

| DEFENSIVE AND COMPETITIVE BIDDING |
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| OVERCALLS (Style: Responses: 1 / 2 Level; Reopening) |
| 1-level: Can be fairly light, at least 4-c, but usually 5+ |
| Responses: New suit = NF. Cue bid = forcing. |
| 2-level: Sound overcalls |
| Responses: New suit = NF. Cue bid = forcing. 2 NT = NAT INV |
| Reopenings: May be lighter than overcalls |
| INT OVERCALL (2nd/4th Live; Responses; Reopening) |
| 15-17 with a stopper Responses: syson |
| 4 th seat: 11-14, stopper not necessary. |
| Responses: syson, transfer to opps' suit (if nat) = asking for stopper |
| By passed hand: 5-5+ in the two lowest unbid suits |
| In sandwich position: 4+ highest unbid suit, 5+ lowest unbid suit |
| JUMP OVERCALLS (Style; Responses; Unusual NT) |
| Weak jump overcalls (when reopening: ~11-14 on 2-level, ~15-17 HCP on 3-level) 2NT in reopening is 19-21 BAL |
| 2 NT constructive with at least 5-5 in the two lowest unbid suits |
| (1♣) - 2♦ = 5-5+ M. (1X) - 3♣ = 5-5+ in the two highest unbid suits |
| DIRECT & JUMP CUE BIDS (Style; Response; Reopen) |
| Cue bids are constructive with 5-5+ in highest + lowest unbid suits |
| Responses: 2 NT = SI. Cue bid = good raise to 4 in highest suit |
| Jump cue bids ask for a stopper (usually with a running minor) |
| Reopening: (1m) 2m = 5-5 M, (1M) 2M = 5-5 oM + m |
| VS. NT (vs. Strong/Weak; Reopening;PH) |
| VS Strong: Trash; ♣ = ♦ or ♥ + ♠. ♦ = ♥ or ♠ + ♣. ♥ = ♠ or ♣ + ♦. |
| NT = ♣ or ♦ + ♥. ♠ = ♣ + ♥ or ♦ + ♠. DBL = same as NT. |
| 3 NT or higher = NAT |
| VS weak: Multi-Landy; DBL = 15+ (12+)(both M by PH). |
| 2 ♣ = both M (NAT by PH) 2 ♦ = weak M or constructive m (NAT by PH). 2 M = constructive. 2 NT = both m |
| VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids) |
| DBL is take-out. Cue bid is usually trump support |
| Jump bids in a new suit is usually NAT INV |
| We use lebensohl a lot against pre-empts. |
| VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣ |
| VS 1♣: DBL = M, 1♦ = pointed/rounded. 1 M = NAT. 1 NT = m |
| 2♣ thru 2♠: NAT or both suits 'higher' than the overcall |
| 2 NT thru 3♠ = Trash (see VS strong NT). 3 NT or higher = NAT |
| OVER OPPONENTS' TAKEOUT DOUBLE |
| After 1 M (DBL) we use transfers |
| New suit at the 2-level = NF |
| RDBL = strength |

| LEADS AND SIGNALS | | | |
|---|------------------------------|-------------------------|------------|
| OPENING LEADS STYLE | | | |
| | Lead | In Partner's Suit | |
| Suit | 1-3-5 | 1-3-5 | |
| NT | 1-3-5 | 1-3-5 | |
| Subsequent | 1-3-5 (2/4 through declarer) | 1-3-5 | |
| Other: Against contracts on the 5+-level or when opps open 4 M: Ace lead requests attitude signal, King lead requests count signal | | | |
| LEADS | | | |
| Lead | Vs. Suit | Vs. NT | |
| Ace | AKx+, Ax | AK+, Ax | |
| King | AK, KQ+, Kx | AKJ10+, KQ+, Kx | |
| Queen | QJ+, Qx | KQ109, QJ+, Qx | |
| Jack | J10x, Jx | AQJ+, J10x, Jx | |
| 10 | KJ10+, 10x | AQ10+, HJ10+, 109+, 10x | |
| 9 | KJ9+, H109+, 9x | HH9+, H109+, 98+, 9x | |
| Hi-X | xx | xxx, xx | |
| Lo-X | xxx+, J10x | xxx, xxxx+ | |
| SIGNALS IN ORDER OF PRIORITY | | | |
| | Partner's Lead | Declarer's Lead | Discarding |
| 1 | Attitude | Count | Attitude |
| Suit 2 | Count | | Count |
| 3 | | | |
| 1 | Attitude | Oddball | Attitude |
| NT 2 | Count | Count | Count |
| 3 | | | |
| Signals (including Trumps): UDCA | | | |
| High-Low = Discouraging or odd. Low-High = Encouraging or even. | | | |
| Special signals: See important notes | | | |
| DOUBLES | | | |
| TAKEOUT DOUBLES (Style; Responses; Reopening) | | | |
| Almost all doubles are negative (after opp's overcall it can be just strong) | | | |
| Double as overcall is negative or ~17+ HCP | | | |
| Responses: Cue bid = F1. Jump bid ~8-11 HCP. | | | |
| 1 NT positive but NF (should have stopper) | | | |
| SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS | | | |
| 1♣ (1 X) – DBL is transfer | | | |
| If opps double our trash overcalls RDBL is lead-directing | | | |

