

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
<b>Style:</b> Light
<b>Responses:</b> F1 at 1- and 3-level
New suit at 2 level NF
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15-18, continuation as after opening
<b>Reopening:</b> same
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
<b>Style:</b> Weak, twosuit (3clubs)
<b>Unusual NT:</b> 2N= lower unbid suits
2M = M+om/clubs depend on opening
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
<b>Style:</b> 2-suited
(1m) 2m = both Majors (1M) 2M = highest and lowest
<b>Responses:</b> Jump quebid asks for stopper
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
Dbl = penalty
2♣ = both Majors
2♦ = ♥s or (♠s + a minor)
2♥ = ♥s + a minor
<b>Reopening:</b> same
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
T/O doubles
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Dbl = Both Majors, NT = both minors
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
Rdbl = 9+, 2NT 9+ with support
1♠ (Dbl) 2♥ = good raise in ♠. 1♥ (Dbl) 2♦ = good raise ♥

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	1/3/5*	same	
NT	1/3/5*	same	
Subseq	1/3/5 (ATTITUDE)	same	
Other: *7 <sup>th</sup> from 7-c			
K on 5-level or higher asks for length			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
King	AK, KQx(+)	AKQ(x), KQx(x)	
Queen	QJ(x)	HQJx(+), QJ(x)	
Jack	JTx(+), KJT <sub>x</sub>	JT(x), AJT(x), KJT(x)	
10	T9x, HT9(+)	HT9(+), T9x(x), AQT9(x)	
9	9x	H98xx, 9x	
Hi-X	Even	Even	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Low= enc.	Count	Low= enc.
Suit 2	Suit preference	Suit preference	Suit preference
3	Count		Count
1	Same	Same	Same
NT 2	Same	Same	Same
3	Same		Same
Signals (including Trumps):			
Smith vs NT, Hi-low=even, Low=encouraging			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
<b>Style:</b> Light <b>Responses:</b> Cuebid only force			
<b>Reopening:</b> Light			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
NEG/RESP DBL thru 4♦, Support DBL through 2♥			
Competitive doubles, Some negative doubles:			
1♣ (1♦) Dbl shows 4-c in both Majors			
1m (1♥) Dbl shows at least 4-c spades			
1m (1♠) Dbl strongly suggest at least 4-c ♥			

W B F CONVENTION CARD
<b>CATEGORY:</b> Green
<b>PLAYERS:</b> Martin Andresen, Tor Helness
<b>SYSTEM SUMMARY</b>
Natural, normally open lowest 4-c suit
1♠ normally 5-c
<b>INT opening:</b> 14+ 17
<b>2♦ opening:</b> weak with ♦ (5+M 0-8 favourable)
<b>2 over 1 RESP:</b> GF
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
<b>2♦ opening:</b> weak with ♦ (5+M 0-8 favourable)
<b>SPECIAL FORCING PASS SEQUENCES</b>
Pass then pull is stronger than taking initial action
<b>IMPORTANT NOTES</b>
<b>PSYCHICS:</b> Possible

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU	Norway OPEN, Geir Helgemo - Tor Helness			
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4♦	10-23 3+♣	Inverted raises 1♣- 3♣ preemptive	1♣ - 2♣; 4♣ =RKC 1♣ - (1♥) Dbl = 4+♠	No inverted raises
1♦		4	4♣	10-23 4+♦	Inverted raises 3♣ NAT, 3♦ preemptive	1♦ - 2♦; 4♦ =RKC 1♦ - (1♥) Dbl = 4+♠	No inverted raises
1♥		4	4♦	10-23 4+♥	2NT = FG support 3x = Natural INV Double jump shift = void	1♥ - 2NT; 3♣=NAT not minimum 1♥ - 2NT; 4x = void	DRURY FIT Minisplinters (suit below)
1♠		5	4♦	10-23 5+♠	2NT = FG support 3x = Natural INV Double jump shift = void	1♠ - 2NT; 3♣=NAT not minimum 1♠ - 2NT; 4x = void and minimum	DRURY FIT Jumps BPH in comp =fit Minisplinters (suit below)
1NT			3♠	15-17 may have 6M/6m	2♣=stayman, 2♦♥=transfer 2♠=minor suit stayman 3-level shows singleton 4m = Texas		
2♣	√	0	4♠	STR, ART, F 2NT or 3M	2♦ = negative or balanced 2NT = HHxxxx one minor	2♣ - 2♦ -2M through 3♣ = 2 <sup>nd</sup> negative	
2♦	√	0		Weak with ♦ (5+M 0-8 in favourable)	2♦ (when weak) 2M NAT NF, 2NT relay 2♦ (when 5+M 0-7 in favourable) 2/3/4♥ pass/correct, 2NT relay		
2♥		(5)6		3-10 in non vuln 6-10 in vuln	2NT relay		
2♠		(5)6		3-10 in non vuln 6-10 in vuln	2NT relay		
2NT				20-21 may have 6M/6m	Puppet stayman, JTB, 3♠=minor suit stayman 4x=slam try		
3x		6		Preemptive	New suit F1, 3♦ relay		
3NT	√			Solid minor, gambling			
4x				Preemptive			
						<b>HIGH LEVEL BIDDING</b>	
						RKCB Splinters Void showing jumps	