




Defensive and Competitive Bidding
<b>Overcalls (Style; Responses; Reopening)</b>
1-level overcalls may be light (especially NV) Overcalls at the 2-level are normally sound. After an overcall, a new suit at the 1- and 3-level are F1, a new suit at the 2-level are NF. After an overcall, a cuebid does not promise support for partner. Same principles after a reopening. After 1M overcall, 2NT in competition is 4+c supp and inv+ (3c if no space)
<b>1 NT-overcall (2./4.; Answers; Reopening)</b>
15-18 hcp in all hands. Same responses as after 1NT-opening.
<b>Jump Overcalls (Style; Responses; Unusual NT)</b>
WJS at the 2-level (After 2+1♠-opening, 2♦ shows M's) Constructive jump-shifts at the 3-level (red vs green) in 2 <sup>nd</sup> hand Unusual NT shows 2 lowest with jump
<b>Direct and Jump Cue Bids (Style; Responses)</b>
Cuebid of a minor (3+) shows both majors Cuebid of a major shows opposit major + ♠ Jumpcuebid asks for stopper
<b>VS. NT (vs. Strong/Weak; Reopen: PH)</b>
<b>VS weak NT (12-14 or weaker):</b> Dbl = takeout 2♠ = Majors, 2♦ = Multi (13+hcp) 2♥ = 5c+ ♥, 8-12 hcp, 2♠ = 5c+ ♠, 8-12 hcp 2NT = Both minors, 3m = Constructive
<b>VS strong NT in direct seat (13-15 or stronger):</b> Dbl = equal strength + 2♠ = majors, 2♦ = Multi 2♥/♠ = 4(5)c + longer minor, 2NT = both minors
<b>VS NT after pass or VS strong NT in 4.seat:</b> Dbl = one-suiter, 2♠ = ♠ + higher suit, 2♦ = ♦ + M 2♥ = majors, 2♠ = ♠, 2NT = strong 2-suiter
<b>VS. Preempts (Doubles; Cue bids; Jumps; NT bids)</b>
Generally: Dbl = takeout, 2NT = 15-18 VS Ekren: Dbl = penalty interest, 2♠ = T/O in minors VS Multi: Dbl = usually take out of ♠, 2NT = 15-18 Leaping Micheals VS 2x, 3♠ og 3♦.
<b>VS. Artificial Strong Openings</b>
VS strong 1♠: Yeslek (suction) at 1-level, double = ♦ or both majors
VS strong 2♠: Yeslek (suction) at 2-level, double = ♦ or both majors
<b>Over Opponents' take out double</b>
Rdbl = 10+/penalty interest Transfers from 1NT after 1M – (dbl)

Leads and Signals			
Opening Leads Style			
	Lead	In Partner's Suit	
Suit	3 <sup>rd</sup> /5 <sup>th</sup> (4 <sup>th</sup> from 6c)	3 <sup>rd</sup> /5 <sup>th</sup> (4 <sup>th</sup> from 6c) 3 <sup>rd</sup> from inner seq	
NT	ATT (possibly 3 <sup>rd</sup> /5 <sup>th</sup> )	3 <sup>rd</sup> /5 <sup>th</sup> (3 <sup>rd</sup> from inner seq)	
Subseq	Mostly attitude (3 <sup>rd</sup> /5 <sup>th</sup> if not)		
Leads			
Card	VS suit	VS NT	
Ace	AKx(x)	AK(x)	
King	AK/KQ(x)	KQ(x)/KQJ(x)/KQT(x), AKQ(x)	
Queen	AQJ(x)/QJ(x)	HQJ(x)/QJ(x)/KQT9(x)	
Jack	HJT(x)/JT(x)	HJT(x)/JT(x)	
10	HT9x/T9(x)	HT9x/T9x	
9	9(x)	H98(x), 9(x)	
HI-X	Even number	Xx, Xxx, xXxx(x)	
Signals in order of priority			
	Partners lead	Declarer	Discarding
Suit: 1	HIGH = ENC (on honour o.lead – low otherwise)	H/L = EVEN	LOW = ENC
2	H/L = EVEN	Lavinthal	H/L = EVEN
3	Lavinthal		
NT: 1	HIGH = ENC (on honour o.lead - low otherwise)	Smith	LOW = ENC
2	H/L = EVEN	H/L = EVEN	H/L = EVEN
3	Lavinthal	Lavinthal	
<b>Signasr (trumps included):</b> Smith: HIGH = likes from both sides, Lavinthal in trumps, H/L = odd if we show length in trumps.			
