

Defensive and Competitive Bidding
OVERCALLS (Style; Responses; 1/2 Level)
1-level: Light 2-level: Sound Responses: 1- and 3-level F1, 2-level constructive, double jumps are Splinter, Cue-bid is a Good raise in overcaller's suit. 2NT is either Lebensohl or "Good/Bad" very often in comp.
1NT OVERCALL (2 nd /4 th Live; Responses)
15-18 HCP any seat Same responses as opening 1NT
JUMP OVERCALLS (Style; Responses)
1-suit: Light jump overcalls. 2-suit: 2NT = 2 lowest suits (5+-5+) weak/strong [Note 3] Reopen: 8-11 HCP, 6+ card suit
DIRECT and JUMP CUE BIDS (Style; Responses;)
Over m: Both Majors (5+-5+) [Note 3] Over M: Other Major + ♣ (5+-5+) [Note 3] Jump cue-bid: Asks for stopper.
VS. NT (vs. Strong / Weak; Reopening; PH)
2♣ = Both Majors 2♦ = ♥ OR ♠ 2♥ = ♥ and a minor (usually longer) 2♠ = ♠ and a minor (usually longer) 2NT = Both minors or GF with any 2-suiter
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)
Take out DBL Cue-bid: Ask for stopper Jump in m: That minor + other Major (5+-5+) Over 3M: 4m shows minor + other Major (5+-5+)
VS. ARTIFICIAL STRONG OPENINGS
vs. strong ♣: The suit shows the suit above or the two others (YESLEK), 1NT = ♠ + ♦ OR ♥ + ♣, DBL = ♦ OR both M
OVER OPPONENTS' TAKE OUT DOUBLE
RDBL = 10+ HCP 1 over 1: F1 2 over 1: NF

Leads and Signals			
Opening Leads Style			
	Lead	In Partner's Suit	
Suit	3 rd /5 th	3 rd /5 th	
NT	4 th best	3 rd /5 th	
Subseq	Attitude		
Other	4 th best against NT may be from a longer suit		
Leads			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(x)	AK(x)	
King	AK, KQ(x)	KQ(x), AKQ(x), AKJ10(x)	
Queen	QJ(x)	QJ(x), HQJx(x), KQ109(x)	
Jack	J10(x), KJ10(x)	J10(x), HJ10(x)	
10	109(x), H109(x)	109(x), H109(x)	
9	J98(x), 9x	J98(x), 9x, 98(x)	
Hi-x	Even number	xx, xxx, xxxx(x)	
Lo-x	Odd number	Hxx(x)	
Signals in order of priority			
	Partners lead	Declarer	Discarding
Suit: 1 st	Encrg/Discrg	Count	Encrg/Discrg
2 nd	Count	S/P	Count
3 rd	S/P		S/P
NT 1 st	Encrg/Discrg	Smith	Encrg/Discrg
2 nd	Count	Count	Count
3 rd	S/P	S/P	S/P
Hi-Low = Discrg/Even number, Low-Hi = Encrg/Odd number Smith (NT): High likes the lead. Count signal (S/P) in trumps.			
Doubles			
Takeout Doubles (Style; Responses; Reopening)			
Light style, also reopenings			
Special, Artificial and Competitive Dbl/Rdbl's			
1♣ - (1♦) - DBL shows 4+ ♥ 1m - (1♥) - DBL shows 4+ ♠ 1m - (1♠) - DBL strongly suggest at least 4-card ♥ Support Doubles to show 3-card Major support through 2♥ Responsive -, Competitive – and Negative DBLs			

 WBF		CONVENTION CARD		
System		Natural - Green		
Names		Erik SAELENSMINDE	Boye BROGELAND	
NCBO		Norway		
Tournament		2007 Bermuda Bowl		
System Summary				
General Approach and Style				
• Natural • Light openings, extremely light 3rd hand openings • Light preempts • 5-card spades • 1NT = (14)15-17 HCP, may have 5c M, 6c m, (5-4-2-2) and singleton • 2 over 1 responses FG except rebid in the minors				
Special bids that may require defense				
2♦: Bad weak 2 in a Major 3-7 HCP, 5/6 card suit [Note 1]				
2♥: Good weak 2, 8-11 HCP, 6 card ♥ [Note 2]				
2♠: Good weak 2, 8-11 HCP, 6 card ♠ [Note 2]				
Gambling 3NT				
YESLEK vs strong club opening				
2-suited overcalls (Michaels/unusual NT) wide range [Note 3]				
Important notes that don't fit				
After opponents overcall 1♣ - (1♦) - 1♥ = 4+ ♠ 1♣ - (1♦) - 1♠ = denies 4 ♥ and 4 ♠ 1m - (1♥) - 1♠ = denies 4 ♠				
Psychics				
Can occur				

