


DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			<div>WBF Convention Card 2.18</div> 	
OVERCALLS (Style; Responses; 1/2 Level; Reopening)		OPENING LEADS STYLE				
General style: light at 1-level		Lead	In Partner's Suit			
After an overcall, a cue-bid of opponents suit shows a good raise	Suit	3rd, 5th	same			
After take-out dbl of opps 1x - 2x, 2NT=scrambling	NT	3rd, 5th (not always from 4 cards)	same			
New suit=F1 (not after passed hand)	Subseq				Category: Green	
	Other:				Country: Norway	
					Event: All Events	
					Players: Petter Eide - Allan Livgard	
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY	
15-18 in 2nd position	Lead	Vs. Suit	Vs. NT		GENERAL APPROACH AND STYLE	
11-14 in 4th position	Ace	AKx(+), Ax(+)	AKx(+), Ax(+)		1 ♣ min 3, 1♥ ♠ min 5	
May be semibalanced	King	AK, AKJ10(+), KQ, KQ109(+)	AK, AKJ10(+), KQ, KQ109(+)		2♦ = 5/6 ♥ or ♠ 0-7hcp non-vul. Both Majors, weak vul	
	Queen	QJ, QJx(+)	AQJx(+), QJ, QJx(+)		2 ♥/♠ = 6+♥/♠, 5-10HCP NV / 8-11 Vul	
	Jack	J10, J10x(+), KJ10x(+)	(A/K)J10x(+), J10, J10x(+)			
JUMP OVERCALLS (Style; Responses; Unusual NT)		10	10x H109x(+)			
1-Suit: weak	9	109x(+), 9x		109x(+), 9x		
2-Suit: 2NT= Two lowest unbid	Hi-x	xx, xxxx, Hxxx		xx, xxxx, Hxxx	1NT Openings: (14) 15-17	
	Lo-x	xxx, xxxxx, Hxxxx		xxx, xxxxx, Hxxxx	2 OVER 1 Responses: GF if suit is not rebid	
Reopen:	SIGNALS IN ORDER OF PRIORITY				SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)			Partners Lead	Declarer's Lead	Discarding	Transfers on one club opening
Jump cue bid in direct pos asks for stopper	Suit:1st	Low=Enc	Count 3rd, 5th	Low=Enc		2♦ opening (both non-vul and vul)
Overcall 1 ♣ - 2 ♣ or 1♦ ♦ - 2♦ is both majors, 6-10 or 16+ hcp	2nd	Lavinthal	Lavinthal	Count		
Overcall 1 ♥ - 2 ♥ or 1 ♠ - 2 ♠ is other major + minor at least 5-5, 6-10 or 16+	3rd	Count		Lavinthal		
	NT: 1st	Same	Same	Same		
VS. NT (vs. Strong / Weak; Reopening; PH)		2nd				
In direct pos: 2 ♣ = both majors, 2♦ ♦ = One major, 2♠ ♥/♠ = 4 cards + longer	3rd					
minor. 2NT is strong hand with two suits	Signals (including Trumps): 2nd, 4th in trumps					
In balancing pos: DONT						
	DOUBLES					
	TAKEOUT DOUBLES (Style; Responses; Reopening)					
	Take-out doubles may be light					
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)		support dbl, responsive dbl, other not very frequent dbls				
dbl is take-out						
(2♥/♠) - 4♣/♦ =5+5 in other M						SPECIAL FORCING PASS SEQUENCES
	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES					
VS. ARTIFICIAL STRONG OPENINGS		dbl invites for game after partner has supported opening suit				
Against strong 1 ♣: dbl=5+♥, 1♦ ♦=5+♠, 1♥ = 2-4 hearts + longer minor,						
1 ♠= 2-4 spades + longer minor, 1NT= minor+major, 2♣ ♠= both minors,						IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
2♦ = both majors						Hcp-ranges are not always accurate because of differences in evaluation
						Strength of preemptive bids very different dependent of vul. and position
OVER OPPONENTS' TAKE OUT DOUBLE						
New suit =F1, rdbl= 9+ hcp					Psychics: May occur	
	DEFENSIVE AND COMPETITIVE BIDDING					

OPENING BID DESCRIPTIONS	
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Opening	Artificial	Min.	Neg Dble thr	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		3	4♥	(3-4-3-3 / 4-3-3-3) or 4+, 11+hcp	Transfer responses on 1-level, Inverted minor, 2x=weak	1♣ - 1y - 1NT = 11-14	
1♦		4	4♥	4+, 11+hcp	Inverted minor, 2M=weak		
1♥		4	4♦	4+, 10+hcp	2NT= at least inv w/supp, minisplinter	1♥-2NT- > see note	Drury
1♠		5	4♦	5+, 10+hcp	2NT= at least inv w/supp, minisplinter	1♠-2NT - > see note	Drury
1NT		1	2♠	15-17, may be semibal.	Stayman, transfers, 3♣=puppet, 3M=single		
2♣	v	0		22-24 bal or (semi) GF	2♦ is relay, other bids are positive		
2♦	v	0		NV: weak multi (0-7, 5/6 cards)	2♠=to play 2NT=lebensohl, 3♣=artif, 3♦inv w/♥ , 2/3/4♥=P/		
2♦		0		Vul: Majors (weak)	2/3/4♥=P/C, 2♠=to play, 2NT=lebensohl,3♣=artif F		
2♥		6		NV: Majors (weak)	2NT = F	2♦/♥ (majors) 2 NT- 3♣=min, 3♦=max5-5,3	
2♥				Vul: 6 (7) ♥ 5-10 hcp	2NT is asking for singleton, 3♣ ask for values		
2♠		6		6 (7) ♠ 5-10 hcp 7 8-11 (vul)	2NT is asking for singleton, 3♣ ask for values		
2NT		1		20-21 (may be semibal)	3♣=puppet, transfers	2NT-3♣-3♥= No Majors	
3♣		5		Preemptive	New suit = F		
3♦		5		Pre.	New suit = F		
3♥		5		Pre.	New suit = F		
3♠		5		Pre.	4x=cue		
3NT				Solid minor			
4♣				Pre.	4M=to play		
4♦				Pre.	4M=to play		
4♥				6-9 tricks dep on vul and pos.			
4♠				6-9 tricks dep on vul and pos.			
4NT				Ask for specific ace			
5♣							
5♦							
5♥							
5♠							
5NT							

