



Defensive and Competitive Bidding	
Overcalls (Style; Responses; Reopening)	
Aggressive 1-level; Sound 2-level Responses: Jumps in new suit = FG	
1 NT overcall (2ND/4TH; Responses; Reopening)	
2nd: 15-18 bal (subs auction as after 1nt opening) Responses: System is on 4th: 11/12-14/15; reponses: NT System is on	
Jump Overcalls (Style; Responses; Unusual NT)	
Weak, norm. 6 card (1M)-2NT=♠+♦	
Direct and Jump Cue Bids (Style; Responses)	
Aggressive style (1♣/♦) – cue = ♠ + ♥ (55+), (1M) – cue = OM+m, Jump cue=Asks for stopper.	
VS. NT (vs. Strong/Weak; Reopen: PH)	
Dbl : about same strength as opener 2♣ ♠+♥ 2♦ ♦+♠ (often longest in ♦) 2NT Both minor or any FG	
VS. Preempts (Doubles; Cue bids; Jumps; NT bids)	
Take Out DBLs 2NT : 15-18	
VS. Artificial Strong Openings	
(1♣) – dbl = ♠+♥ – NT (except 3NT) = ♠+♦  (2♣) - dbl = ♣	
Over Opponents' take out double	
Forcing at 1-level, 1M - (dbl) – 2 ♣ = at least a good 2M	

Leads and Signals			
Opening Leads Style			
	Lead	In Partner's Suit	
Suit	3 <sup>rd</sup> -5 <sup>th</sup> =odd;	3 <sup>rd</sup> -5 <sup>th</sup>	
NT	4 <sup>th</sup> best (at least the 10)	3 <sup>rd</sup> -5 <sup>th</sup>	
Subseq	Attitude when opening a new suit		
Leads			
Lead	Vs. Suit	Vs. NT	
Ace	AK/Ax(x)	AKx(x)	
King	AKx(x)KQ/KQJ(x)	KQ/KQJ(x)/KQT(x), KQx	
Queen	KQx(x)/QJ	AQJ(x) / KQJx / QJ(x) / QJT(x)	
Jack	HJT(x)/JT	HJT(x)/JT(x)	
10	HT9x//T9	HT9x/T9x	
9	T9x(x)/9x	9xx/98x(x)	
X	3rd / 5th	Hxxx/xxxx(x)/ xxxx	
Signals in order of priority			
	Partners lead	Declarer	Discarding
Suit:	Hi=Disc	Hi/Lo = even	Hi=Disc
2 <sup>nd</sup>	Hi/Lo = even		Hi/Lo=even
3 <sup>rd</sup>			
NT:	Hi=Disc	Hi/Lo = even	Hi=Disc
2 <sup>nd</sup>	Hi/Lo = even		Hi/Lo= even
3 <sup>rd</sup>			
Signals (including Trump's): Triumph suit = Lavinthal			
NT: First suit played by declarer: Opening leader hi/lo = switch, Partner high/low = likes the lead			
Doubles			
Takeout Doubles (Style; Responses; Reopening)			
Aggressive 1-level and reopening, Sound 2-level (subs auction: cue=Art-F1, promise rebid if unpassed hand)			
Special, Art and Comp Dbl/Rdbl's			
NEG+RESP+SUPP DBL and RDBL			

 <b>Convention Card</b> 		
<b>WBFF</b>		
System: Natural		
Players	Sven-Olai Høyland	Magne Eide
Club	Bergen AK	Bergen AK
	Norway	Norway
NBF memb.		
System Summary		
General Approach and Style		
4 card suit (but 5♠ in 1. & 2. seat) Transfer responses over 1♣ May open highest 4 card if the suit is much better 1 NT openings 15-17		
Special bids that may require defence		
2♦ Multi; Weak 2 in ♥ or ♠, or balanced 22-24/25-27 2♥ ♠ 5cards and one minor suit 4+card (3+ NV vs VUL)		
Special forcing pass sequences		
Important notes that don't fit		
Psychics		
Rare		

