




<b>Defensive and Competitive Bidding</b>
<b>OVERCALLS</b> (Style; Responses; 1/2 Level)
Aggressive Cue bid = Good 3-card raise or FG Direct jump-raises are pre-emptive. 1 over 1 & 3 over 2 (free bid) = F1
<b>1NT OVERCALL</b> (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses)
15-18 HCP: System on
<b>JUMP OVERCALLS</b> (Style; Responses)
. 2♥/2♠= Weak 1M - 2NT = Two lowest unbid suits  3x = Constructive in other VUL.
<b>DIRECT and JUMP CUE BIDS</b> (Style; Responses)
1♣-2♣=Both Majors 1♦-2♦=Both majors 1M-2M=Other major + C Jump cue-bid=Asks for stopper.
<b>VS. NT</b> (vs. Strong / Weak; PH)
Dbl= Strength 2♣= Both majors 2♦/♥ = Transfer 2♠ = ♠ + minor 2NT= 2-suiter
<b>VS. PREEMPTS</b> (Doubles; Cue-bids; Jumps; NT bids)
T/O doubles;                    2NT: 15-18 HCP Cue-bid; Asks for stopper at 3-level; 2-suiter at 4-level 4NT= 2-suiter
<b>VS. ARTIFICIAL STRONG OPENINGS</b>
Natural
<b>OVER OPPONENTS' TAKE OUT DOUBLE</b>

<b>Leads and Signals</b>			
<b>Opening Leads Style</b>			
	Lead	In Partner's Suit	
Suit	Usually 3 <sup>rd</sup> -5 <sup>th</sup>	3 <sup>rd</sup> -5 <sup>th</sup>	
NT	Usually 3 <sup>rd</sup> -5 <sup>th</sup>	3 <sup>rd</sup> -5 <sup>th</sup>	
Subseq	Attitude when opening a new suit.		
Other	Against 5-level contracts or higher: Ace: asks enc. /disc. King: asks for count		
<b>Leads</b>			
Lead	Vs. Suit	Vs. NT	
Ace	Ax(x), AKx(x), AKJTx	Ax(x) , AKx(x), AKJx(x)	
King	AK, KQx(x), KQT9(x)	KQx(x), KQT(x), AKJTx	
Queen	QJ, QJT,	AQJ, QJ(x), KQT9, KQJx	
Jack	HJT(x), JT(x)	HJT(x), JT(x)	
T	HT9x, T9x	HT9x, AQT(x), T9x	
9	9x, 98x(x), H98x	9x, 98x(x), H98x	
X	Hxxxx, xxxxx	Hxxxx , xxxxx	
<b>Signals in order of priority</b>			
	Partners lead	Declarer	Discarding
Suit: 1 <sup>st</sup>	Low encour.	Standard count	Low enc
2 <sup>nd</sup>	Suit pref.	Suit pref	Standard count
3 <sup>rd</sup>	Standard count		Suit pref
NT 1 <sup>st</sup>	Low encour.	Smith	Low enc
2 <sup>nd</sup>	Standard count	Standard count	Standard count
3 <sup>rd</sup>		Suit pref	Suit pref
Lowest from xx on partners Ace lead in suit contracts.			
Suit preference in trump			
<b>Doubles</b>			
Takeout Doubles (Style; Responses; Reopening)			
Light or normal T/O doubles → Cue-bid = Forcing			
Special, Artificial and Competitive Dbl/Rdbl's			
Responsive thru 4♦; Competitive thru 4♦ Support Doubles / Rdbl's to show 3-card fit All doubles below 2NT usually for take-out Lightner doubles			

 <b>WBF</b>	 <b>CONVENTION CARD</b>	 <b>NBF</b>
<b>Category</b>	<b>Natural GREEN</b>	
<b>NCBO/team: Norway</b>	<b>9353</b>	<b>23363</b>
<b>Event: All</b>		
<b>Players</b>	<b>Ole Berset</b>	<b>Steinar Ovrud</b>
<b>System Summary</b>		
<b>General Approach and Style</b>		
<ul style="list-style-type: none"> <li>○ Better minor/5-card majors</li> <li>○ 1NT = 14(15)-17 HCP, may have 5M or 6m</li> <li>○ All opening bids could be made on less HCP with compensating values</li> </ul>		
<b>Special opening bids that may require defense</b>		
2♦ no vul vs vul = Ekrens, 3-9 hcp, at least 4-4 major		
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<b>Special bids that may require defense</b>		
<b>Important notes that don't fit</b>		
<b>Psychics</b>		
Openings: Rare; may occur Other: Rare may occur		

Opening	Artificial	Min. cards	Neg dbl thru	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		3	4♠	9-22 hcp, better minor	2♣ = 2 NT =	2♥/♠ = 3♣ =	
1♦		3	4♥	9-22 hcp, better minor	2♦ = 2 NT =	2♥/♠ = 3♦ =	
1♥		5 (4)	4♦	9-22 hcp, 5card +	2 NT = GF 4+♥	3♥ =	
1♠		5 (4)	4♦	9-22 hcp, 5-card +	2 NT = GF 4+♠ ,	3♥ =	
1NT		-	4♦	(14)15-17 hcp, balanced, may have 5M or 6m	2♣ = stayman, 2♦/♥=transfer,		
2♣	x			20-21 NT or strong hand	2♦ = waiting/weak,	2♣ - 2♦, 2M - 3♣ = sec negative	
2♦		0 6 (5)		No vul vs vul: EKRENS (3-9) Other: 4-10 hcp, 5-card +	2♥/♠ = nat, non forcing, 2NT = relay, 3♣ = Ogust with support		
2♥		6 (5)		4-10 hcp, 5-card +	2 NT = relay,		
2♠		6 (5)		4-10 hcp, 5-card +	2 NT = relay,		
2NT				22-24 NT	Puppet stayman, transfer	<b>Slam Conventions</b>	
3♣/3♦		6			3♣-3♦=slamtry 3♦ - 4♣ = slamtry	Cue bids: 1 <sup>st</sup> and 2 <sup>nd</sup> round controls up the line. Splinter, cue-bids. Roman Key Card Blackwood (0-3, 1-4). Exclusion BW 5NT	
3♥, 3♠		6			3♥/♠ - 4♣ = slamtry support		
3NT	X			1 <sup>st</sup> 2 <sup>nd</sup> : Running Major 3 <sup>rd</sup> 4 <sup>th</sup> : gambling	4♦ = Relay		
4♣	X			8-9 tricks in ♥	4♦ = slamtry, support		
4♦	x			8-9 tricks in ♠	4♥ = slamtry support		
4♥, 4♠		6		Pre acc to vul			
4NT				Asking for ace			