

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Generally constructive and lead directin
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)
Where both oppo have bid 2NT response = mixed raise
Change of suit at 1 and 3 level = forcing, 2 level = constructive
INT OVERCALL (2nd/4th Live; Responses; Reopening)
Shows 15-18 hcp, also in 4 th seat
System is on
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak, UCB responses (9+ hcp and 3+ card support)
2NT = 5-5 in 2 lowest unbid
2NT in 4 th = 20-22, system on
Reopen: 10 -14 hcp, 6 card suit
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
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
VS. NT (vs. Strong/Weak; Reopening;PH)
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
X by PH = minors
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
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
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Yeslek: direct bids = suit above the suit bid or 2 suits above that e.g. (1♣) - 2♥ = ♠ or ♣ & ♦
OVER OPPONENTS' TAKEOUT DOUBLE
2NT = Jacoby in response to major. System on
Cue = Mini splinter in response to major, good raise to minor
XX = 9+ hcp, interested in penalising
Jump raises are pre-emptive
1♠ – (X) – 2♥ = 7-10 points 3/4 card support for ♠

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3rds and 5ths	3rds and 5ths	
NT	3rds and 5ths	3rds and 5ths	
Subseq	Count: high/low = even	Count: high/low = even	
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	reverse attitude	reverse attitude	
King	reverse attitude	H/L count or unblock	
Queen	reverse attitude	reverse attitude or unblock	
Jack	As above		
10			
9			
Hi-X	Doubleton	Doubleton	
Lo-X	More than two cards	More than two cards	
SIGNALS IN ORDER OF PRIORITY			
	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	Attitude
NT 2	Suit pref	H/L = even count	Count/suit pref
3			
Signals (including Trumps):			
Smith Peters against NT H=like, petering in trumps may show suit pref			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
X of a mjaor 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			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
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
CATEGORY:
NCBO:
PLAYERS: Espen Erichsen and Erlend Skjetne
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Strong NT (14) 15 - 17
2 over 1 GF (with exceptions)
Opening 1♣ may only show two cards in the suit
Opening 1♦tends to show 5 cards
Opening 1♥/ 1♠ shows 5 cards in the suit
Opening 2♦ = 5/6 ♥ or ♠, 2 -7 hcp
Opening 2♥/2♠ = 6 card suit, 8-11 hcp
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Opening 2♦ shows 5/6 ♥ or ♠,2 – 7 points
1♠ – (X) – 2♥ = 7-10 points 3/4 card support for ♠
Transfer responses to opening of 1♣
1♠ response to opening of 1♣ commonly shows 6-9 hcp, other possibilities are 6-9 with ♣, or strong with 5♦ and 4M,
invitational with ♦
1♦ - (1♥) - 1♠ = denies ♠
SPECIAL FORCING PASS SEQUENCES
When we X oppo’s NT opening, pass is F through 2NT
Where we have bid genuine game and oppo bid on Pass =F
IMPORTANT NOTES
PSYCHICS:

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		2	4♥	May be short as 2	Inverted responses, Void showing splinters, Response at 1 level are transfers	After 1♣ - 2♣, 2♦ from opener = relay	
					1NT = 10-12, 2NT = 13-15, 3NT = 16-18		
1♦		4	4♥	Natural	Inverted responses, Void showing splinters, 1♦ - 3♣ = 6-9hcp + 4 card support	After 1♦ - 2♦, 2♥ from opener = relay	
1♥		4	4♥	Natural	Jacoby 2NT, Mini splinters, Void showing splinters		2♣ = 3 card support 9-11 hcp
							2♦ = 4 card support 9-11 hcp
1♠		5	4♥	Natural	Jacoby 2NT, Mini splinters, Void showing splinters		2NT = natural
INT		1	4♦	(14)15-17 hcp	Stayman, Transfers, 2NT shows small doubleton,	After 2NT from responder, 3♣ asks	
				May have 6 card minor	3 level bids show shortage in the suit	Raise of transferred suit/2♣ response is GF	
2♣	√			Strong	2♦ = weak or waiting,	3♣ as 2 nd bid from responder after 2M rebid	
					3♥/♠ = 4 cards + 5 ♦	from partner = 0-3 hcp	
2♦	√	5		0-7 hcp, 5/6 card major	2NT is forcing enquiry	After 2NT, 3♣ shows max, 3♦ = min with ♥	
						3♥ = min with ♠	
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	
2NT		1	4♥	20-21 hcp	Puppet Stayman, Transfers,	After Stayman 3♦ from opener = 4 card mjr	
					4 level bids = slam try other rank other colour	Responder now bids major he doesn't have	
						After Stayman 3♥/♠ from opener = 5 cards	
3♣		5		Pre-emptive	3♦ response forces 3♥ from opener		
3♦		5		Pre-emptive	4♣ = slam try in ♦		
3♥		5		Pre-emptive			
3♠		5		Pre-emptive			
3NT		7		Gambling, solid minor	4♦ asks for shortage	4♥/♠ = shortage, 4NT = no shortage	
						5♣/♦ = shortage in other minor	
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		HIGH LEVEL BIDDING	
5♦		8		Pre-emptive			
5♥		8		Asks partner to bid 6with A/K		NT over NT is quantitative	
5♠		8		Asks partner to bid 6with A/K		When we have agreed a trump suit 4NT = RKCB (30/41) after 5NT shows all key cards present, grand slam try	
						If no trump suit agreed 4NT = quantitative	
						Where opponents interfere at the 4 level 4NT shows 2 places to play or good raise	
						Where oppo interfere over RKCB R=O P=I D=O P=I responses apply	
						We bid 1 st and 2 nd round cue bids + last train	
						Jumps to 5 of a suit tend to be exclusion blackwood	
						When suit is agreed 5NT = Josephine When suit not agreed 5NT = pick a slam	