

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-17 (11-16)
JUMP OVERCALLS (Style; Responses; Unusual NT)
Reopen:
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
VS. NT (vs. Strong/Weak; Reopening;PH)
2C = majors or 4/3 in M and longer m
4 th pos D = 44 M or very strong
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
(multi) 2NT = 16-18
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
D = suit
OVER OPPONENTS' TAKEOUT DOUBLE
RD = positive in 2 nd pos, take out in 4 th pos

LEADS AND SIGNALS			
OPENING LEADS STYLE			
Leads	1/3/5		
Subseq	2/4 RUS		
LEADS			
Lead = 1/3/5			
Ace	AKx		
King	KQx		
Queen	QJx		
Jack	AQJ, JT _x		
10	KJT AJT 10 ₉ x		
Changes possible			
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Small = enc	Small = even	Small = enc
Sut 2	Lengh or lavint	lavinth	Small = even
3	Lengh or lavint		
1	Small = enc	small = even	Small = enc
NT 2	small = even	lavinth	small = even
3	Lavinth		
Signals (including Trumps):			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Up to 2S a lot of take out			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support D/RD almost obligated, not on 1NT			
RKC			
D = even number of Aces			

W B F CONVENTION CARD
CATEGORY: i.e. Green / Blue / Red / HUM / Brown Sticker:
NCBO:
PLAYERS:
Lars and UllaBritt Goldberg
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5533 similair SAYC
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♦ = Multi
2M = 10-13 6+
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
Opening 1NT can be a revaluated hand
PSYCHICS: rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣ / 1♦		3			1M = nat, maybe longer m 2m = nat, no major		Qbid are support and invit+ 1m (D) 1x = 5+ non force
					Jump = weak nat Inverted raise	XY-nt (2♣ = trf, 2♦=GF)	After pass: No XY, its canape
1♥ / 1♠		5	5		1♠ = nat, maybe longer m 2NT = support GF 3♣ = better than preempt less than invit, support 4+ 3♦ = invit, support 3M = preemptive Jump = weak nat	1M-2m, 2x-2NT = GF 1NT-2m, 2x-2NT = GF invit, support 4+ 1M-1NT, 2M = 14-15 6+ XY-nt (2♣ = trf, 2♦=GF)	1H (D) 1S = 5+ no Dforce After pass: Drury, 3x = fit showing No XY, its canape
INT			3♠	15-17 (revaluations possible)	2S = minor one or two strong or bad 3m = invit nat 3M = 6+ slamtry no singleton	1NT-2C, 2x-2S invite, 1NT-2C, 2x-H both M weak, 1nt-2C, 2x-3m = strong nat 1nt-2C, 2M-3aM = No biddable splinter and support	
2♣			No	20-21 / unbal strong / 25+	2M, 2NT, 3m = NF		
2♦	X		2♠	Weak H or weak S	2M/3M/4M = p/c 2NT = asking 3m = nat NF		
2♥/2♠	X	6	No	10-13	2NT = asking 3m/3H = nat nf 4m = nat slamtry	2M-2NT, 3C-3D = support ask for singleton	
2NT			No	22-24	3♣ = stayman (maybe smolen or 6m slamtry) 3♦/♥ = stayman 3♠ = 54 m slamtry 4♦/4♣ = 6M slamtry		
3NT				Gambling			