DEFENSIVE AND COMPETITIVE BIDDING		LEA	DS AND SIGN	ALS	W B F CONVENTION CARD	
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENING	LEADS STYLE				
Sound or for the lead on 1-level. Sound on 2-level.		Lead		In Partner's Suit	CATEGORY:	
Cuebid is normally a good raise. New suit F1, except new suit on 2-	Suit	3./5. highest		3./5. highest	NCBO: NORWAY	
Level after partner's overcall on 1-level (constructive, NF)	NT 4. highest from suit with or better (1st/2nd from bac suit – 3rd from Hxx)		2 nd from bad	3./5. highest	PLAYERS: Kristian B. Ellingsen – Peter Marstrander	
	Subseq	Normally att	itude	Normally attitude]	
	Other:	•			11	
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	LEADS				SYSTEM SUMMARY	
1 NT = 15-18HCP both in 2. and 4. Position.	Lead	Vs. Suit		Vs. NT		
System on	Ace	AK+(+)		AK+(+)	GENERAL APPROACH AND STYLE	
	King	AK, KQ(+)		AK, KQ(+)	Natural with 5+ M.	
	Queen	QJ(+)		QJ(+)	1 ♣= 2+, natural or (semi)balanced 11-14 hcp	
	Jack	J10(+)		J10(+)	1 ◆ = 2+, natural or (semi)balanced 18-19 hp	
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	109(+);10+;I	H109(+)	109(+);10+;H109(+)	Transfer/Switch responses over opening 1m	
Weak	9	9x		9x		
2 NT=2 lowest suits (Normally at least 5-5). No strength limitations.	Hi-X	Doubleton or	r 4 cards	Doubleton or 4 cards		
	Lo-X	3 or 5 cards		3 or 5 cards		
Reopen:	SIGNALS	IN ORDER OF PI	RIORITY			
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	P	artner's Lead	Declarer's Lea	d Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
Cuebid is both Majors over minor, other major and a minor over	1 S	mall=encouraging	Count Hi/lo=e	ven Small=encouraging	1 ♣ - transfer responses	
Major.	Suit 2 s	ame	same	same	1 ♦-1♥="catch-all-response" but denies heart if weak	
	3 s	ame	same	same	1♦- 1♠=shows 4+ hearts, 1♦- 2 ♣ =shows 4+/4+ in M, 6-11 HCP	
		ame	same	same	2♦ = Multi	
VS. NT (vs. Strong/Weak; Reopening;PH)	NT 2 s	ame	same	same	2M = 5 card suit, weak (5-10 hcp). Promises a minorsuit when vulnerable (4+)	
2♣ = both majors	3 s	ame	same	same		
2♦ = either major	Signals (inc	luding Trumps):				
2M=major (normally 5) +minor	Lavinthal				11	
D = strong hand (passed hand: M+m)	Smith vs NT: High from both likes the lead					
	DOUBLES					
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOUT	T DOUBLES (Style	e; Responses; I	Reopening)		
X=TO through 4♠	Normal				-	
VS. ARTIFICIAL STRONG OPENINGS- i.e. 14 or 24					SPECIAL FORCING PASS SEQUENCES	
NT= Both minors		ARTIFICIAL & (
D = Majors over 1 &, &over 2 &	Support DE	L and RDL below	2 of responders	suit		
OVER OPPONENTS' TAKEOUT DOUBLE					IMPORTANT NOTES	
RDL = 10+ Hcp						
System on						
					PSYCHICS:	

Ď	IF CIAL	MIN. NO. OF CARDS	NEG.DBL THRU						
OPENING	TICK IF ARTIFICIAL			DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING		
