

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		
1NT 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	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
1	L/H = encourage	H/L = even count
Suit 2	Suit pref	H/L = even count
3		Count/suit pref
1	L/H = Encourage	H/L = even count
NT 2	Suit pref	H/L = even count
3		Count/suit pref
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 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		
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 1NT = 10-12, 2NT = 13-15, 3NT = 16-18	After 1♣ - 2♣, 2♦ from opener = relay	
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
1♠		5	4♥	Natural	Jacoby 2NT, Mini splinters, Void showing splinters		2♦ = 4 card support 9-11 hcp
INT		1	4♦	(14)15-17 hcp May have 6 card minor	Stayman, Transfers, 2NT shows small doubleton, 3 level bids show shortage in the suit	After 2NT from responder, 3♣ asks Raise of transferred suit/2♣ response is GF	
2♣	✓			Strong	2♦ = weak or waiting, 3♥/♣ = 4 cards + 5♦	3♣ as 2 nd bid from responder after 2M rebid 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, 4 level bids = slam try other rank other colour	After Stayman 3♦ from opener = 4 card major 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		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	
						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	