DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)

Disciplined based on VUL

1 level = 4+; 2 levels = 5+ but usually 6+; 1NT = 15-18 Nat

NS by Advancer at 1 level or at 2 level after 1 level overcall is NF but at 2 level after 2 level overcall is F1

(1m) – P – (P) – overcall can be light from 7/8+; JS = 6+ 12-14; Cue = Michaels

1NT OVERCALL (2nd/4th Live; Responses; Reopening)

15-18 Nat; system on

(1m) – P – (P) – 1NT = 11-14 whereas over 1M = 11-16, no stopper required; and 2NT = 19-21 Bal

JUMP OVERCALLS (Style; Responses; Unusual NT)

1 suit – weak; aggressive favourable, disciplined otherwise

2 suiters: (1m)-2m = majors when m=3+; (1M) – 2M = OM + C's; (1X) – 2NT = 2 lowest unbid suits

Leaping Michaels over weak 2's

Reopen: 2NT = 19-21 Bal; JS = 6+ 12-14

DIRECT & JUMP CUE BIDS (Style; Response; Reopen)

(1m)-2m = majors when m=3+; (1M) – 2M = OM + C's

(1m) – 2m = Nat when m = 2 or less, then (1C) – 2D = majors

(1X) – 3X = trf to 3NT

VS. NT (vs. Strong/Weak; Reopening;PH)

2c = majors

2D = single suited M 6+; less than opening hand or 5/5 good opening hand values

2M = nat; 6+; opening hand +

2NT = minors

3 level = nat; pre-emptive

Double = penalties except by passed hand = +5c + 4M

VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)

Double = t/o. Lebensohl after weak 2's

(2X) - Cue at 3 level = minors; at 4 level = Leaping Michaels; 2NT = 15-18 HCP balanced, system on except opener must complete M suit transfer

(3C) – 4C = D + M, 4D = M's; (3D) – 4C = C + M, 4D = M's; (3M) – 4m = m + oM, 4M = 4 oM, 6+m, strong; (3NT) – 4C = m + M, 4D = M's

VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣

(1C/2C) or after (1C/2C) – P – (1D/2D) – X = majors; NT = minors

Aggressive interventions

OVER OPPONENTS' TAKEOUT DOUBLE

1 level NS = F; after 1M opening: 2m = Nat 6+ 5-9, JS = weak; 2NT = Jacoby after 1M

1X – (X) – XX – 10+

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	3rd/5th	3rd/5th
NT	3rd/5th	3rd/5th
Subseq	3rd/5th	3rd/5th

Other: vs NT, K asks for CT/UB; AQ asks ATT

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AKx; AKJ, Ax	AKx(x)
King	AK; KQx; Kx	AKJ10; KQ109
Queen	QJx; Qx	QJ10; QJ9; AQJ
Jack	KJ10; J10x; Jx	AJ10; KJ10; J10x
10	H109; 109x; 10x	109x; H109
9	HH9x; 9x	9x; HH9x
Hi-X	Doubleton or even	Doubleton or even
Lo-X	odd	Odd

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
1	Hi = disc	Hi/Lo = odd	Hi = disc
Suit 2	Hi/Lo = even	S/P	Hi/Lo = even
3	S/P	S/P	S/P
1	Hi = disc	Hi/Lo = odd	Hi = disc
NT 2	Hi/Lo = even	S/P	Hi/Lo = even
3	S/P	S/P	S/P

Signals (including Trumps): Trumps UDC

S/P when dummy short; count when dummy has 3rd round control

Standard present count

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

(1m) – P – (trf) – X = would have bid that and bid into suit is T/O

(1X) – X – (P/bid) – 1 level = 0-9, cue = 10+/does not promise rebid, jump 2 level = 5+ 6-9, jump to 3 level = 5+ inv

Reopening X can be light from 9/10+

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

T/O doubles through to 4H

Support doubles/RD's

T/O after 1NT – (overcall) - X

2C – (bid) – X = POS (5+)

2D* - (X) – P = D; XX = bid your suit

2M – (bid) – X/XX = penalties/strong

W B F CONVENTION CARD

CATEGORY: i.e. Green / Blue / Red / HUM / Brown Sticker:
NCBO:
PLAYERS: Fredin/Apteker

EVENT (Open/Women/Senior/Transnational) **OPEN**

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

5-5-3-3

2 over 1 GF

(14)/15-17 NT (can include 5c major, 6c minor)

2D = multi – weak 2M, 25+ NT, strong D hand

2M = 10-13, 6c

1C:1M – can have longer D's

1/3/5 leads, UDCA

14/30 RKCB

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

Gazilli 2C after 1M-1NT or 1H-1S

3NT opening = solid 7 card M (maybe 1 extra A/K outside

2C opening = art; near GF

1M-2NT = 4 card support; Inv+

1M-3S/3NT = 4+ supp, 8-11, undisclosed shortage

1m-2m = inverted minor

(1m) – 2m = Majors when m is longer than 2 otherwise Nat

(1M) – 2M = oM + C, opening hand + when VUL, less than 10 or more than 16 when Non

2C is 3+ support of 1M by passed hand

Lebensohl after (2M) - X

Rubensohl after 1NT – (2X)

