



DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			WBF and SBF Convention Card		
OVERCALLS (Style; Responses; 1/2 Level; Reopening)	OPENING LEADS STYLE						
6-17 aggressive at 1-level (4)5+suit		Lead	In Partner's Suit				
Responses: new suit F1 unless 3 rd hand acts	Suit	1 st 3 rd 5 th	1 st 3 rd 5 th				
TRF after (1m) – 1M	NT	1 st 3 rd 5 th	1 st 3 rd 5 th		Category:	Red	
jump cue = about 5-7 4+ supp	Subsequent	1 st 3 rd 5 th	1 st 3 rd 5 th		NCBO:	Sweden	
Sound on 2-level (5)6+suit	Other :	Sometimes attitude			Event:	All	
Responses: TRF from their suit		K asks for count against 5-level and higher			Players:	Johan Säfsten – Ola Rimstedt	
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	LEADS				SYSTEM SUMMARY		
15-18 sys on	Lead	Vs. Suit	Vs. NT		GENERAL APPROACH AND STYLE		
4 th live 15-18 sys on	Ace	AKQ+ AKx+ Ax	AKQ+ AKx+ Ax		Strong ♣ w/ a lot of relay sequences		
Reopen: over 1m 11-14 sys on	King	KQJ+ KQT+ KQ+ AK	KQJ+ KQT+ KQ+ AK AKJT		1♦ = can be 0		
over 1M 11-16 sys on but 2♣ is also range ask	Queen	QJT+ QJ9+ QJ+	QJT+ QJ9+ QJ+ KQT9		1M = 5+M		
	Jack	JT9+ JT+	JT9+ JT+		1NT = 1 st -3 rd 14-16 (s)bal 4 th 15-16 (s)bal		
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	HJT Tx	HJT Tx		2m = 6+m or 5+m 4*om		
(1X) – 2M = 4M 5+m about 11-16	9	HT9+ KJ9+ 9x	HT9+ KJ9+ 9x		2M = PRE		
2NT = 5-5 2 lowest unbid	Hi-x	Xx xxXxxx	Xx xxXxxx		2NT = 5+♦ 5+♣ 12-15		
3♣ or 2♦ over 1♣ = 5-5 2 highest unbid	Lo-x	xxX xxxX	xxX xxxX		2/1 = artificial		
Reopen: 2NT 19-21 bal sys on	SIGNALS IN ORDER OF PRIORITY				SPECIAL BIDS THAT MAY REQUIRE DEFENCE		
DIRECT AND JUMP CUE BIDS (Style; Responses)		Partner's Lead	Declarer's Lead	Discarding	1♦ opening 0+♦		
(1X) – 2X = 5-5 highest+lowest unbid	Suit: 1 st	Low = enc	Low = even	Low=enc	1M response to 1♦ = can be 3*if no passed		
(1X) – 3X = stopper ask	2 nd	Low = even	S/P	Low = even	2NT opening 5+♦ 5+♣ 12-15		
(2M) – 3M = ♣+♦	3 rd	S/P		S/P	Relay bidding after these openings 1♣ 1♦ 1M 2m		
(1m neb) – 2m = nat	NT: 1 st	Low=enc	Low = even	Low=enc	2/1 after 1♦/1M = artificial		
VS. NT (vs. Strong/Weak; Reopening; Passed Hand)	2 nd	Low = even	S/P	Low = even	Often transfers in competition		
Dbl = strength 2♣ = M's	3 rd	S/P		S/P	2NT often artificial in competition		
2♦ = weak M 2M = constructive 2NT = m's	Signals:						
By PH: dbl = M's 2m = m+M 2M = nat							