Opening	Tick if artificial	Min. No. of cards	Neg. dbl thru	Description	Responses	Subsequent auction	Modifications over competition and wiht passed partner
1♣		3	2♠	Natural	1♦/♥ = transfer; 1♠ = 6-9/10 bal or ♦; 1nt = 10/11 -12 2♣ = F1 with ♣, normally not 4♥/♠ 2♦/♥ = transfer, 0-6/7 or FG, 2♠ = 6-9, 5+♣ 2nt = FG, balanced, normally not 4♥/♠; 3♣ = preemptive; 3♦/♥/♠ = splinter (void)	1♣ - 1x 1y - 2♣ = to play in ♦ or any invitational hand. 1♣ - 1x 1y - 2♦ = FG	1♣ - (1♥) - dbl = 4+♠ 1♣ - (1♥) - 1♠ = at most 3♠ 1♣ - (1♠) - 2♦ = ♥; 2♥ = ♦ 1♣ - (1x) - 2♠ = 4+♣, inv+
1♦		4	2♠	Natural	2♦ = F1 with ♦, normally not 4♥/♠ 2♥/♠/3♣ = FG, either at most 1♦ or 4+♦ 2nt = invit., balanced, normally not 4♥/♠; 3♦ = preemptive; 3♥/♠ = splinter (void)	1♦ - 1x 1y - 2♣ = to play in ♣/♦ or any invitational hand. 2♦ = FG	1♦ - (1♥) - 1♠ = at most 3♠ 1♦ - (1♠) - 2♣ = ♥; 2♥ = ♣ 1♦ - (1x) - 2♠ = 4+♦, inv+
1♥/♠		4 5♠ 1. & 2	2♠	May have longer ♣/♦/♥	2♣ = 10-12, (2)3♥/♠ or FG balanced or F1 with ♣ 2♦ = F1, usually 5+♦ 2♠ (over 1♥)/2nt (over 1♠) = at least invit. with support (normally 4+) Jumps in a new suit = short (0 or 1) and at least invit. Double jumps = void; 3♥/♠ = preemptive	1♥/♠ - 1nt transfers thru 2♥/♠ but 2♣ is ♦ or 16+ with ♣ 1♥/♠ - 2♣ 2♦ = waiting;	1♥/♠ - dbl 2♣ = at least constructive 2♥/♠ 2♥/♠ = 0-7
1nt				(14)15-17, may have 5♥/♠ or 6♣/♦	2♣ = Stayman or FG; 2♦/♥ = transfer to ♥/♠ 2♠ = weak/strong with one or both minors 3x = FG, short in bid suit (4 of opp. M if 3M)		1nt - (2♥/♠) - a kind of transfers
2♣	x	0		Strong	2♦ = 0-6/7 or balanced 2nt = at least 5-4 in ♣/♦, FG	2♣ - 2♦ 2♥/♠ - 3♣ = second negative	
2♦	x	0		a) NV vs VUL: 2/3 - 9/10, 6♥/♠ NV vs. NV: 5/6 - 9/10 6♥/♠ VUL: 6/7 - 10/11, 6♥/♠ b) 22-24, BAL c) 25-27, BAL	2♥ = pass or correct 2♠ = pass or correct (not necc. invit. in ♥) 2nt = F1 (asks for suit/strength) 3♣ = to play in ♦ or FG with own suit 3♦ = F1 with ♦; 3♥/♠ = pass or correct	2♦ - 2nt 3♣ = max, ♥ or ♠ 3♦ = min, ♥ 3♥ = min, ♠	2♦ - (dbl) pass = ♦ rdbl = bid your major
2♥/♠		5		NV vs VUL: 2/3 - 9/10 5♥/♠ NV: 5/6 - 9/10, 5♥/♠ and 4+♣/♦ VUL: 5/6 - 10/11, 5♥/♠ and 4+♣/♦	2nt = F1 New suit = not forcing	Shows longest minor	
2nt				5-11, at least 5-5 i ♣/♦	3♥ = ♠ or invit. in. ♣/♦ 3♠ = ♥ or slaminvit. in any suit	<b>Slam approach and conventions</b> Splinter, Cuebids (normally 1. and 2. round controls up the line) Roman Key Card Blackwood (not necessarily 4nt) When ♥/♠ is trumfh and there is just one bid between first cue/splinter the inbetween suit just shows slaminterst, not control	
3♣/♦		6		preemptive	Over 3♣, 3♦ asks for quality of suit 4 in opposite ♣/♦ = Keycard Blackwood		
3♥/♠		6		preemptive			
3nt	x			Running ♣/♦. In 1. and 2. pos, not an outside ace			