Opening	Artificial	Min. cards	Neg dbl thru	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		3	4♣	10-22 HCP, 3+♣	INV m, Skip♦, 1M=F1, 1NT=6-12 HCP NF, 2♦=5+♣ 6-9 HCP 2M=FG, 2NT=11-13 HCP, 3♣=PRE, 3x=void	1♣-2♣, 2x=FG, 2NT=13-14 BAL, 3♣=10-12 no shortage 3♦♥♠=Shortage 1♣-2♣, 2x/2NT/3♣-3♦=NAT, 3M=singleton	1♣-1♦=NAT
1♦		4	4♣	10-22 HCP, 4+♦	INV m, 1M=F1, 1NT=6-12 HCP NF, 2M=FG, 2NT=11-13 HCP, 3♣=4+♦ 6-9 HCP, 3♦=PRE, 3x/4♣=void	As above	
1♥		4	4♣	10-22 HCP, 4+♥	1NT=6-12 HCP NF, 2m=FG except rebid, 2♥=5-10 HCP, 2♠=FG, 2NT=4+♥ FG, 3m=singleton INV, 3♥=8 losers no singleton m, 3♠/4m=void	1♥-2NT, 3x=NAT, not MIN 1♥-2NT, 3x-3♥= ask for singleton 1♥-2NT, 3x-3NT= ask for cue	1♥-2♣ = 3-card raise 1♥-2♦ = 4-card raise 1♥-2NT = NAT, INV
1♠		5	4♣	10-22 HCP, 5+♠	As over 1♥, 1♠-4♥=void	As above	1♠-2♣ = 3-card raise 1♠-2♦ = 4-card raise 1♠-2NT = NAT, INV
1NT			4♣	(14)15-17 HCP May have 5c M, 6c m, (5-4-2-2) and singleton	2♣=STAY, 2♦/2♥=TRF, 2♠=mSTAY, 2NT= Bad doubleton somewhere, 3x= Singleton FG 4♣/4♦ = TRF, 4♥/4♠=To play		
2♣	X			Strong, HCP (22+) or tricks (8,5+)	2♦=0-7 HCP, 2M=FG 6+ HCP, 2NT=8+ HCP, 3m=FG 6+ HCP 3M=Shortage 8+ HCP	2♣-2♦, 2M=F1, 3m=FG 2♣-2♦, 2M-3♣= 2 nd negative	
2♦	X			Bad weak 2M, 3-7 HCP, 5/6c [Note 1]	2♥/2♠=Pass or 2♠/3♥, 2NT= Ask 3♣/3♦=To play, 3♥=Pass or 3♠, 4♣=Ask for TRF	2♦-2NT, 3♣=any MAX, 3♦=MIN ♥, 3♥=MIN ♠ 2♦-2NT, 3♣-3♦, 3♥=5/6c ♠, 3♠=6c ♥ no void, 3NT=5c♥	
2♥		6		Good weak 2♥, 8-11 HCP, 6c ♥ [Note 2]	2♠=F1, 2NT=Ask for shortage/strength 3♣/3♦ = FG, 3♥=Preempt, 3♠/4♣/4♦=Splinter, 4NT=BW	2♥-2NT, 3♣3♦3♠=Shortage, 3♥=MIN, 3NT=MAX no shortage 2♥-2NT, 4♣4♦=Void	
2♠		6		Good weak 2♠, 8-11 HCP, 6c ♠ [Note 2]	2NT=Ask for shortage/strength 3x=NAT FG, 3♠=Preempt, 4♣/4♦=Splinter, 4NT=BW	2♠-2NT, 3♣3♦3♥=Shortage, 3♠=MIN, 3NT=MAX no shortage 2♠-2NT, 4♣4♦=Void	
2NT			4♣	20-21 HCP	3♣=Puppet STAY, 3♦/3♥= TRF, 3♠= 44+m	2NT-4♣/4♦/4♥/4♠=Slam try with ♥/♠/♣/♦	
3 bids		6		PRE, ACC to VUL	3m-3M=FG, after DBL competitive, 3M-4m=Control, 4M=t/p	Slam Conventions	
3NT				Solid minor	4♣=p/c, 4♦ =Ask for control		
4♣		6		PRE, ACC to VUL			
4♦		6		PRE, ACC to VUL			
4♥, 4♠		6		PRE, ACC to VUL			
4NT				Asks for specific aces	5♣=0 Aces, 5NT=2 Aces, 5♦/5♥/5♠/6♣= that Ace		
2♦		6		4 th seat: 11-13 HCP, 6+♦	2NT=INV		
2M		6		4 th seat: 11-13 HCP, 6+M	2NT=Ask for singleton		

Notes (Erik Saelensminde and Boye Brogeland, Norway)

Note 1: 2 ♦ = 5/6M, 3-7 HCP

2 ♦ -	2 ♥:	Pass or correct to 2 ♠
	2 ♠:	Pass or correct to 3 ♥*
	2 NT:	Asking
	3 ♣:	To play (bid only with maximum and support)
	3 ♦:	To play (bid only with maximum and support)
	3 ♥:	Pass or correct to 3 ♠
	3 ♠:	Slam try with clubs
	3 NT:	To play
	4 ♣:	Bid the suit below the one you have
	4 ♦:	Slam try with diamonds
	4 ♥:	To play (natural)
	4 ♠:	To play (natural)
	4 NT:	Slam try with both minors

2 ♦ -	2 NT	
3 ♣:		Any maximum
3 ♦:		Minimum with hearts
3 ♥:		Minimum with spades