SPECIAL FORCING PASS SEQUENCES

1NT – (DBL) – RD = forcing to 2NT

(3X) – P – (5X) – pass is forcing when Vul vs not

IMPORTANT NOTES

When Major suit has been agr

PSYCHICS: on occasion

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4D	Nat	1D could be 3; 1NT = 7-10 HCP; 2NT = Nat inv	2 way checkback after 1NT	JS = weak
1♦		3 if exactly 4-4-3-2	4D	Nat	2C = GF; 1m – 2m = inverted	3C = checkback after 2NT rebid by opener	Inverted minors off by passed hand
1♥		5 (can be 4 in 3rd)	4D	Nat	1NT = semi forcing (no game options); 2NS = Nat, GF; 2S = weak; 2NT = 4+ inv+; 3C/D/H = nat 6+ inv; 3M = Pre; 3S = 4+, 8-11 with outside short; 3NT/4m = void 9-12	1M – 2NT – 3C = min, any shape; 3D = 15+, no shortage, 3H = C shortage extras, 3S = D shortage extras, 3NT = oM shortage extras; 4NS = void 11-14	By passed 2D = 6+ 9-10 with 2 Top Honours; 2H = 2-5 about 9-10
1♠		5 (can be 4 in 3rd)	4D	Nat	As above	1M-2M-NS = LSGT; 1M-2M-2NT = 18-19 Bal; 1M-2M-3NT = choice	By passed hand 2C = 3c support, inv; 2NT = 4 + support, inv;
INT			4D	(14)15-17; balanced or semi balanced; can contain 5 x M or 6 x m	2C = Stayman (play Garbage as well) 2M = trf; 2S = minor suit ask; 2NT/3m = nat, inv; 3M = 4-1-5-3 or 4-1-4-4 shape GF; 4m = SA Texas Transfers	2C-2H-2S = 4S and longer D weak; Smollen after 2D response to Stayman; Super accepts only to 3M; After 2S: 2NT = same length minors or longer D, 3C longer C	Same as by UPH (overcall) – X = T/O, 2 level = NF, 2NT to 3H = trf, 3S = 55 lowest GF
2♣	Yes			Art; 20-21 balanced or GF	2D = waiting; 2H/S/3m = nat, weak, to play opp 20-21; 2NT = both m weak	2NT = 20-21 bal; 2M = Nat GF; 3C = 6+; 3D = 5+C, 4D; 3H = 5+C, 4H, 3S = 55 minors	Same as by UPH (bid) – Pass = weak, Dbl = POS, NS/NT = nat POS
2♦	Yes	5 (usually 6 if weak 2)		Multi – weak 2 in either Major or 25+ balanced or strong D GF	2H/S = P/C; 2NT = enquiry; 3C/D = nat, F1; 3H = P/C; 3S = 6-1 in M GF; 4C = bid one under suit; 4D = bid your suit; 4M = to play	After 2M: 2NT = 25+ balanced; 3C = +5D 4C; 3D = 6+ no other 4c suit; 3M = +5D 4M; 3NT = 4351 or 4360 After 2NT: 3C = min H; 3D = min S; 3H = max S GF; 3S = max H GF; 3NT = 25+; 4 level = D hand	Same in 3rd and 4th position and same as UPH. Over X: P = D's; RD = relay to 2H
2♥		6		6c, 10-13 HCP	NS = Nat F1; 2NT = Jacoby	2H-2NT-4H = S void	Same as by UPH
2♠		6		6c, 10-13 HCP	NS = Nat F1; 2NT = Jacoby		(Bid) – X/XX = PEN/Strong; (X) – NS = NF
2NT			3S	22-24; balanced; can contain 5 x M or 6 x m or singleton	3C = Stayman; 3D/H = Trf; 3S = minors; 4m = Nat;	Smollen after 3D; after trf accept with 3+ otherwise bid 3NT; after 3D, 3S = 5-2 in M	Same as by UPH Dbl at 3 level = T/O
3♣		6		Pre-empt, 5-10 HCP	NS = F1; 4C = Nat; 4D = RKCB	3NT = shortage in NS	Anything OK in 3rd
3♦		6		Pre-empt, 5-10 HCP	NS = F1; 4C = RKCB	Same	Anything OK in 3rd
3♥		6		Pre-empt, 5-10 HCP	NS = F1; 4C = RKCB; 4D/oM = Nat; 4NT = RKCB (in case forgot 4C ☺)	Same	Anything OK in 3rd
3♠		6		Pre-empt, 5-10 HCP	NS = F1; 4C = RKCB; 4D/oM = Nat; 4NT = RKCB (in case forgot 4C ☺)	Same	Anything OK in 3rd
3NT		7		Semi or Solid M with at most 1 x A or K outside; 7+ trick hand	4C = asks extra length or extra A; 4H = P/C; 4S = to play (usually partner's known suit)	4C – 4D = min H; 4H = min S; 4NT = Extra A solid 7 card; 5D = 8c solid H, 5H 8c solid S	Same as by UPH
4♣		7		Pre-empt, 5-10 HCP	4D = F1; 4M = Nat; 4NT = RKCB	14/30	Anything OK in 3rd
4♦		7		Pre-empt, 5-10 HCP	4M = Nat; 4NT = RKCB	14/30	Anything OK in 3rd
4♥		7		Pre-empt, 5-10 HCP	4S = Nat; 5m = cue; 4NT = RKCB	14/30	Anything OK in 3rd
4♠		7		Pre-empt, 5-10 HCP	5m = cue; 4NT = RKCB	14/30	Anything OK in 3rd
4NT	Yes			Asks for specific aces	5C = no aces; 5D/H/S = that ace; 5NT = AC		
5♣		7		Pre-empt, 5-10 HCP	Next step = keycard ask	HIGH LEVEL BIDDING	

5♦		7		Pre-empt, 5-10 HCP	Next step = keycard ask	
						Lightner Doubles
						RKCB 14/30 (5NT shows odd with void, 6 level shows even with void)
						1st and 2nd round control bids equally
						Exclusion RKCB at 5 level only (reverse to 3014 responses)
5♥						Last Train
5♠						Cue of missed step only promises missed step
						In cueing sequence after bypassing 4NT, then use 5NT as RKCB
						Interference after keycard ask; pass = even; double = odd