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT-bids)	DOUBLES				SPECIAL FORCING PASS SEQUENCES		
Dbl = T/O (2/3M) – 4m = 5-5 m+oM	TAKE-OUT DOUBLES (Style; Responses; Reopening)				1♦/M – (1NT) – dbl = forcing to pen/2NT		
(3m) – 4m = 5-5 M's 4om = 5-5 m+M	May be light with good distribution				1♦/1M – (dbl) – rdbl = forcing to pen/2NT		
2♦ multi: dbl = 13-15 bal/17+ 2NT – 16-19 4m = 5-5 m+♥	(1M) – dbl – (pass) 1NT = 0-7/FG 2uM = abt 8-11				1♣ - (4NT+)		
VS. ARTIFICIAL STRONG OPENINGS	G/T doubles when no other bid available				In game force situations		
Vs strong 1♣: dbl = 4+♥ 5+m 1♦ = 4+♠ 5+m							
2♣ = both M's at least 5-4	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES				IMPORTANT NOTES THAT DON'T FIT ELSEWHERE		
Rest = nat	Sometimes support dbl/rdbl				Psychics: Occasionally (usually have support or long suit of our own)		
OVER OPPONENTS' TAKE-OUT DOUBLE	Sys on dbls in relay sequences				May choose to show single A/K as no single		
TRF after 1M – (dbl)	(1X) – 1Y – (1/2Z) dbl = 2(3)Y (4)5+ unbid				Not strict about hcp ranges		
rdbl = strength interest in penalty	1♦ - (1♥) – dbl = 4+♠				We keep our relays if possible after interference		

OPENING BID DESCRIPTIONS							
Opening	Tick if Art	Min No Cards	Neg Dbl Thru	Description	Responses	Subsequent Auction	Competitive & Passed Hand Bidding
1♣	√	0	4♥	a) 16+ unbal b) 17+ bal	1♦ = 0-7(8)(no A+K) 1♥ = a) bal not (5332) 8-11 b) 5+♠ 1♠ = a) 5+♥ b) 8-11 any 5332 1NT = 5+♣ 2♣/2♦ = 5+♦ different hands 2♥ = any 4441 2♠ = KQJxxx out any suit 2NT-3♥ = TRF to solid 7+suit	1♣ - 1♦: 1♥ = extra values(20+) 1NT = 17-19 (s)bal Often relay auctions	Sometimes TRF Dbl = T/O by resp vs nat bids
1♦	√	0	4♥	a) 1 st -3 rd 11-13 (s)bal 4 th 11-14(s)bal b) 11-15(16) any 4441 c) (10)11-15(16) 4M 5+m	1M = 3+M F1 1NT = FG relay 2♣ = both m's less than G/T 2♦ = FG 5+♦ unbal 2♥ = G/T+ both m's w/ SHO 2♠ = 6+m G/T 2NT = nat G/T 3m = 6+m less than G/T	1♦ - 1♥: 1♠ = 4♠ 5+m 1NT = bal/4144 2m = min/max 4♥ unbal 2♥ = bal 4♥ 1♦ - 1♠: 1NT = bal/1444 2m = 5+m 4♥ 2♥ = extras 4♠ 2♠ = min (s)bal 4♠	1M = 4+M 1NT = nat 2m = (5)6*+m max for pass 2M = 4-8 6+M
1♥		5	4♦	10-15(16) seldom 10 5332	1♠ = nat F1 1NT = 6-12 2♣ = FG relay 2♦ = (8)9+ 3+♥ 2♥ = 3-8 3+♥ 2♠ = 4-8 6+♠ 2NT = FG 4+♥ w/ SHO 3m = 6+m G/T 3♥ = PRE 3♠ = any void 12-14 3NT = ♠ void 8-11/15+ 4m = void 8-11/15+	1♥ - 1♠/1NT: 2♣ = a) 6+♥ min b) any 14-15 not 5-5 2♥ = 5+♥ 4+♣ min 1♥ - 1♠: 2♠ = min usually 3♠ 2NT = max 4+♠	2♣ = nat TRF after 1♥ - (dbl) 2NT supp after interference
