



Defensive and Competitive Bidding
<b>OVERCALLS</b> (Style; Responses; 1/2 Level)
1-level: Aggressive 2-level: Sound Cue bid = a) Good raise b) BAL INV c) any GF 2NT = 4-card support major, Jump = Mini-Splinter New suit at 2 level = NOT FORCING 1 over 1 & 3 over 2 (free bid) = F1
<b>1NT OVERCALL</b> (2ND/4TH Live; Responses)
15-18
<b>JUMP OVERCALLS</b> (Style; Responses)
Aggressive style 1♣ - 2♦ = 55 major 1x - 2NT = 15-17 NT with long minor and stopper 1M/2M - 4m = m+other M
<b>DIRECT and JUMP CUE BIDS</b> (Style; Responses;)
1♣ - 2♣ = Natural 1♦ - 2♦ = 55 majors 1M-2M = Other major + Clubs Jump cue-bid = Asks for stopper
<b>VS. NT</b> (vs. Strong / Weak; Reopening; PH)
Dbl= 4 spades and longer minor, 1NT = 14+ 2♣ = Both majors 2♦ = Hearts 2♥ = Spades 2♠ = 55 Spades + Clubs
<b>VS. PREEMPTS</b> ( Doubles; Cue-bids; Jumps; NT bids)
T/O doubles; 2NT : 15-18 HCP Cue-bid; Asks for stopper at 3-level ; 2-suiter at 4-level 4NT=Strong 2-suiter
<b>VS. ARTIFICIAL STRONG OPENINGS</b>
vs. 1♣: x = Majors; 1NT = 4sp + minor; 3NT=To play vs. 2♣: x = Majors; 2NT = 4sp + minor
<b>OVER OPPONENTS' TAKE OUT DOUBLE</b>
1-level bids = F1 1♥ - Dbl - 2♦ = INV with 3-card support 1♠ - Dbl - 2♥ = INV with 3-card support

Leads and Signals			
Opening Leads Style			
	Lead	In Partner's Suit	
Suit	Normally 3 <sup>rd</sup> -5 <sup>th</sup>	3 <sup>rd</sup> -5 <sup>th</sup>	
NT	Normally 3 <sup>rd</sup> -5 <sup>th</sup>	3 <sup>rd</sup> -5 <sup>th</sup>	
Subseq	Attitude when opening a new suit		
Other	Against 5- level contracts or higher: Ace: asks enc./disc. King: asks for count		
Leads			
Lead	Vs. Suit	Vs. NT	
Ace	Ax(x), AKx(x), AKJTx	Ax(x) , AKx(x)	
King	AK, KQx(x) , KQT9(x)	KQx(x), KQT(x), AKJTx	
Queen	AQJ, QJ, QJT,	AQJ,QJ(x), QJT,KQ109	
Jack	HJT(x), JT(x)	HJT(x), JT(x)	
10	HT9x, AQT(x), T9x	HT9x, AQT(x), T9x	
9	H98x, 9x	H98x, 9x	
X	Hxxxx, xxxxx	Hxxxx , xxxxx	
Signals in order of priority			
	Partners lead	Declarer	Discarding
Suit: 1 <sup>st</sup>	Low: encour.	Count	Low: encour.
2 <sup>nd</sup>	Suit pref.		Count
3 <sup>rd</sup>			
NT 1 <sup>st</sup> :	Low: encour.	Smith/count	Low: encour.
2 <sup>nd</sup>	Count		Count
3 <sup>rd</sup>			
Smith: High-Low: Lead is OK			
Doubles			
Takeout Doubles (Style; Responses; Reopening)			
Light T/O doubles	1♣ - Dbl - pass - 2♣ = Both majors, 5-8		
Cue-bid = Artificial	2♦ = Both majors, 9+		
Special, Art. and Comp Dbl/Rdbl's			
Responsive thru 4♦ Competitive thru 4♦ Support doubles/rdbl's to show 3-card fit Lightner doubles			

 WBF	<b>Convention Card</b>	 NBF
<b>System: Natural</b>		
Category	Green	
Country	Norway	
Event		
Players	Ole Berset	Bjørn Olav Ekren
System Summary		
General Approach and Style		
Light opening style 5-card majors, 1♦ = 4+, 1♣ = 2+ 1NT = 15-17 2♦/2♥/2♠ = Weak		
Special opening bids that may require defense		
Special bids that may require defense		
1♣ - 1♦ = Minor-oriented, does not promise ♦ 1♣ - 2♦ = Weak hand (5-9) with ♦ 1min - 2♥ = 4♥ and a 6-card minor suit, Not forcing 1min - 2♠ = 4♠ and a 6-card minor suit, Not forcing  1♥ - 2♠/2NT/3♣/3♦ = 4♥+  1♠ - 2NT/3♣/3♦/3♥ = 4♠+		
Important notes that don't fit		
Psychics		
Rare		

