

Defensive and Competitive Bidding
Overcalls (Style; Responses; Reopening)
Light overcalls.
Overcalls at the 2-level is normally solid.
1 NT overcall (2ND/4TH; Responses; Reopening)
15-18
Same response as after 1NT opening.
Jump Overcalls (Style; Responses; Unusual NT)
Preempt. Over a preemptive opening a jump overcall is strong.
2NT: Two lowest
(1C/D) - 2D = both M
Cuebid of a M shows opposite M + C
Jump Cubid ask for stopper. Except 1C-3C is natural
Direct and Jump Cue Bids (Style; Responses)
(1C/D) - 2D = both M
Cuebid of a M shows opposite M + C
Jump Cubid ask for stopper. Except 1C-3C is natural
VS. NT (vs. Strong/Weak; Reopen: PH)
X=penalty, 2C = both Ms, 2D = one M, 2M-Better suit
VS. Preempts (Doubles; Cue bids; Jumps; NT bids)
Vs 2/3 level preempt: 4m = 5-5 m+M GF
Vs multi, dbl is takeout of S, leaping Michaels is m+H
VS. Artificial Strong Openings
Yesleck
Over Opponents' take out double
Rdb: 9+ hcp

Leads and Signals		
Opening Leads Style		
Suit	3 <sup>rd</sup> -5 <sup>th</sup>	3 <sup>rd</sup> -5 <sup>th</sup>
NT	3 <sup>rd</sup> -5 <sup>th</sup>	3 <sup>rd</sup> -5 <sup>th</sup>
Subseq		
Leads		
Lead	Vs. Suit	Vs. NT
Ace	AKx/AKxx(x)	AK/AKx/AKxx(x)
King	AK/KQ/KQJ(x)/KQT(x)	KQ/KQJ(x)/KQT(x)
Queen	AQJ(x)/QJ(x)/QJT(x)	AQJ(x)/QJ(x)/QJT(x)
Jack	HJT(x)/JT(x)	HJT(x)/JT(x)
10	HT9x/AQT(x)/T9x	HT9x/AQT(x)/T9x
X	Hxxx/xxxx(x)	Hxxx/xxxx(x)
Signals in order of priority		
Suit:	Partners lead	Declarer
2 <sup>nd</sup>	Attitude	count
	count /lavinthal	Attitude
3 <sup>rd</sup>		Count
NT:	Attitude	smith
2 <sup>nd</sup>	Count	count
3 <sup>rd</sup>		Count
Signals (including Trump's):		
Lavinthal (in trump too), smith (low enc)		
Doubles		
Takeout Doubles (Style; Responses; Reopening)		
Normal		
Special, Art and Comp Dbl/Rdbl's		
Responsive doubles, supportdoubles, lead directing (but dbl on overcaller in own suit indicates another lead).		

Convention Card


WBF System:
Ida Wennevold Åse Langeland
System Summary
General Approach and Style
Natural system 2-over-1 = GF.
Special bids that may require defence
Special forcing pass sequences
When GF established and after 1x-D-RD
Important notes that don't fit
XY and XYZ Manko Non leaping/Leaping Michaels
Psychics
Rare bur possible

Opening	Art	Min. #	Neg. D. through	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		2		8+hcp	2C: 5+C GF, 2D: 5+C invitational (8)9-12 , 2M=inv w/6cM (8-11ish) 3x: short suit 1C-1NT = 6-11, 2NT=11-12(13)	1C-1M, 2C-2D = art. GF	1m-(1NT)-2C = both M 1m-(1H)-X = 4+S
1♦		4		8+hcp	1NT-6-10, 2NT=11-12(13) 2D: 4+D GF, 3C:5+D invitational (8)9-12, 3D=preemptive , 2M=inv w/6cM (8-11ish) 3M:short suit	1D-1M, 2D-3C = art. GF	1m-(1NT)-2C = both M 1m-(1H)-X = 4+S
1♥		5		8+hcp	2C = GF 2NT = GF 4+H 2S=any minisplinter 3C=3+H 9-11, 3D=4+H 6-8, 3H=preemptive, 3S/4C/4D= void	After 2NT: 3C = min, 3D = extras wo/singleton, 3H/S/NT = extras w/singleton C/D/S after 3C, 3D is reble with similar answers). 1M-1NT, 2NT = GF- Short suit inv, 2NT = inv wo/shortness	2C: Drury(8-11ish) support in H, values in C 2D: Drury(8-11ish) support in H, values in D
1♠		5		8+hcp	2C= balanced/natural gf, 2D/H=nat GF 2NT = GF 4+S 3C=any minisplinter, 3D 9-11 3+S, 3H=6-8 4+S, 3S=preemptive, 3NT=18-19, 4-level void	Similar as after 1H	2C: Drury(8-11ish) support in S values in C 2D: Drury(8-11ish) support in S values in D 2NT=4+ S (8)9-11
1 NT				(14)15-17	Stayman, 4-way transfers, 3- level short suit, without 5-card M, Smolen	1NT-2C, 2M-3M = slamtry (same after transfers)	
2♣	X	0		Strong, appr. 20+ hcp	2D=weak or waiting,		
2♦		6		5-10	2NT- ask for shortage- 3 c ask for quality and strength	3♣ shows a "minimal" hand with a "poor" suit,3h minimum with good suit, 3sp-max with bad suit,3nt max with good suit	
2♥		6		5-10	2NT asks for shortage 3 c ask for quality and strength	3♣ shows a "minimal" hand with a "poor" suit,3h minimum with good suit, 3sp-max with bad suit,3nt max with good suit	
2♠		6		5-10	2NT asks for shortage3 c ask for quality and strength	3♣ shows a "minimal" hand with a "poor" suit,3h minimum with good suit, 3sp-max with bad suit,3nt max with good suit	
2 NT				22-24 hcp	Puppet, transfers, 3S=minors, 4C=slamtry H, 4D=slamtry S, 4H=slamtry C, 4S=slamtry D	Slam Conventions	
3x		6		preempt	3-level forcing	RCKBW (0314), exclusion rkcb, cue bids, splinters, DOPI/ROPI, 5NT is frequently pick a slam	
3NT				Running M i 1./2. hand to play in ¾ hand	4C asks for shortage, 4 ru cue, 4 h/sto play, 4 nt ask for lengtht		
4♣,♦		6		preempt			
4♥,♠		6		To play/ preempt			
4NT				Asks for specific aces	5C=0 Ace, 5NT=2Aces, 5D/5H/5S/6C= that Ace		