2 ♦ -	2 NT	
3 ♣ -	3 ♦:	Asks for which suit (bid opposite)

2 ♦ -	2 NT	
3 ♣ -	3 ♦	
3 ♥:		5/6 card spades
3 ♠:		6 card hearts without a void
3 NT:		5 card hearts
4 ♣:		6 card hearts with void in clubs
4 ♦:		6 card hearts with void in diamonds
4 ♥:		6 card hearts with void in spades

2 ♦ -	2 NT	
3 ♣ -	3 ♦	
3 ♥ -	3 ♠:	Asks for number of spades
3 NT:		5 card spades
4 ♣:		6 card spades with void in clubs
4 ♦:		6 card spades with void in diamonds
4 ♥:		6 card spades with void in hearts
4 ♠:		6 card spades without a void

2 ♦ -	2 NT	
3 ♣ -	3 ♥/3 ♠:	Natural forcing

2 ♦ -	2 NT	
3 ♦ -	3 ♠:	Natural forcing

2 ♦ -	2 NT	
3 ♦ -	3 ♥:	Invitational

2 ♦ -	2 NT	
3 ♥ -	3 ♠:	Invitational

2♦ - 2 NT
 3♦ - 4♣/4♦: Control bid in ♣/♦ with hearts as trumps

2♦ - 2 NT
 3♥ - 4♣/4♦: Control bid in ♣/♦ with spades as trumps

*After 2♦ - 2♠ you show shortage with 3♣ and 3♦. A 2 NT bid shows shortage in spades or a balanced hand with maximum. 3♣ asks which type of hand. 3♦ shows singleton spades, 3♠ shows void in spades and 3♥ shows a balanced hand with maximum.

2♦ - 2♥, 2♠ - 2 NT: Ask for shortage.
 2♦ - 2♥
 3♣/3♦: 5-5 in ♥ and ♣/♦, maximum

In competitive auctions:

2♦ - (x) - 2 M: Shows a suit of your own
 xx: Asks for partner's suit
 pass: Diamond suit
 2 NT: Asking (system on)

2♦ - (2 M) - x: Pass (if your suit is bid) or correct

Note 2: Good weak 2 = 8-11 hcp, 6 Major

Good weak 2♥

2♥ - 2♠: Natural, forcing one round
 2 NT: Asks for shortage and strength
 3♣: Natural, game forcing
 3♦: Natural, game forcing
 3♥: Pre-empt
 3♠: Splinter, slam try
 3 NT: To play
 4♣: Splinter, slam try
 4♦: Splinter, slam try
 4♥: To play, pre-empt, no forcing pass
 4♠: To play
 4 NT: Blackwood, 4-aces

2♥ - 2 NT
 3♣: Shortage
 3♦: Shortage
 3♥: Minimum with no shortage
 3♠: Shortage
 3 NT: Maximum with no shortage
 4♣: void
 4♦: void
 4♥: void in ♠

2♥ - 2 NT
 3♣/3♦ - 3♥: Invitational
 3♠: Natural, forcing

2♥ - 2 NT
 3♥ - 3♠: Control-bid
 3 NT: Suggestion to play
 4♣/4♦: Control-bid

2♥ -	2♠	
3♠:		Not forcing
4♣/4♦:		Splinter
4♠:		Some extras, no shortage in minor

Good weak 2♠

2♠ -	2 NT:	Asks for shortage and strength
	3♣:	Natural, game forcing
	3♦:	Natural, game forcing
	3♥:	Natural, game forcing
	3♠:	Pre-empt
	3 NT:	To play
	4♣:	Splinter, slam try
	4♦:	Splinter, slam try
	4♥:	To play
	4♠:	To play, pre-empt, no forcing pass
	4 NT:	Blackwood, 4-aces

2♠ -	2 NT	
3♣:		Shortage
3♦:		Shortage
3♥:		Shortage
3♠:		Minimum with no shortage
3 NT:		Maximum with no shortage
4♣:		void
4♦:		void
4♥:		void

2♠ -	2 NT	
3♣/3♦ -	3♦:	Natural forcing
	3♥:	Natural forcing
	3♠:	Invitational
	3 NT:	Suggestion to play
	4♣:	Control-bid with spades
	4♦:	Control-bid with spades
	4♥:	Control-bid with spades

2♠ -	2 NT	
3♠ -	3 NT:	Suggestion to play
	4♣/4♦/4♥:	Control-bid

Note 3: 2-suited overcalls over 1x

Wide range, normally light, but might be a good hand, at least 5-5

(1m) – 2m = both majors

(1M) – 2M = other major + clubs

(1x) – 2NT = two lowest unbid suits

(1M) – 2M – (pass) – 2NT = shows some cards

(1M) – 2M – (pass) – 3♣ = to play

(1♥) – 2♥ – (pass) – 3♠ = INV with distribution

(1♥) – 2♥ – (pass) – 2NT

(pass) – 3♣ – (pass) – 3♠ = INV with a more balanced hand (normally 3 card spades)

(1♠) – 2♠ – (pass) – 3♥ = to play