1♠		5	4♥	10-15(16) seldom 10 5332	1NT = 6-12 2♣ = FG relay 2♦ = G/T 5+♥ 2♥ = (8)9+ 3+♠ 2♠ = 3-8 3+♠ 2NT = FG 4+♠ w/ SHO 3m = 6+m G/T 3♠ = PRE 3NT = any void 12-14 4m/4♥ = void <11/15+	1♠ - 1NT: 2♣ = a) 6+♠ min b) any 14-15 not 5-5 2♠ = 5+♠ 4+♣ min 1♠ - 2♦ - 2♥ = can be 0♥	2♣ = nat TRF after 1♠ - (dbl) 2NT supp after interference
1NT				1 st -3 rd 14-16 (s)bal 4 th 15-16 (s)bal	2♣ = stayman(doesn't promise M) 2♦ = (4)5+♥ 2♥ = (4)5+♠ 2♠ = both m's 2NT = a) weak/strong 6+♣ b) G/T 6+♦ 3♣ = weak/strong 6+♦ 3♦ = 44(41) 3♥ = 1444 3♠ = 4144	Super accepts, transfers, frequent splinters and auto splinters	Dbl = T/O vs natural bids
2♣		5	4♥	(10)11-15(16) w/o 4M a) 6+♣ b) 5+♣ 4♦ not 2245	2♦ = G/T+ relay 2M = 5+M F1 2NT = G/T ♣ supp 3♦/M = SPL	2♣ - 2♦: 2♥ = min w/ SHO 2♠ = 6+♣ w/o SHO 2♠+ = max w/ SHO	2NT supp after interference
2♦		5	4♥	(10)11-15(16) w/o 4M a) 6+♦ b) 5+♦ 4♣ not 2254	2♥ = G/T+ relay 2♠ = 5+♠ F1 2NT = 5+♥ F1 3♣ = G/T ♦ supp 3M = SPL 4♣ = void	2♦ - 2♥: 2♠ = min w/ SHO 2NT = 6+♦ w/o SHO 3♠+ = max w/ SHO	2NT supp after interference
2♥		(5)6		PRE aggressive 1 st NV free in 3 rd	New suit = F1 2NT = G/T+ asking 3♥ = PRE	2♥ - 2NT: 3♣ = min 3♦ = max w/o SHO 3♥-3NT = max w/ SHO	dbl = pen
2♠		(5)6		PRE aggressive 1 st NV free in 3 rd	New suit = F1 2NT = G/T+ asking 3♠ = PRE	2♠ - 2NT: 3♣ = min 3♦ = max w/o SHO 3♥-3NT = max w/ SHO	dbl = pen
2NT	√			12-15 5+♦ 5+♣	3m = to play 3♥ = FG relay 4m = PRE		dbl = pen
3♣♦ ♥♠		6		PRE aggressive 1 st NV free in 3 rd	New suit = F1 3X-4♣ = S/T 3♣-4♦ = S/T 3♠-4♦ = PAG 4♥/4♠		dbl = pen
3NT	√			1 st /2 nd Solid M, no outside A/K	4♣ = SHO ask 4♦ = length ask 4M = P/C	HIGH LEVEL BIDDING	
4♣		6		PRE aggressive 1 st NV free in 3 rd	4♦ = RKCB 4M = to play	Relay bidding, RKCB 1430(5NT = odd and void 6X = even and void)	
4♦		6		PRE aggressive 1 st NV free in 3 rd	4M = to play 4NT = RKCB	Frequent splinters, serious 3♠/3NT, last train, voidwood 1430	
4♥		6		PRE aggressive 1 st NV free in 3 rd	4♠ = to play 4NT = RKCB	Cue bids up the line 1 st or 2 nd	
4♠		6		PRE aggressive 1 st NV free in 3 rd	4NT = RKCB	4NT often 2 places to play, 5NT often pick a slam	
4NT	√			Specific ace asking	5♣ = no Ace 5♦/♥/♠ = that Ace 5NT = ♣ Ace 6X = 2 Aces	When FP pass and pull is S/T	