| W B F CONVENTION CARD |
|---|
| CATEGORY: Green |
| NCBO: Sweden |
| PLAYERS: Daniel Gullberg & Johan Karlsson |
| SYSTEM SUMMARY |
| GENERAL APPROACH AND STYLE |
| 5542 with transfer responses to 1 ♣ |
| Strong NT, 15-17, that can be semibalanced |
| Sound openings, 11 HCP balanced is usually passed |
| Fairly natural continuations, transfers are used somewhat often |
| 2/1 is not gameforcing. Strong jump shifts |
| SPECIAL BIDS THAT MAY REQUIRE DEFENSE |
| 2 ♦ multi, weak M or FG with ♦ |
| 2 M weak with 4-c M and 5+ in any m |
| Transfer responses to 1 ♣ |
| IMPORTANT NOTES |
| Special signals: |
| In a suit contract the J is always encouraging on the opening-lead |
| Lavinthal signals when we lead for partner to ruff or when dummy makes it redundantly clear that a shift is needed |
| Oddball: As soon as possible (usually declarer's lead at trick two) an unnecessarily high card by either defender shows disinterest in the suit lead at trick one and interest in a switch. |
| This signal can be postponed if count seems more important or if a specific card must be played for technical reasons. |
| SPECIAL FORCING PASS SEQUENCES |
| After opponent's overcall our 2♣ opening |
| Generally after we RDBL showing strength |
| PSYCHICS: Very rare |

| OPENING | TICK IF ARTIFICIAL | MIN. NO. OF CARDS | NEG.DBL THRU | DESCRIPTION | RESPONSES | SUBSEQUENT ACTION | COMPETITIVE & PASSED HAND BIDDING |
|---------|--------------------|-------------------|--------------|---|--|---|---|
| | | | | 1♣ | √ | 2 | 7♠ |
| 1♦ | | 4 | 7♠ | ~11-23 HCP always unbalanced | 2NT = FG with supp. 3♣ = INV with supp. 2 M = 8-11 3+ M, 3 M = 5-9 4+ M | 1♦ - 1 M - 1NT = min, SBAL (XY-NT) XY-NT after 1♥ - 1♠ - 1 NT | 2 M = weak Transfers after 1 M (D) |
| 1♥/♠ | | 5 | 7♠ | ~11-23 HCP | 1 NT can be 5-7 with 3-c M or 0-5 with 4+ M 2 NT = INV+ 4+ M. | Häxan/Gazilli after 1 M - 1 X (2♣ = ~16+ any or min with 6+ M) | 2NT = FG with supp Cue bid = INV 3+M |
| INT | | 1 | 3♠ | 14 ⁺ -17 HCP (S)BAL Can have 5-c M, 6-c m | Garbage Stayman (does NOT promise 4-c M) Transfers. 2 NT = INV. 3M = SPL (4441). SAT. | 2♣-2♥ does NOT deny 4-c ♠ Bids at the 3-level by responder is usually FG | lebensohl in competition D is take-out |
| 2♣ | √ | | - | 21-22 (S)BAL / FG any (not ♦) | 2♦ = waiting. 2 M = weak. 2 NT = weak 5-5+ in m 3 m = weak 6+ suit. 3 M = weak 7+ suit | 2♣ - 2♦ - 3♣ = ♣ + any other suit 2♣ - 2♦ - 3♦ = ♣, no other suit | |
| 2♦ | √ | | - | Weak with 6-c M / FG ♦ | 2/3 M = P/C. 2 NT = INV+ 3 m = NAT F1 4♣ = transfer to your M. 4♦ = bid your M | After 2♦ - 2 NT: 3♣ = max, any M 3♦/♥ = min with ♥/♠. 3♠/NT = ♥/♠ solid suit. | |
| 2♥ | √ | 4 | - | Weak with 4-c ♥ 5+ m | 2♠ = to play. 2 NT = INV+. 3♣ = P/C for m 3♦ = INV to 4♥. 3♥ = PRE. 3♠ = INV. 4 m = P/C | After 2♥ - 2 NT: 3♣/♦ = min 3♥ = max with ♣. 3♠ = max with ♦ | 2 NT = asking. New suit = NF |
| 2♠ | √ | 4 | - | Weak with 4-c ♠ 5+ m | 2 NT = INV+. 3♣ = P/C for m. 3♦ = INV to 4♠ 3♥ = INV. 3♠ = PRE. 4 m = P/C | After 2♠ - 2 NT: 3♣/♦ = min 3♥ = max with ♣. 3♠ = max with ♦ | 2 NT = asking. New suit = NF |
| 2NT | | 1 | 3♠ | 23-24 (S)BAL | Stayman (Smolen). Transfers. | After 3♦/♥: 3♥/♠ = 3-c ♥/♠. 3 NT = no supp New suit = max, 4+ ♥/♠. 4♥/♠ = min, 4+ ♥/♠ | |
| 3♣ | | 6 | - | PRE | New suit = F1 (except if game is bid) | | |
| 3♦ | | 6 | - | PRE | New suit = F1 (except if game is bid) | | |
| 3♥ | | (6)7 | - | PRE | New suit = F1 (except if game is bid) | | |
| 3♠ | | (6)7 | - | PRE | New suit = F1 (except if game is bid) | | |
| 3NT | √ | | - | Gambling (running minor) Should have outside high card | 4♣ = P/C. 4♦ = SI. 4 M = to play | New suit after 3 NT - 4♦ = A or K | |
| 4♣ | | 7 | - | PRE | | | |
| 4♦ | | 7 | - | PRE | | | |
| 4♥ | | 6 | - | NAT | | | |
| 4♠ | | 6 | - | NAT | | | |
| 4NT | √ | | - | Asking for specific aces | 5♣ = no ace. 5♦/♥/♠ = ace of ♦/♥/♠ 5 NT = ace of ♣. 6X = ace of X + 1 higher ace | | |
| 5♣ | | | - | NAT | | HIGH LEVEL BIDDING | |
| 5♦ | | | - | NAT | | Italian style cue bids (first or second round control) RDBL after opps DBL a cue bid shows first round control | |
| | | | | | | RKCB1430, DIPO, DOPE, Voidwood | |