

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses; 1/2 Level; Reopening)
1-level: Light
2-level: Wide-ranging
Responses: 1- and 3-level: F1, 2-level constructive, double jumps are Splinter
Cue-bid: Good raise with support for overcaller's suit
2NT if RHO bids over 1M overcall : 4 card support, at least INV.
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18 HCP any seat
Same responses as opening 1NT
JUMP OVERCALLS (Style; Responses; Unusual NT)
1-suit: Light jump overcalls
2-suit: 2NT = 2 lowest suits (5+-5+)
Reopen: 11-15 HCP, 6+ card suit
DIRECT AND JUMP CUE BIDS (Style; Responses; Reopen)
Over m: Both majors (5+-5+)
Over M: Other major + minor (5+-5+)
Jump cue-bids: Ask for stopper
VS. NT (vs. Strong/ Weak; Reopening; PH)
2♣ = Both majors, 2♦ = ♥ OR ♠
2♥ = ♥ and a minor (usually longer), 2♠ = ♠ and a minor (usually longer)
2NT = Both minors or any GF
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)
Take out DBL
Cue-bid: Ask for stopper
Jump in m: That minor + other major (5+-5+) GF
VS. ARTIFICIAL STRONG OPENINGS
VS strong ♣ and strong 2♣: The suit bid shows the suit above or the two others (Yeslek)
1NT = ♠+♦ OR ♥+♣, DBL = ♦ OR both M
OVER OPPONENTS' TAKEOUT DOUBLE
RDBL = 10+ HCP
1 over 1: F1
2 over 1: NF

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's suit	
Suit	3rd / 5th	3rd / 5th	
NT	4th best/Attitude	3rd / 5th	
Subseq	Attitude		
4th best against NT may sometimes be from a longer suit!			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(x)	AK(x)	
King	AK, KQ(x)	KQ(x), AKJ10(x)	
Queen	QJ(x)	QJ(x), HQJx(x), KQ109(x)	
Jack	J10(x), KJ10(x)	J10(x), HJ10(x)	
10	109(x), H109(x)	109(x), H109(x)	
9	9x	J98(x), 9x, 98(x)	
Hi-x	Even number	xx, xxx, xxxx(x),	
Lo-x	Odd number	Hxx(x)	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit	1 Encrg/Discrg	Count	Encrg/Discrg
	2 Count	S/P	Count
	3 S/P		S/P
NT	1 Encrg/Discrg	Count	Encrg/Discrg
	2 Count	S/P	Count
	3 S/P		S/P
Hi-Low = Discrg/Even number, Low-Hi = Encrg/Odd number			
S/P = Suitpreference			
DOUBLES			
TAKEOUT DOUBLES (Style; Response; Reopening)			
Light style, also reopenings			
SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES			
1♣ - (1♦) - DBL shows 4 cards in both M			
1m - (1♥) - DBL denies 4-card ♠			
1m - (1♠) - DBL strongly suggest at least 4-card ♥			
Support DBL show 3-card major support through 2♥			
Responsive DBL			
Negative DBL			
Competitive DBL			

WBF Convention Card



Category: Natural - Green

NCBO: Norway EVENT: 2004 European Championships

PLAYERS: Bjørn BENTZEN

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SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Natural
Light openings
Light preempts
4-card majors
1NT = (14)15-17 HCP
2 over 1 responses FG except rebid
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
2♦: Weak 2 in a M (Usually 6), 3-10 HCP [Note 1]
2M: 4(+) M, 5+ m, always 6m VUL, 4-10 HCP [Note 2]
Gambling 3NT
Yeslek vs strong club opening/strong 2♣
2-suited overcalls (Michaels/unusual NT) wide range
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
PSYCHICS: Can occur

