oVUL: 8-11 HCP, 6♠ [N4]	2NT: ASK for MIN/MAX	As for 2♥		
2 NT			4♣	20-21 HCP	3♣=Puppet STAY, 3♦/♥=TRF, 3♠=4+4+ m, 4x=Slam try			
3 bids		6		PRE, ACC to VUL	3♦=REL, 3m-3M=FG, aft DBL comp, 3M-4m=Cue, 4M=t/p	3♣-3♦-3♥, 3♠=INV, 3NT=3NT/5♣?, 4♣=INV, 4♦=5♠/5♦?, 4M=4M/5♣?		
3NT				Solid m	4♣=p/c, 4♦=ASK for control, 4M=To play			
4♣		6		PRE, ACC to VUL	4M=To play			
4♦		6		PRE, ACC to VUL	4M=To play			
4M		6		PRE, ACC to VUL	4♣=To play			
4NT				ASK for specific aces	5♣=none, 5NT=2 aces, 5♦/♥/♠/6♣= that ace	HIGH LEVEL BIDDING		
						Roman Keycard Blackwood		
						Exclusion RKCB		
2♦		6		4th seat: 11-15 HCP, 6+♦	2NT=INV	DOPI/ROPI/DEPO		
2M		6		4th seat: 11-15 HCP, 6+M	2NT=Ask for singleton	Gerber over 1NT		
						Splinter bids		
						Cue-bids (Italian style)		
						Lightner DBL		

Notes (Erik Sælensminde and Boye Brogeland, Norway)

Note 1: 2 diamonds (white vs. red 1st 2nd seat) = 4+-4+M, 0-8 HCP

2 D – 3 C : ART ASK bid (at least INV to game)

3 D: Minimum
3 H: 5+ H, 4 S, not minimum
3 S: 5+ S, 4 H, not minimum
3 NT: 4-4 M, maximum
4 C: Void
4 D: Void
4 H: 5-5 M, not minimum

After 3 D response, 3 of a major is INV to game. Over 3 H, 3 S is natural and forcing.

Note 2: 2 diamonds (all vulnerabilities except white vs. red 1st 2nd seat) = 5/6M, 3-7 HCP

2 D – 2 S: Wants to play 2 S if opener has spades, and at least 3 H if opener has hearts
2 NT: Weak 2 hearts, maximum or singleton spade
3 C: Weak 2 hearts with singleton club
3 D: Weak 2 hearts with singleton diamond
3 H: No singleton and minimum

2 D – 2 NT: Asking, at least INV
3 C: Maximum hand with hearts
3 D: Maximum hand with spades
3 H: Minimum hand with hearts
3 S: Minimum hand with spades

2 D – 2 NT
3 C – 3 H: Forcing, ASK for singleton

2 D – 2 NT
3 D – 3 S: Forcing, ASK for singleton

2 D – (x) – pass: Shows diamond
xx: Bid your major suit partner
2 M: Own suit
2 NT: ASK

Note 3: 2 of a major (white vs. red 1st 2nd seat) = 5/6M, 3-9 HCP

2 M – 2 NT: Only forcing bid (at least INV to game), 2 S, 3 C, 3 D, 3 H are to play
3 C: Minimum hand with 5-card
3 D: Maximum hand with 5-card major and a minor side suit
3 H: Minimum hand with 6 hearts (over 2 H), maximum hand with 6 spades (over 2 S)
3 S: Maximum hand with 6 hearts (over 2 H), minimum hand with 6 spades (over 2 S)
3 NT: Maximum hand with 5-3-3-2

Over 3 C and 3 D, 3 D and 3 H are relays to check distribution.

Note 4: 2 of a major (all vulnerabilities except white vs. red 1st 2nd seat) = 6M, 8-11 HCP

2 M – 2 NT: Only forcing bid (at least INV to game)

3 C: Singleton club

3 D: Singleton diamond

3 H: Minimum without singleton (over 2 H), singleton heart (over 2 S)

3 S: Singleton spade (over 2 H), minimum without singleton (over 2 S),

3 NT: Maximum without singleton

Note 5: 2-suited overcalls over 1x

Wide range, normally light, but might be a good hand, at least 5-5

(1m) – 2m = both majors

(1M) – 2M = other major + clubs

(1x) – 2NT = two lowest unbid suits

(1M) – 2M – (pass) – 2NT = asks for minor

(pass) – 3m – (pass) – 3oM = INV

(1M) – 2M – (pass) – 3m = INV

(1H) – 2H – (pass) – 3S = INV with distribution

(1H) – 2H – (pass) – 2NT

(pass) – 3C – (pass) – 3S = INV with a more balanced hand (normally 3 card spades)

(1S) – 2S – (pass) – 3H = to play