Doubles			
Takeout Doubles (Style; Responses; Reopening)			
Normal takeout doubles may be light with good distribution Equal-level-conversion.			
Special, Art and Comp Dbl/Rdbl's			
Neg, responsive doubles, comp, supportdoubles thru 2♥, lead directing doubles – but dbl from overcaller in his suit indicates another lead. 1♠ - (1♦) – dbl = 4+♥, 1♠ - (1♥) – dbl = 4+♠. Lighter doubles vs game/slam.			

Convention card	
	
	
<b>WBFF</b>	
<b>Category: RED</b>	
<b>Players</b>	
<b>Norway</b>	
<b>open</b>	Terje Aa - 6384      Allan Livgård - 27945
System summary	
General approach and style	
Natural based system with transfers after 1♠ and 2-over-1 is GF except rebid of a minor. 3 <sup>rd</sup> hand openings may be light. 1♠: 2+♠, might be balanced with 2♣3+♦. 1♥: May be 44M 14,5-17 NT (5(6)M,6m, singleton og 5422 are allowed) 1NT: 1 <sup>st</sup> /2 <sup>nd</sup> /3 <sup>rd</sup> NV vs VUL: (8)9-12(13) 2♦, 2♥ og 2♠- openings have different meanings based on VUL. Preempts may be very weak NV vs VUL	
Special bids that may require defense	
1♠ - 1♦/1♥ = Transfer - 1♠ - 1♠ = ♦ or 6-9NT, 1♠ - 2♦/2♥ = Transfer (weak or strong), 1♠ - 2♠ = 6-9 5+♠ 1NT 1 <sup>st</sup> /2 <sup>nd</sup> /3 <sup>rd</sup> NV vs VUL: (8)9-12(13) 2♦ (Non-vul/all red/red vs green): Weak Multi 5c/weak Multi 6c/8-11 6c♦ 2♥ (green vs red / green / red): Both M's / 4-10 hcp 6c ♥ / (8)9-11 hcp 6c ♥ 2♠ (green vs red / green / red): 5c♥ + 5c♦♠ / 4-10 hcp 6c ♠ / (8)9-11 hcp 6c ♠ 1M – 2♦ = Nat F1 or 3-7 hcp with 3(4)c support 1♥ - 2♠ = any minisplinter, 1♥ - 3m = ♥-raises, 1♠ - 3♠ = minisplinter in a minor, 1♠ - 3♦ = 7-11 4c-supp or 11-12 3c-supp Gazilli and some transfers after overcalls/doubles [NOTE 6]	
Special forcing pass sequences	
Standard forcing pass sequences.	
Important notes that don't fit elsewhere	
The suit above the trumpsuit at the 4-level are usually used as BW. If declarer has shown exact distribution, we do not give count signals, but play attitude. All hcp-ranges are approximate – we frequently up- and downgrade.	
