

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 + m; (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 + m'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+; F1

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 rd /5 th	3 rd /5 th	
NT	3 rd /5 th	3 rd /5 th	
Subseq	3 rd /5 th	3 rd /5 th	
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 3 rd 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; GF
(1m) – 2m = Majors when m is longer than 2 otherwise Nat
(1M) – 2M = oM + m, opening hand + when VUL, less than 10 or more than 16 when Non
By passed hand: 2C is 3+ support of 1M
Lebensohl after (2M) - X
Rubensohl after 1NT – (2X)
(1m) – (1NT): play defense to NT i.e 2C = majors, 2D = 6x M etc
1m – (1NT) – 2C = majors
SPECIAL FORCING PASS SEQUENCES
1NT – (DBL) – RD = forcing to 2NT
(3X) – P – (5X) – pass is forcing when Vul vs not
IMPORTANT NOTES
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; GF	3C = checkback after 2NT rebid by opener	Inverted minors off by passed hand
1♥		5 (can be 4 in 3 rd)	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 3 rd)	4D	Nat	As above	1M-2M-NS = short; 1M-2M-2NT = no short; 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 = 1-4-5-3 or 1-4-4-4 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 3 rd and 4 th position and same as UPH. Over X: P = D's; RD = bid your suit
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)
					1 st and 2 nd 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