1.*	х	2	4♥	Natural or (semi)balanced 11- 14 HCP	1 ◆ = 4+♥; 1♥ = 4+♠; 1♠ = 6-9 (10) hcp or ♦ (weak or strong); 1 NT=(10)11-12 HCP (denies majors); 2♣ = inverted minor; 2♦ = 6+♥ (3-8 OR 13+ hcp); 2♥ = 6+♠ (3-8 OR 13+hcp); 2♠ = both minors (3-8 or 13+hcp); 2 NT = at least 5-5 in M,GF; 3♣ = 5-9 hcp	XY and XYZ			
1♦	Х	2	4♥	Natural or (semi)balanced 18- 19 HCP	1♥=catch-all, but denies $4+$ ♥ if weak; 1 ♠= $4+$ ♥; 1 NT=GF relay; 2 ♣= at least $4-4$ in M 5-9 hp; 2 ♦= inverted minor; 2 ♥= $6+$ ♥ GF; 2 ♠= $6+$ ♠ GF; 2 NT= at least 5-5 in M, GF; 3 ♣= $6+$ ♣, GF; 3 ♦= $5-9$ hcp	NT-system after rebid of 1 NT Checkback/XY after rebid of 1♠			
1♥		5		11 + HCP. May be less with distribution	1NT=nat, NF 2*= inv w/3-card support, inv w/* or GF (bal/*). 2 NT=support, at least invitational		Pass-1M-2 = Drury, 3 card support		
1 ♠		5			Jump in suit= minisplinter/splinter. 3M = weak		Pass-1M-2 ◆=4 card support		
INT				15 – 17 HCP. (Semi)Balanced. May have 5 card M or 6 card m	Stayman, transfers on 2-level, $2 \triangleq \min$ stayman. $2NT/3m = \text{inv}$, $3M = \text{short}$, $4 \triangleq / \Phi = \text{Texas}$	Repeated Stayman 3.			
2*	Х	0		Strong	$2 \spadesuit$ = weak or waiting $2 \blacktriangledown = 5 + \blacktriangledown$; $2 \spadesuit = 5 + \spadesuit$; 2 NT=GF 4+-5+ in minors; 3M=4M and longer \spadesuit				
2♦	X	0		MULTI. Weak in ♥or ♠ (normally 6 cards) or balanced 25-28 HCP.	2♥=to play if partner is weak with ♥; 2♠=to play if partner is weak with ♠; 2 NT=forcing; other = semi-positive (NF). 3 ♥/♠ = p/c , 4♣ = asks for transfer	2 ♦ -2NT-3 ♣=weak M, max;3 ♦ = min weak ♥; 3 ♥ = min weak ♠. 2 ♦ -2NT-3 ♣-3 ♦ -3 ♥ = ♠ and 3 ♠ = ♥	If doubled, RDBL ask for partners suit; 2 M is own suit		
2♥	X	5		5-10 HCP. 5 cards. When vulnerable: 4+ in one minor	2NT= forcing, asking for minor suit and strength. 3 = pass/correct. 3M = preemtive				
2.	X	5		5-10 HCP. 5 cards. When vulnerable: 4+ in one minor	2 = constructive F1. 3D = constructive NF				
2NT				20-21 HCP. (Semi)Balanced. May have 5 card M or 6 card m	"Muppet" Stayman: 3 ♦= at least one 4 card M; 3♥= no 4 or 5 card M;3 ♦=5 card ♠ and 3NT=5 card ♥; transfers; 4 m=natural slam try	2NT-3♣-3♦-4♦=both M, no slam try 2NT-3♣-3♦-4♣=both M, slam try; 2NT-3♣- 3♥-3NT=5♠+4♥; 2NT-3♣-3NT-4♦=transfer			
3♣				Preemptive. 6+ cards	New suit = forcing. 4 NT = Blackwood				
3♦				Preemptive. 6+ cards					
3♥	_		ļ	Preemptive. 6+ cards					
3♠	_		ļ	Preemptive. 6+ cards					
3NT				Solid minor. No more than outside Q	4 kl = p/c, 4 ru = asking for shortness, 4M = to play				
4 ♣				Preemptive. 6+ cards					
4 ♦				Preemptive. 6+ cards					
4♥				To play					
4 ∧ 4NT	v			To play Ask for specific Ace	$5 \clubsuit = 0$ aces, $5 NT = 2$ aces, $6 kl = A \clubsuit$				
	X			-	S = 0 aces, $S N I = 2$ aces, $S K I = A$	HIGH LEVEL DE	DDING		
5 .				To play		HIGH LEVEL BIDDING			
5 ♦				To play		RKCB=14/30; Exclusion BW; DOPI; DEPO Pass and pull = strong in forcing auction			
5 ∀ 5 ♠	—					1 ass and pun – suong in forcing auction			