OPENING	TICKET	ARTICLE	OF MINORS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		4	4♣		9-22 HCP, 4+♣ May have 3♣ if 4-3-3-3 and bad ♠	INV m, Skip♦, 1M=F1, 1NT=6-12 HCP NF 2x=FG, 2NT=11-13 HCP, 3♣=PRE, 3x=void	1♣-2♣, 2M=FG, 2NT=11-13 BAL F1, 3♣=11-14 UBAL, 3L=SPL 1♣-2♣, 2x/2NT/3♣-3♦=NAT, 3M=singleton	1♣-1♦ = NAT 1♣-2M = 5M + 4♣
1♦		4	4♣		9-22 HCP, 4+♦	INV m, 1M=F1, 1NT=6-12 HCP NF, 2M=FG 2NT=11-13 HCP, 3♦=PRE, 3x=void, 4♣=PRE	As above	1♦-2M = 5M + 4♦
1♥		4	4♣		9-22 HCP, 4+♥	1NT=6-12HCP NF, 2m=FG except rebid, 2♥=5-10 HCP 2♣=FG, 2NT=4+♥ FG, 3m=singleton INV 3♥=8 losers no singleton, 3♠/4m=void	1♥-2NT: 3♣=ART Strong, 3♦= ART GF not MIN, 4M = Bad Opener, 3M = OK 1♥-2NT-3x-3♥ = ask for singleton 1♥-2NT-3x-3NT = ask for cue-bid, 1♥-(DBL)-2♦=8-11 3(4) ♥	1♥-2♣ = INV with 3♥ 1♥-2♦ = INV with 4♥ 1♥-2NT = NAT
1♠		4	4♣		9-22 HCP, 4+♠	As for 1♥, 1♠-4♥ = void	As for 1♥	As for 1♥
1 NT			4♣		(14)15-17 HCP may have 5M, 6m, SINGLE	2♣=STAY, 2♦/♥=TRF, 2♠=mSTAY 2NT=NAT, 3♣=INV 6M, 3♦ = Low Double somewhere 3M = Singleton, 4♣/♦=♥/♠	1♠-(DBL)-2♥ = 8-11 3(4) ♠	
2♣	✓				Strong, HCP or tricks	2♦=0-7 HCP, 2M=FG 7+HCP 2NT=8+HCP, 3m=FG 7+HCP	2♣-2♦: 2M = F1, 3m = FG 2♣-2♦-2M-3♣ = 2nd negative	
2♦	✓				Weak 2M, 4-10 HCP, normally 6 [Note 1]	2NT: ASK for MIN/MAX 3♦= INV both M, 3M = Pass/Correct, 4♣=Double TRF	2♦-2NT: 3♣ = MAX ♥, 3♦ = ♠ MAX, 3M = NAT MIN 2♦-(DBL)-2M=Fit other M, RDBL=Strong, opener can pass with 2+♦, pass=bid your suit	
2♥		4			4(5)♥ and 5+m NVUL, 6+m VUL 3-10 HCP [Note 2]	2NT: ASK for Sidesuit/MINMAX 3♣ = Pass/Correct, 3♦=NAT NF, 3M PRE, 2♣ NAT NF	2♥-2NT, 3m=MIN w/suit, 3♥=6♣ MAX, 3♠=6♦ MAX, 3NT=MAX 5card ♣♦ (9-10p)	
2♠		4			4(5)♠ and 5+m NVUL, 6+m VUL 3-10 HCP [Note 2]	2NT: ASK for Sidesuit/MINMAX 3♣ = Pass/Correct, 3♦=NAT NF, 3♠ PRE, 3♥ NAT NF	As for 2♥	
2 NT			4♣		20-21 HCP	3♣ = Puppet STAY, 3♦/♥=TRF, 3♠=4+4+ m, 4x=Slam try		
3 bids		6			PRE, ACC to VUL	3m-3M = FG VUL, NF NVUL, 3M-4m = Cue, 4M = To play		
3NT					Solid m	4♣ = p/c, 4♦ = ASK for control, 4M = To play		
4♣		7			PRE, ACC to VUL	4M = To play		
4♦		7			PRE, ACC to VUL	4M = To play		
4M		6			PRE, ACC to VUL	4♣ = To play		
4NT					ASK for specific aces	5♣ = none, 5NT = 2 aces, 5♦/♥/♠/6♣ = that ace	HIGH LEVEL BIDDING	
							Roman Keycard Blackwood	
							Exclusion RKCB	
							DOPI/ROPI/DEPO	
							Splinter bids	
							Cue-bids (Italian style)	
							Lightner DBL	

Notes (Bjørn Bentzen and Thomas Charlsen, Norway)

Note 1: 2 diamonds = Weak 2M, 4-10 HCP, normally 6 cards

2 D – 2 S: Wants to play 2 S if opener has spades, and at least 3 H if opener has hearts
2 NT: Weak 2 hearts, maximum or singleton spade
3 C: Weak 2 hearts with singleton club
3 D: Weak 2 hearts with singleton diamond
3 H: No singleton and minimum

2 D – 2 NT: Asking, at least INV
3 C: Maximum hand with hearts
3 D: Maximum hand with spades
3 H: Minimum hand with hearts
3 S: Minimum hand with spades

2 D – 2 NT
3 C – 3 H: Forcing, ASK for singleton

2 D – 2 NT
3 D – 3 S: Forcing, ASK for singleton

2 D – (x) – pass: Bid your suit partner
xx: Strength, opener may pass
2 M: Want to fight to 3-level in other major
2 NT: ASK

Note 2: 2M = 4(+)M with 5+m, 6m VUL, 3-10 HCP

2M – 2S Nat, NF
3C P/C
3D Nat, NF
3H After 2H: PRE After 2S: Nat, NF
3S PRE after 2S

2 M – 2 NT: Ask for Sidesuit/MinMax (normally at least INV to game)
3 C: Minimum hand with clubs
3 D: Minimum hand with diamonds
3 H: Maximum hand with 6 clubs
3 S: Maximum hand with 6 diamonds
3 NT: Maximum hand with 4M + 5m

2M – (X) – XX Bid your minorsuit partner
2NT Strength, system on
3C Nat, NF
3D Nat, NF