Opening	Artificial	Min. cards	Neg. dbl. thru	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣	X	2	4♠	44 majors if 2 clubs	1♦ = Minor-oriented hand not suited for a 1NT response 2♣ = Inverted raise. May pass openers 2NT/3♣/2♦ rebid 2♦ = 6♦+, 5-9 2♥ = 4H and a 6-card minor, not forcing 2♠ = 4S and a 6-card minor, not forcing		
1♦		4	4♠	4+card, usually not 3343	2♣ = Natural, F1. May pass openers 2♦ rebid 2♦ = Inverted raise. May pass openers 2NT/3♦ rebid 2♥ = 4H and a 6-card minor, not forcing 2♠ = 4S and a 6-card minor, not forcing 3♣ = Nat, INV		
1♥		5 (4)	4♠	5+cards (may have 4 in 3.rd seat)	1NT = Nat; 2♣/2♦ = GF except rebid 2♠ = 4H, 5-8 any singleton or 12+ any void 2NT = GF with 4H+ 3♣ = 7-11 4H+, no singleton 3♦ = 9-11 4H+, any singleton; 3♥ = INV		2♣ = Toronto 3-card+ support
1♠		5 (4)	4♥	5+cards (may have 4 in 3.rd seat)	1NT = NAT, NF. 2♣/2♦/2♥ = Natural, GF except rebid 2NT = 9-11, 4S any singleton. 3♣ = 4S, 5-8 any singleton or 12+ any void 3♦ = 7-11, 4S+, no singleton 3♥ = 9-11, 4S+, any singleton; 3♠ = INV		2♣ = Toronto 3-card+ support
1NT		-	3♠	15-17 balanced, any 5332, 5422 & 6322 shape possible	2♣ = Stayman; 2♦/2♥ = Transfer ♥/♠; 2♠ = Minor GF; 2NT = INV 3x = Singleton GF; 4♣/4♦ = Transfer ♥/♠		
2♣	X	-	7NT	Strong artificial	2♦ = 0-7; 2NT = 8+ BAL 3♥/3♠ = Singleton, 5-8 3NT = 55 majors, 5-8		
2♦		6 (5)		Weak two (may have 5 not vul)	2NT = F1; 2♥/2♠ = Nat. NF; 3♣ = nat, NF; 3♦ = Pre-emptive. 3♥/3♠ = Invitational 4♣/4♦ = Pre-emptive	2♦ - 2NT → 3♣ = Min, bad suit.; 3♦ = min, OK; suit, 3♥/3♠ = Singleton; 3NT = Max	
2♥		6 (5)		Weak two (may have 5 in 3.rd seat)	2NT = F1; 2♠ = Nat. NF; 3♣ /3♦ = NF; 3♥ = Pre-emptive. 3♠ = Splinter	2♥ - 2NT → 3♣/3♦/3♠ = Singleton	
2♠		6 (5)		Weak two (may have 5 in 3.rd seat)	2NT = F1; 3♣ /3♦ = Nat, NF, 3♥ = F1; 3♠ = Pre-emptive	2♠ - 2NT → 3♣/3♦/3♥ = Singleton	
2NT		-	3♠	22-24 BAL	3♣ = Puppet; 3♦/3♥ = Transfer; 3♠ = Minor; 4♣/4♦ = Natural; 4♥/4♠ = To play	<b>Slam Conventions</b>	
3x		6		Weak pre-emptive	3♥/3♠ = NF; 3♣ - 4♦ = KCB; 3♦ - 4♣ = KCB; 3M-4m = Cue-bid	Cue bids: 1 <sup>st</sup> and 2 <sup>nd</sup> round controls up the line Splinter 5NT Key-Card Blackwood Exclusion Blackwood DOPI	
3NT		-	Solid major	4♣ = Shortness ask; 4♥ = Pass/Correct			
4♣, 4♦		7		Pre-emptive	4♣ - 4♦ = KC; 4♦ - 5♣ = KC; 4NT = To play		
4♥, 4♠		6		Gambling	New suit = Cue-bid; 4NT = KCB		
4NT	X	-		Asks for specific aces	5♣ = 0 Aces; Suit = the Ace; 5NT = 2 Aces		