

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses; 1/2 Level; Reopening)

Generally sound - could be 4-card at the 1-level

New suit from partner constructive, NF (at the 2-level)

1-round force (at the 1- and 3- level)

1NT OVERCALL (2nd/4th Live; Responses; Reopening)

15-18 / 15-18

Opponent's suit the only forcing bid

JUMP OVERCALLS (Style; Responses; Unusual NT)

Weak

New suit from partner: F1

Unusual NT: 2 lowest unbid suits

DIRECT AND JUMP CUE BIDS (Style; Responses; Reopen)

Direct cuebid: 2 highest unbid suits - 2 NT and opponent's suit forcing

Jump cuebid: Solid minor (ask for stopper) OR highest+lowest unbid suits

VS. NT (vs. Strong/ Weak; Reopening; PH)

In direct position: 2♦=majors, 2♦/2♥: transfer, 2NT: minors or any strong 2-suiter

In 4th position: 2♦=majors

Passed hand: Double=♦ (otherwise Double=penalties)

VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)

Double = takeout at the 3-level, optional at the 4-level

VS. ARTIFICIAL STRONG OPENINGS

vs 1♦: Double = majors, NT=minors

OVER OPPONENTS' TAKEOUT DOUBLE

RD = 10+

New suit not forcing. Jumps: preemptive

2 NT = support, at least invitational

LEADS AND SIGNALS
OPENING LEADS STYLE

	Lead	In Partner's suit
Suit	Low from an even number	
NT	Middle from an odd number	
Subseq	Top of sequence	
When returning partner's suit: High from xx or xxxx remaining, low from xxx		

LEADS

Lead	Vs. Suit	Vs. NT
Ace	A K x	
King	K Q x, A K	
Queen	Q J x	Q J x, A Q J x
Jack	K J 10 x, J 10 x	A J 10 x, K J 10 x, J 10 x
10	K 10 x, Q 10 x, 10 x	A 10 x, K J 10 x, Q 10 x, J 10 x
9	K 9 x, Q 9 x, J 9 x, 9	
Hi-x	Middle card from odd number	
Lo-x	Lowest card from even number	

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
Suit	1 odd=encouraging	hi/lo=odd number	odd=encouraging
	2 lavinthal	lavinthal	hi/lo=odd number
	3 low=even number		lavinthal
NT	1		
	2 (same)	(same)	(same)
	3		

DOUBLES
TAKEOUT DOUBLES (Style; Response; Reopening)

Sound (opening hand), natural responses (cuebid=8+, promises another bid)

Reopening: 8+

SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES

Negative, responsive and competitive doubles through 3♦

WBF Convention Card


NATURAL

NCBO: NORWAY EVENT: SA Congress

 PLAYERS: L.E.Stabell
T. Stabell

SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
NATURAL
Strong NT / 4-card majors

1♦: Could be 3 with precisely 4333

1♦: 5 in 1. and 2. position

1 NT: 15-17, 2-way Stayman

2♦/3♦: weak

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

 Opening 4♦/♦: Natural preempt OR solid ♦/♦ (when permitted)
(partner and opponents will have to guess which)

1♦-2♦)

1♦-2♦) Artificial gameforce with support for opener's suit

1♦-2♦)

1♦-3♦)

SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

PSYCHICS: Rare

OPENING	T	A	M	F	OF	MIN	CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♦		3	3♦	(3)4+, 3 only if 4-3-3-3					2♦: Gameforce, 4+♦	Basically natural continuation		
									2 NT: 11-12 balanced. 3♦: Invitational. Other jumps: strong	Responder will often bypass 1♦ with 4+		
1♦		4	3♦						2♦: Gameforce, 4+♦	Basically natural continuation		
									2 NT: 11-12 balanced. 3♦: Invitational. Other jumps: strong			
1♥		4	3♦						2♦: Gameforce, 4+♥	Basically natural continuation	JUMP: Natural + fit	
									2 NT: 11-12 balanced. 3♥: Invitational. Other jumps: strong			
1♦		4/5	3♦	5 in 1. and 2. position					3♦: Gameforce, 3+♦	Basically natural continuation	3 of partner's suit	
1 NT				15-17, may contain a 5-card major					2♦: NF Stayman. 2♦: Gameforce	Basically natural continuation		
									2♦/3♦/3♦/♦: To play			
									4♦/♦: Transfer to ♦/♦			
2♦	✓			(18)20+, any distribution					2♦: 0-6	2♦/♦: 4+, F1 2 NT: 22-24		
									2♦/♦/INT/3♦/♦: Natural, 7+			
									Jumps: 7+, Good suit, 3 NT: Any solid suit			
2♦		6		6-11 (3-13, 5+♦ in 3.position)					2 NT: Gameforce, 3♦: Artificial F1, Raise: Preemptive	2NT: Asking for singleton, natural bids follow	2 NT: Good fit	
									New suit: Constructive, NF	3♦: Asking for suit quality/strength, Cuebids may follow		
2♥		6		6-11 (3-13, 5+♥ in 3.position)					2 NT: Gameforce, 3♦: Artificial F1, Raise: Preemptive	2NT: Asking for singleton, natural bids follow		
									New suit: Constructive, NF	3♦: Asking for suit quality/strength, Cuebids may follow		
2♣		6		6-11 (3-13, 5+♣ in 3.position)					2 NT: Gameforce, 3♦: Artificial F1, Raise: Preemptive	2NT: Asking for singleton, natural bids follow		
									New suit: Constructive, NF	3♦: Asking for suit quality/strength, Cuebids may follow		
2 NT				20-21(22)					3♦: Baron. 3♦: Flint (transfer to 3♦, does not promise ♦)	After 3♦: Both players bid 4-cardsuits at the 3-level		
3 bids	6			Normal preempt					New suit at 3-level F1, natural	Cuebids		
3NT	7			Solid minor					4♦: Relay			
									4 NT: To play in partner's suit			
4♦	✓	7		Preempt (OR solid♦ when allowed)					4♦: Slam interest opposite solid ♦			
									4♦: To play opposite solid ♦			
4♦	✓	7		Preempt (OR solid♦ when allowed)					4♦: To play opposite solid ♦			
										HIGH LEVEL BIDDING		
										Cuebids (1st and 2nd round controls)		
										4-Ace Blackwood / RKCB		
										Splinter		
										5 NT Grand slam force (5♦ if ♦ are trumps)		