HIGH LEVEL BIDDING

RKCB (1430 except on clubs), BW, Exclusion BW, cue-bids (1st, 2nd),

Specific-ace-as, (mini)splinter, Noen serious slam try

[illegible]

Notes for Petter Eide – Allan Livgård

Designed to follow Convention Cards

Note [1]

1♣ - 1♦

- 1♥ = 3+c ♥
- 1♠ = 4k ♠, denies 3k ♥
- 1NT = Balanced hand, denies 3k ♥
- 2♣ = 5+c ♣
- 2♦ = 4k ♦ 16+ hcp
- 2♥ = 4c support, 13-14 hcp
- 2♠ = Nat 4c, 16+
- 2NT = 18-19 w/o 3c support
- 3♣ = 6+c, 16+
- 3♦ = Singleton w/4c support
- 3♥ = 4k support, 18+

1♣ - 1♥

- 1♠ = 3+c ♠
- 1NT = Balanced 12-14, denies 3k ♠
- 2♣ = 5+c ♣
- 2♦ = Nat, 16+
- 2♥ = Nat, 16+
- 2♠ = 13-14 4k ♠
- 2NT = 18-19 w/o 3c support

1♣ - 1♠

- 1NT = Balanced 12-14
- 2♣ = 5+c ♣
- 2♦ = Nat, NF
- 2♥/♠ = Nat, 16+
- 2NT = 18-19
- 3♦ = Support 16+

1♣ - 1♠ - 1NT/2♣

2♦ = GF

2♥/♠ = Nat invitational

3♦ = Nat invitational

Note [2]

1M - 2NT

- 3♣ = All minimum hands
- 3♦ = Balanced hand, not minimum
- 3♥ = Singleton ♣
- 3♠ = Singleton ♦
- 3NT = Singleton opposite M
- 4♣ = 5-5
- 4♦ = 5-5
- 4♥ = 5-5

1M - 2NT

3♣ - 3♦ = Asks

- 3♥ = Singleton ♣
- 3♠ = Singleton ♦
- 3NT = Singleton ♠/♥
- 4♣ = 5-5
- 4♦ = 5-5
- 4♥ = 5-5

1M - 2NT

3♣ - 3M = NF

1M - 2NT

3♦ - 3♥ = asks

- 3♠ = All 5422 hands
- 3NT = 5332 (4432) 18-19 hcp
- 4♣ = 6332
- 4♦ = 7222

1M - 2NT

3♦ - 3♥

3♠ - 3NT = asks

- 4♣ = 5-2-2-4
- 4♦ = 5-2-4-2
- 4♥ = 5-4-2-2/4-5-2-2

Note [3]

After opening 2♦ showing 0-7 hcp and 5c ♥/♠

- 2♥ = P/C
- 2♠ = Natural
- 2NT = Lebensohl

- $3\clubsuit$ = Asks about opener's suit
- $3\diamondsuit$ = Invitational w/ \heartsuit
- $3\heartsuit$ = Preemptive in partner's M
- $3\spadesuit$ = Invitational w/ \spadesuit
- $4\heartsuit/5\heartsuit/6\heartsuit$ = P/C

$2\diamondsuit$ - 2NT

$3\clubsuit$

- Pass = \clubsuit
- $3\diamondsuit$ = To play
- $3\heartsuit/\spadesuit$ = GF

$2\diamondsuit$ - $3\clubsuit$

- $3\diamondsuit$ = \heartsuit
- $3\heartsuit$ = \spadesuit

Note [4]

After opening $2\diamondsuit$ or $2\heartsuit$ showing both Majors

- $2\heartsuit/\spadesuit$ = To play
- 2NT = Asks
- $3\clubsuit/\diamondsuit$ = Nat, NF
- $3\heartsuit/\spadesuit$ = Preemptive

$2\heartsuit$ - 2NT = Asks

- $3\clubsuit$ = min
- $3\diamondsuit$ = 5-5 max
- $3\heartsuit$ = $5c\heartsuit + 4c\spadesuit$ max
- $3\spadesuit$ = $5c\spadesuit + 4c\heartsuit$ max
- 3NT = 4-4 max

$2\heartsuit$ - 2NT

$3\clubsuit$ - $3\diamondsuit$ = Asks

- $3\heartsuit$ = $5c\heartsuit + 4c\spadesuit$
- $3\spadesuit$ = $5c\spadesuit + 4c\heartsuit$
- 3NT = 5-5

Note [5]

After opening 2♥ or 2♠ showing 5-10 hcp and 6c suit

2NT = Asking for singleton

3♣ = Asking for suit quality and strength

All other bids are natural and F1

2♥/♠ - 2NT

3♣ = Singleton ♣

3♦ = Singleton ♦

3♥ = Singleton ♥ if opened 2♠, else no singleton

3♠ = No singleton if opened 2♠, else singleton ♠

2NT - 3♣

3♦ = 0-1 Tophonours in suit and minimum

3♥ = 2 Tophonours in suit and minimum

3♠ = 0-1 Tophonours in suit and maximum

3NT = 2-3 Tophonours in suit and maximum