DEFENSIVE AND COMPETITIVE BIDDING

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

Sound Style: 1-level 6-16

2-level 11-16

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

15-18

Reopening:11-16 (2C=stayman, (2NT=15-16))

JUMP OVERCALLS (Style; Responses; Unusual NT)

Pre Sound style (may be very aggressive non vul vs vul)

Reopen: 10-13 6+ suit

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

1m-2m (Both M)

1M-2M (oM+C)

1M-2N (oM+D)

1M-3C both m nf, 1M-3M both m F

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

X= Pen

2C= Both M

2D= One M

2M=M+m

By passed hand dbl is Max hand 10-11 bal

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

2M-4m (5+oM+m)

3m-4m (both M)

3m-4om (H+om)

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

X= (Both M)

NT=(Both m)

OVER OPPONENTS' TAKEOUT DOUBLE

XX=10 points

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	1,3,5	1,3,5
NT	Att	1,3,5
Subseq	3,5 (Always in p suit)	

Other: 2,4 with Att through declerer in unplayed suits

K ask for count on 5-level and vs preempts

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AKQ+ AK+ Ax	Akx+ Ax
King	KQJ+ KQT+ KQ+	KQJ+ KQ+
Queen	QJT+ QJ9+ QJ+	QJT+ QJ9+ QJ+
Jack	KJT+ JT9+ JT+ Jx	AJT+ KJT+ JT9+ Jx
10	HT9+ T9x+ Tx	HT9+ T9x+ Tx+
9	KJ9+ 9x+	98x+ 9x
Hi-X	Xx	,xXxx Xxx Xx
Lo-X	,xxX xxxxX	HxX HxxX HxxxX

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
1	Low=enc	Low=even	Low=enc
Suit 2	Low=even	S/P	Low=even
3	S/P		S/P
1	Low=enc	Low=even	
NT 2	Low=even	S/P	
3	S/P		

Signals (including Trumps):

Smith (high is for shift, low is netural)

In Trumps we play high (give me a ruff)

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

TO dbl may be light with distribution

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

No suppert dbls

W B F CONVENTION CARD

CATEGORY: Green
NCBO: Sweden
PLAYERS: Simon Hult - Peter Bertheau

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

3+m Sound openings (11-12 bal can be passed)

3-seat might be weaker

5+M Sound openings (11-12 bal can be passed)

3-seat might be weaker

1NT 15-17 (5-c M 6-c m possible)

2C 20-21 bal/any GF

2x= weak sound style

2NT= 22-24 bal (5-c M 6-c m possible)

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

2D multi

SPECIAL FORCING PASS SEQUENCES

When we forced to game we play forcing pass

IMPORTANT NOTES

PSYCHICS: Very rare

OPENING	ARTIFICIAL TICK IF	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3+,		If 3 (4333)(3433)(4423) 11-23	1D= 3+, 1M=4+ 1NT=NF 2C=GF, 2D=Multi, 2H=Bal inv, 2S=inv 5+C 2NT=Nat GF 3C=pre 3X=short 5+C PaG	1C-(1X)-1NT-(2C= inv any (2D=GF) (3m=5+m inv)	
1♦		3+,		If 3 (4432) 11-23	1M=4+, 1NT=NF, 2C=GF, 2D=4+GF, 2H=Bal inv 2S=weak 2 2NT=Nat GF 3C=inv 5+D, 3D=pre 3M=short 5+D PaG	Same as above	
1♥		5+,		11+, (may be light 3-seat)	1S=4+ 1NT=sf 2C=3+GF 2D=GF 2H=8-11 2S=Weak 6+, 2NT=10+ 4+H, 3C=Mixed, 3H=pre		Drury 2C= 3-c supp 8-11 2D= 4-c supp 8-11
1♠		5+,		11+, (may be light 3-seat)	1NT=sf 2C=3+GF 2D=GF 2H=GF 2S=8-11 2NT=10+ 4+S, 3C=7-9 4+S, 3D/H=6+inv, 3S=pre		Same as above
INT				15-17 5-c M, 6-c m possible	2C=stayman, 2D/H=Trf, 2S=6+C 2NT=6+D 3C=puppet, 3D=5-5m, 3M=short, 4C=H 4D=S		
2♣				18-19 Bal/Any GF	2D= Relay (other bids NF vs 18-19) 2NT=both m weak		
2♦		(5)6+		One Major weak/ 22-24 bal/ GF 5+D	New suit F1, 2NT=asking	2D-(2NT)-3C= any min 3D=Max H, 3H=Max S	
2♥		5		5+M 4+m(5-5 if vul) 5-10	2N=ask inv+ 3C=p/c 3D=M supp inv+	2H-(2NT)-3m=min 3H=6-5, 3S=C 3N=D	
2♠		5		Same as above	Same as above	Same as above	
2NT				20-21 (5-cM, 6-c m possible)	3C=Muppet stayman, 3D=5+H, 3H=5+S 3S=Minors, 4C=6+H slamtry 4D=6+S slamtry	2N-(3C)-3D= one/both M 3H no M, 3S 5, 3N= 5+H	
3♣		(6)7					
3♦		(6)7					
3♥		(6)7					
3♠		(6)7					
3NT		7+M		Running Major			
4♣							
4♦							
4♥							
4♠							
4NT							
						HIGH LEVEL BIDDING	
						1430, Forcing pass when we forced to game.	