Psychics	
Seldom	

Opening	Art	Min. #	Neg. X thru.	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣	(X)	2	4♥	2+♣ (may have longer ♦) (8) 11+ hcp Can choose opening if fitting several options	1♦/1♥ = 4+♥/4+♠, 1♠ = ♦ or 6-9 NT, 1NT = 10-12 hcp, 2♣ = Inv. Minor [NOTE 2], 2♠/♥ = ♥/♠ (3-7 hcp or 15+ hcp) 2♠ = 5+♠ 6-9 hcp, 2NT = 13-15/19-20 hcp, 3♣ = 5+♣ 0-5 hcp 3x = void, 3NT = 16-18 hcp [NOTE 1]	1♣ - 1♦ - 1♥ = 3+♥, 1♣ - 1♠ - 1NT = may have singleton ♦ 1♣ - 1♦ - 2♥ = 4♥, minimum 1♣ - 1♠ - 2♦ = minorbased hand, does not promise extras X-Y-Z/NT,	1♣ - (1♦) - dbl = 4+♥, 1♣ - (1♦) - 1♠ = 4♠, 4+♥ 5-10 hcp pass - 1♣ - 2♦/♥ = 5♥/♠ + 4+♠, inv
1♦		4(3)	4♥	4+♦ (may be 3♦ rarely with 4432) (8) 11+ hcp	Natural answers, 1NT = 6-9 hcp, 2M = strong, Inverted minor [NOTE 2], 3♠ = 6-9 hcp with ♦-support, 3♦ = 0-5 hcp with ♦-support 3M = void, 3NT = 13-15 bal	1♦ - 2♦ - 3NT = 13-14 hcp X-Y-Z/NT	Pass - 1♦ - 2M = 5cM + 4c♦ inv
1♥		4	4♦	5+♥ or 4(+♠)4+♥ (8) 11+ hcp	2♣ = Nat, but can be 3c with longer ♦, 2♦ = nat F1 or 3-7 hcp with ♥-support, 2♥ = 8-11 hcp with 3(4)♥-support, 2♠ = Minisplinter in any suit (not GF-hands) 2NT = 4c-support, GF [NOTE 8], 3♣ = 4c♥ 7-11 hcp, 3♦ = 3c♥ 11-12 hcp, 3♥ = Preemptive, 3♠/4♠/4♦ = void, 3NT = 13-15 3c-support bal [NOTE 3 and 5]	1♥ - 2♦ - 2♥ = Not inv vs weak raise, 1♥ - 2♦ - 2/3x = Nat inv vs weak raise, 1♥ - 2NT - 3x = nat, not minimum, 1♥ - 1♠/1NT - 2♣ = 15+ or 6+♥ 11-14 hcp, 1♥ - 1♠/1NT - 2♥ = 5(+♥) + 4+♠ 11-14 hcp 1♥ - 2♠ - 2NT = asks, 1♥ - 3♣ - 3♦ = re inv. X-Y-Z/NT, After double => transfers	2-way Drury, 2NT = minors Minisplinters
1♠		5	4♥	5+♠ (8) 11+ hcp	2♣ = nat, but can be 3c with longer ♥/♦, 2♦ = nat F1 or 3-7 hcp with ♠-support, 2♠ = 8-11 hcp with ♠-support, 2NT = support GF [NOTE 8], 3♣ = Minisplinter in a minor, 3♦ = 4c♠ 7-11 hcp or 3c♠ 11-12 3♥ = Minisplinter, 3♠ = preemptive, 3NT = 13-15 3c-supp bal 4x = void [NOTE 4 and 5]	1♠ - 2♦ - 2♠ = Not inv vs weak raise, 1♠ - 2♦ - 3x = Nat inv vs weak raise, 1♠ - 2NT - 3x = nat, not min 1♠ - 1NT - 2♣ = 15+ or 6+♠ 11-14 hcp 1♠ - 1NT - 2♠ = 5(+♠) + 4+♠ 11-14 hcp After double => transfers	2-way Drury, 2NT = minors Minisplinters
1NT		1	4♥	(14) 15-17 hcp 5M, 6m, singleton, 5422. 1 <sup>st</sup> /2 <sup>nd</sup> /3 <sup>rd</sup> NV vs VUL: (8) 9-12(13) 6m, 5422 (singleton)	2♣ = Stayman, 2♦/♥ = Trf, 2♠ = weak doubleton in any suit, 2NT = weak or strong, minorbased hand, 3♣ = Singleton in a major, 3♦ = Puppet Stayman, 3M = Slamtry 4♠/4♦ = TRF 2♣ = NF Stayman, 2♦ = relay, 2M = NF, 2NT = ♣ or GF with 4/5M 3♣ = Minors NF, 3x = To play, 4x = To play [NOTE 10]	1NT - 2♣ - 2♦ - 2♥ = normally both majors, weak 1NT - 2♣ - 2♥ - 2NT = GF relay 1NT - 2♦ - 2♥/2♠ = ♠/♥	
