

Defensive and Competitive Bidding	
Overcalls (Style; Responses; Reopening)	
Aggressive 1-level; Sound 2-level	
1 NT overcall (2ND/4TH; Responses; Reopening)	
15-18 bal (subs auction as after 1nt opening)	
NT System is on	
Jump Overcalls (Style; Responses; Unusual NT)	
2-level = 10-13hcp, 6card.	
3-level = pre-emptive.	
(1M)-2NT=♦+◆	
Direct and Jump Cue Bids (Style; Responses)	
Michaels	
Jump cue=Asks for stopper.	
VS. NT (vs. Strong/Weak; Reopen: PH)	
Dbl : Strength	
Yeslek	
VS. Preempts (Doubles; Cue bids; Jumps; NT bids)	
Take Out DBLs	
2NT : 15-18	
(4M)-4NT=any strong 2-suiter	
VS. Artificial Strong Openings	
♥, ♠ Natural	
Over Opponents' take out double	
New bid without jump is forcing, after 1♦◆ is a jump in a new suit 5-8hp and at least 6 card, after 1♥♠ is a jump in a new suit splinter, preempt is not forcing, 2NT is inv., RD=10hp+	

Leads and Signals		
Opening Leads Style		
Suit	Lead	In Partner's Suit
Suit	3 rd -5 th =odd; 2-4 th -6 th =even	3 rd -5 th =odd; 2-4 th -6 th =even
NT	Attitude	3 rd -5 th =odd; 2-4 th -6 th =even
Subseq	Attitude when opening a new suit	
Leads		
Lead	Vs. Suit	Vs. NT
Ace	AK/AKx/AKxx(x)	AK/AKx/AKxx(x)
King	KQ/KQJ(x)/KQT(x)	KQ/KQJ(x)/KQT(x)
Queen	AQJ(x)/QJ(x)/QJT(x)	AQJ(x)/QJ(x)/QJT(x)
Jack	HJT(x)/JT(x)	HJT(x)/JT(x)
10	HT9x/AQT(x)/T9x	HT9x/AQT(x)/T9x
9	H9x/9xx/T9	H9x/9xx/T9
X	Hxxx/HT9x/xxxx(x)	Hxxx/HT9x/xxxx(x)
Signals in order of priority		
	Partners lead	Declarer
Suit:	Hi=Disc	Hi=Disc
2 nd	Lavintal	Hi/Lo=even
3 rd		
NT:	Hi=Disc	Hi=Disc
2 nd	Lavintal	Hi/Lo=even
3 rd		
Signals (including Trump's): Triumph Ecco		
Doubles		
Takeout Doubles (Style; Responses; Reopening)		
Aggressive 1-level and reopening, Sound 2-level (subs auction: cue=Art-F1)		
Special, Art and Comp Dbl/Rdbl's		
NEG+RESP+COMP DBL (showing Take Out-distr) SUPP DBL and RDBL		

Convention Card		
	WBF	
System: Natural		
Players		
Players	Sondre Hogstad	Andre Øberg
Club		
Club	Skien BK	Skien BK
	Norway	Norway
NBF memb.	13406	11677
System Summary		
General Approach and Style		
5card openings in d/h/s		
Transfers on 1c opening		
Special bids that may require defence		
Transfers on 1c opening, 2d opening = Multi, 2NT opening = 15-18 5+5card both minors		
Special forcing pass sequences		
1x-(1/2 y)-p = Pass CAN be strong with long suit in y and ask pd to double if he is short (Pd CAN also pass)		
Important notes that don't fit		
Variant of Nilsland def. if opps. double pd 1NT		
Signals: LOW is ENC.		
Psychics		
Very Rare		

Opening	ART	Minimum	Neg. Dbl. To	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		1	7s	11-20hcp	1-level = transfer. 1NT = 9-11 balanced. 2c = gf with good support. 2d/h/s = weak 2. 2NT = both minors, weak. A lot more.		
1♦		5(4)	7s	11-20hcp	1-level = nat. force 1 round. 1NT = 6-11 balanced. 2d = gf with good support. 2h/s = weak 2. 2NT = pre empt in diamonds. 1d - 3d = invite		
1♥		5	7s	5 card 11-20hcp	2/1 force game normally 1NT = 6-10hcp, 2NT = gf with at least 4card support. 2s/3c/3d = minisplinter, at least invitational. 3s/4c/4d = void		
1♠		5	7h	5 card 11-20hcp	2/1 force game normally 1NT = 6-10hcp, 2NT = gf with at least 4card support. 3c/3d/3h = minisplinter, at least invitational. 4c/4d/4h = void		
1 NT				14-17hcp, balanced	2c = Stayman, 2d/h = transfers, 2s = rele(ask us, special sys). 2NT = Weak with one minor or strong hands. 3h/s = max xx in suit Hxx in opposite major. 3c/d = 3-3-5(6)-2(1) /3-3-2(1)-5(6)		
2♣	x	0		19+ hcp unbalanced, 20+ balanced.	2d = relay, 2h/s = 0-4 hcp, 5card +. 2NT = minors, weak or strong. 3c/d = 6+ good suit.		
2♦		6		Multi. Either Weak 2 in major or 22+ NT.	2NT = Forcing. 2h/s = relay		
2♥				10-13 hcp, 6card.	2NT = ask for singleton/strength		
2♠				10-13 hcp, 6card.	2NT = ask for singleton/strength		
2 NT		---		15-18 both minors		Slam Conventions	
3x		6		Preempts, 3c/d at least HJ10xxx		RKCB1430, splinter, minisplinter, Jacoby, cue bids, Josephine, DOPI, ROPI, DEPO	
3NT		7		Running 7cM, No side values	4♣ cue, 4♦ asks for shortness		
4♣,♦	X	0		Pre-emptive			
4♥,♠		5		To play	New suit is cue-bid, 4S/4NT=RKCB		
4NT		---		Asks for specific aces	5♣=0 Aces, Suit=that Ace, 5NT= 1 ace		

