

Defensive and Competitive Bidding	
Overcalls (Style; Responses; Reopening)	
Aggressive 1-level; Sound 2-level Responses: overcall =F1	
1 NT overcall (2ND/4TH; Responses; Reopening)	
2nd: 15-18 bal (subs auction as after 1nt opening)	
NT System is on	
Jump Overcalls (Style; Responses; Unusual NT)	
Weak, 5-card possible (1M)-2NT=♣♦	
Direct and Jump Cue Bids (Style; Responses)	
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VS. NT (vs. Strong/Weak; Reopen: PH)	
Dbl : Strength 2♣ Majors, at least 4-4	
VS. Preempts (Doubles; Cue bids; Jumps; NT bids)	
Take Out DBLs 2NT : 15-18 (4M)-4NT=any strong 2-suiter	
VS. Artificial Strong Openings	
Dbl at least 4-3 in majors ♥, ♠ Natural 1 NT 15-18hp	
Over Opponents' take out double	
New bid without jump is forcing, jump in a new suit 3-9hp and at least 6 card, , preempt is not forcing, 2NT is inv., RD=10hp+	

Leads and Signals			
Opening Leads Style			
	Lead	In Partner's Suit	
Suit	3 rd /5th	3 rd /5th	
NT	3 rd /5th	3 rd /5th	
Subseq			
Leads			
Lead	Vs. Suit	Vs. NT	
Ace	<u>A</u> K/ <u>A</u> Kx/ <u>A</u> Kxx(x)	<u>A</u> Kx/ <u>A</u> Kxx(x)	
King	<u>A</u> K// <u>K</u> Q/ <u>K</u> QJ(x)/ <u>K</u> QT(x)	<u>K</u> Q/ <u>K</u> QJ(x)/ <u>K</u> QT(x)	
Queen	<u>Q</u> J(x)/ <u>Q</u> JT(x)/ <u>Q</u> x	<u>Q</u> J(x)/ <u>Q</u> JT(x)	
Jack	<u>H</u> JT(x)/ <u>J</u> T(x)/ <u>J</u> x	<u>H</u> JT(x)/ <u>J</u> T(x)/ <u>J</u> x	
10	<u>H</u> T9x/ <u>A</u> Q <u>T</u> (x)/10x	<u>H</u> T9x/ <u>A</u> Q <u>T</u> (x)/10x/1098x	
9	<u>9</u> x	<u>9</u> x	
X	Xxxx <u>x</u> , xx <u>xx</u> , xx <u>x</u> , <u>xx</u>	Xxxx <u>x</u> , xx <u>xx</u> , xx <u>x</u> , <u>xx</u>	
Signals in order of priority			
	Partners lead	Declarer	Discarding
Suit:	count	count	Uneven=strength
2 nd	uneven=strengt h	lavintal	count
3 rd	lavintal		lavintal
NT:	uneven=strengt h	count	Uneven=strengt
2 nd	count	lavintal	Count
3 rd	Lavintal		lavintal
Doubles			
Takeout Doubles (Style; Responses; Reopening)			
Sound take outaggressiv reopening(subs auction:cue=Art-F1			
Special, Art and Comp Dbl/Rdbl's			
NEG, hi-low			

 WBF	Con- vention Card	
Players	Ingeborg Andersen	Marie G. Holenbakken
Club	Lillehammer	Ridabu
	Norway	Norway
NBF memb.		
System Summary		
General Approach and Style		
Lowest 4 card suit		
1♣ may be 3 card, 1♠ is 5 card+		
1 NT openings 15-17, can have 5422 in any suit		
Special bids that may require defence		
2♦ Multi; Weak 2 in ♥ or ♠ 6-9hp, or 20-21 balanced		
2♥ ♠ 5cards and one minor suit 4+card		
Special forcing pass sequences		
1x-(1/2 y)-p = Pass CAN be strong with long suit in y and ask pd to double if she is short (Pd CAN also pass)		
Important notes that don't fit		
Check Back opposite minor		
Constructive Marmic og Michaels		
Baron and Flint on any 2NT with 19hp+ or 2NT showing 15-18hp		
Psychics		

Opening	ART	Minimum	Neg. Dbl. To	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		3	3♠	11-22 hp Shows 4c, except 4-3-3-3 or 3-4-3-3,	1♦♥♠ is F1 2♣ is inverted minor with 4+card ♣ 10hp+ 2♦♥♠ 6-9 hp 6card+ 3♣=Preemptive	1♣-1♥, 1♠= Can be 12-14 NT (4-3-3-3) 1♣-2♣, 2NT=12-14 bal	
1♦		4	3♠	11-22 hp 4 card +	1♥♠ is F1 2♦ is inverted minor with 4+card ♦ 10hp+ 2♥♠, 3♣ 6-9 hp, 6card+ , 3♦=Preemptive	1♦-2♦, 2NT =12-14 NT	
1♥		4	3♠	10-20 hp Shows 5card+ Or 4-4 in both majors	Jump-shifts: Short suit, invitational 2NT: Invitational and 4card support if op bids, game forcing when opponent dont bid 3♥ invtational 3♠ og 4♣♦ is void and 4card+ support slam inv.	1♥-2NT, 3♣♦=nat (can be 3c), non minimum Long Suit Invitational can be xxx 1♥-1NT, 2x = Artificial	
1♠		5	3♠	10-20 hp 5card+	Jump-shifts: Short suit, invitational 2NT: Invitational and 4card support if op bids, game forcing when opponent dont bid 3♠ ivitational 4♣♦♥ is void and 4card+ support slam inv.	1♠ -2NT- 3♣♦=nat (can be 3c), non minimum Long Suit Invitational can be xxx 1♠-1NT, 2x = Artificial	
1 NT		---		15-17 balanced, can have 5422 in any suit	2♣ F1 Stayman, 2♦,♥ is transfers, 2♠ is one or both minors, 3♣,♦ er inv. to 3NT with HHxxxx	1NT-2♣, 2♦-2♠ = Artificial F1	
2♣	X	0		Forcing	2♦ relay 0-5hp, 6-9 NT or any 4-4-4-1 distr.	2♣-2♦, 2M-3♣: 0-3 w.o. supp	
2♦	X	0		Multi; Weak 2 in ♥ or ♠ (6+card) 3-9hp, or 20-21 balanced	2NT = F1 relay, 2♥♠ = NF, 3♣♦ = forcing, 3♥ = Pass or correct	2♦-2NT, 3♣♦=8-9hp with ♥♠ 2♦-2NT, 3♥♠=3-7hp 2♦-2NT,3NT=20.21 hp	
2♥		5		5-9hp, 5 cards and one lower suit 4+card	2NT=F1-relay,	2♥-2NT, 3♣♦=4card+ 2♥-2♠, 3♣, 3♦=F1	
2♠		5		5-9 hp, 5 cards and one lower suit 4+card	2NT=F1-relay,	2♠-2NT, 3♣♦=4card+ 2♠-3♣, 3♦, 3♥=F1	
2 NT		---		8-11hp, 5-5 in both minors	3♣♦=to play, 3♥ ask for distribution	Slam Conventions	
3x		6		Preempts		4NT: Roman Key Card Blackwood: 5♣: 1/4, 5♦: 0/3, 5♥: 2 w.o. Tr Q, 5♠: 2 w. Tr Q Cue bids: 1 st and 2 nd round controls up the line Splinter & Minisplinter	
3NT		7	Running 7cm, No side values	4♣ to correct,			
4♣,♦		7	to play (weak)				
4♥,♠		5	To play	New suit is cue-bid, 4NT=RKCB			
4NT		---	Asks for spesific aces				