2♣	X			Strong unbal 22+ bal	2♦ = Relay, 2M = Nat GF, 2NT = minor, 3m = Nat GF 3M = 4cM + 6c♦	2♣ - 2♦ - 2♥ = 25+NT or nat 2♣ - 2♦ - 2M - 3♣ = Second negative	
2♦	X	5 6		Green: 5cM, 4-8 hcp  All RED: Multi, 6cM 4-8  RED VS GREEN: 6k♦ 8-11 4 <sup>th</sup> : 9-13 hcp, 6c♦	2♥ = P/C, 2♠ = Nat, NF, 2NT = relay, 3♠ = Nat, NF [NOTE 11] 3♦ = Inv with ♥, 3♥ = P/C, 3♠ = Inv with ♠  2♥/2♠ = P/C, 2NT = Relay, 3m = NF, 3♥ = P/C, 3♠ = Nat F1 4♠ = Asks for transfer, 4♦ = Asks suit, 2NT = singleton?  Natural vs 2♦ showing ♦	2♦ - 2NT: 3♠ = 5c♥, 3♦ = 5c♠, 3♥ = 5c♥ + 5m, 3♠ = 5c♠ + 5c♠, 3NT = 5c♠ + 5c♦	
2♥		4 6 6 6		G vs R: 4+♠ 4+♥ 4-10 hcp Green: 4-10 hcp 6c♥ RED: 8-11 hcp 6c♥ 4 <sup>th</sup> : 9-13 hcp 6c♥	2NT = Relay, 3M = preemptive 2NT = singleton?, 3♠ = Art F1 2NT = singleton?, 3♠ = Art F1	2♥ - 3♣ - 3♦ = Minimum, 2♥ - 3♣ - 3♥ = Extras with "bad" suit, 2♥ - 3♣ - 3♠ = Extras with good suit	
2♠	X	- 6 6 6		G vs R: 5c♥ + 5c♦/♠ 4-10 hcp Green: 4-10 hcp 6c♠ RED: 8-11 hcp 6c♠ 4 <sup>th</sup> : 9-13 hcp 6c♠	2NT = relay, 3♣ = P/C, 3♦ = Inv ♥, 3♥ = To play 2NT = singleton?, 3♠ = Art F1 2NT = singleton?, 3♠ = Art F1	2♥ - 3♣ - 3♦ = Minimum, 2♥ - 3♣ - 3♥ = Extras with "bad" suit 2♥ - 3♣ - 3♠ = Extras with good suit	
2NT		1	4♥	(19) 20 -21 hp 5M, 6m, singleton, 5422	Mod Puppet Stay and transfers 3♠ = minors, 4♠ = slamtry ♥, 4♦ = slamtry ♠ 4♥ = slamtry ♣, 4♠ = slamtry ♦	<b>High Level Bidding</b>	
3x				Preemptive, may be very weak NV vs VUL 4 <sup>th</sup> : 9-13 hcp, 7c suit	3x = F1. 3♣ - 4♦/3♦/♥/♠ - 4♠ = BW 3♣ - 3♦ = asks suit quality	BW: Generally are the suit above the trumpsuit used as 0314-RKCB. If the suit above is used as BW, 4NT is a cuebid in the "missing" suit. 4NT/5♠/5♥/5NT as BW in some cases. If the answer promises 0/3 or 1/4 you will always raise to slam with 3 or 4 aces. [NOTE 7]	
3NT				Solid minor 3rd/4th: To play	4♣ = P/C, 4♦ = Asks cue, 4M = To play, 4NT = asks suit length	Cuebid - Italian style Last train, DOPI/ROPI/DEPO with disturbance	
4♣, ♦				Green: PRE / Red: Good 4M		5NT is frequently pick-a-slam.	
4♥, ♠				To play		If shown exact distribution thru relays; 4♣ = any slamtry, 4♦ = Signoff, 4M/NT = BW	
4NT				Asks specific ace	5♣ = no aces, 5♦/♥/♠ = ace, 5NT = 2 aces, 6♣ = ace		