

DEFENSIVE AND COMP. BIDDING

OVERCALLS

Normal.

1 NT OVERCALL

15-18 if opps D- Nilsland-

JUMP OVERCALLS

1-suit : Weak

2-suit : 2NT = Two lowest

DIRECT AND JUMP CUE BIDS

1 Maj – 2 Maj Highest and another suit, Weak or strong

1 Min – 2 Min Highest and another suit, Weak or strong

Jump Cue = Ask for stopper

Vs. NT

2♣ D or both majors
 2♦ H or spades and one minor
 2♥ Hearts & One minor
 2♠ Spades
 2NT Both minors

Vs. PREEMPT

Doubles = Takeout

Cue bids = Two suiter or ask for stopper (3level)

Vs. ARTIFICIAL STRONG OPENINGS

Dbl strong
 1♦ hearts or spades and clubs
 1♥ Spades or minors
 1♠ clubs or hearts and dia
 NT clubs and hearts or dia and spades

OVER OPPONENTS TAKEOUT DOUBLES:

2 NT = Limit raise or better

1 NT = 6-10 hcp

1 level bids are F1,2 level bids NF,mini splinter all suits

RD = 10 + hcp

Leads and signals

OPENING LEAD STYLE:

	Lead	In partner's suit
Suit	3/5 th	3/5 th
NT	3/5 th.	3/5 th
Subseq	3/5 th	3/5 th

OTHER:

LEADS:

Lead	Vs. suit	Vs. NT
Ace	AK(x) Axx	AK(x) Axx
King	AK KD(x)	KD10(x) KDJ
Queen	DJ(x) Dx	DJ9 DJ10 Dx
Jack	J10(x) Jx	J10(x) Jx
10	109(x) 10x 10xx	109x 10x 10xx
9	9x 9xx	9x 9xx
Hi-X	xx	xx

SIGNAL IN ORDER OF PRIORITY:

		Partners lead	Declarers lead	Discarding
Suit	1	Low enc	Hi/low even	Low enc
Suit	2	Hi/low even	Suit pref	Hi/low even
Suit	3	Suit pref		Suit pref
NT	1	Low enc	Hi/low even	Low enc
NT	2	Hi/low even	Suit pref	Hi/low even
NT	3	Suit pref		Suit pref

Smith peter VS NT

Doubles

TAKEOUT DOUBLES:

Normal takeout doubles, support doubles on majors



WBF

CONV.
CARD



Conventioncard for

Name	Liss	Åse Langeland
	Wahlmann	
NCBO	Norway	Norway

GENERAL APPROACH AND STYLE

5 card spades
 Lowest 4 card suit
 1 NT opening : 15-17
 2 over 1 response : F1

SPECIAL BIDS THAT MAY REQUIRE DEFENCE:

2D = Weak 2 in a major or 20-21 bal
 2H = 4-9 hcp Hearts and minor (5-4)
 2S = 4-9 hcp Spade and a minor (5-4)

SPECIAL FORCING PASS SEQUENCES:

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE:

Check Back
 Nilsland-

PSYCHICS:

Rare, but possible

Opening	Tick if artificial	Min. no. Of cards	Neg. Doub.	Description	Responses	Subsequent auction	Passed hand bidding
1♣		3	3♠	11-20 hcp 3+	Inverted raises Void showing double jump 2♦2♥♠, = minisplinters game invite 2 NT =GF,3 Nt 13-15 hcp bal	1♣ - 2♣= 10-12 hcp with support 1♣ -3♣= 4-9 hcp with support	
1♦		4	3♠	11-20 cp 4+	Inverted raises Void showing double jump 2♥/♠, 3♣ = minisplinters, game invite 2 NT = 10-12 hcp bal, 3 nt 13-15hcp bal	1♦ - 2♦=12+ hcp with support 1♦ -3♦= 4-9hcp with support	
1♥		4	3♠	11-20 chp 4+	2 NT = GF raise → 2♠/3♣♦ = mini splinters game invite Void showing double jump	3 level=nat 4level=void 3NT=18-19 hcp 4♥=vioid in spades	Jacoby
1♠		5	3♥	11-20 hcp 5+	2 NT = GF raise → 2♥/♠, 3♣ = splinters game invite Void showing double jump	3 level= nat 3NT=18-19 hcp, 4level=void 4♥ no extras ♠ extras	Jacoby
1 NT		2	3♠	15-17 hp (May content 5 major or 6 minor)	2♣ Stayman, 2♦♥♠ =Tranfers, 2NT nat, 3♣♦ = invite for 3 NT ♥ 5-5 maj game invite 3♠ 5-5 game force System for find out about 5 major or 6 minor	1NT-2♣-2♦-2♠ = 5 s 4 h to play 1NT-2♣-2♦-2♥ = pass or bid 2♠ 1NT-2♣-2♥-2♠ =relay 1 NT-2♣-2♦/2♠-3♣=relay	
2♣	X	0		Strong, Usually 20+	2♦ = waiting	2NT- 3♣=ask for 4 card suits- 3♦-3♥ Tranfers	
2♦	X	0		Multi 4-9 hcp with 6 in major or 20-21 bal	2NT = Relay/F1 → 2♥ for play if weak ♥, 2♠ pass or correct 3♣=ask for 4 card suits, 3♦♥ Tranfers	3♣= Max & heart 3♦=Max & spade 3♥= Weak heart 3♠= Weak spade	
2♥	X	4		4-9 hcp with heart and minor (5-4)	2NT = Relay/ F1 2♠ = nat, 3♣ = For correction		
2♠	X	5		4-9 hcp with spade and a minor (5-4)	2NT = Relay/ F1 3♣ = For correction		
2 NT	X	---		Weak, Both minor	3♣♦ = for play , 3♥ = relay, 4♣♦ Preempt	High level bidding	
3♣♦ ♥♠		6		Weak, Preempt		RKCB 1430 DOPI - ROPI	
3NT	X	7		Usually solid minor		VOID SHOWING DOUBLE JUMP	
4♣,♦		7		Weak, preempt	New suit = Cue bid, 4NT=RCKB	2NT = GF RAISE = COULD WANT SLAM	
4♥,♠		7		Weak, preempt	New suit = Cue bid, 4NT=RKCB	CUE BIDS	
4NT 5♣♦ ♥♠ 5 NT	X	8		Asking for ace Weak, preempt 6-6 in minors weak	5♣ = 0 Ace, 5♦ = Ace of ♦ osv 5NT = 2 Aces, 6♣ = Ace of ♣	SPLINTERS	