



DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			WBF and SBF Convention Card		
OVERCALLS (Style; Responses; 1/2 Level; Reopening)	OPENING LEADS STYLE						
Aggressive on 1-level		Lead		In P suit			
Resp. /1 ♠ overcall: 2 ♣ 5+♥, 2 ♦ good raise	Suit	1 st /3 rd /5 th		1 st /3 rd /5 th			
New suit NAT F1	NT	2 nd -4 th with ATT, top from interior seq.		1 st /3 rd /5 th	Category:	Blue	
Sound on 2-level, 10-16 and 5+ suit	Subsequent	2 nd -4 th with ATT through declarer		1 st /3 rd /5 th	NCBO:	Netherlands - Sweden	
TRF responses after (1x) 1M (x) from 1NT to 2M-1	Other :				Event:	All	
					Players:	Marion Michielsen – Per-Ola Cullin	
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	LEADS				SYSTEM SUMMARY		
15-18 (11-14 over mi and 11-16 over MA 4 th seat)	Lead	Vs. Suit		Vs. NT	GENERAL APPROACH AND STYLE		
System on	Ace	AKx(x)		AKx(x)	1 ♣=16+ hcp any, w/ relay sequences		
(1x) p (1y) 1NT: 16-18. Resp: natural, 2y cuebid.	King	AK, KQ(x)		AK, KQ(x), AKJ10(x)	1 ♦=A. 11-13(14) NT(4-4-1-4) B. Natural ♦ (longer ♣ possible)		
	Queen	Qx, QJ(x)		Qx, QJ(x), KQ109(x)	1MA= 5*+ 10-15 hcp		
	Jack	Jx, J10(x)		Jx, , A/KJ10, J10x(x)	2 ♦= Multi and 2MA= 10-13 6*+MA		
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	KJ10, 109(x), 10x		H109, 109(x), 10x	2NT=8-13 hcp 5-5 minors		
1-Suiter: weak jump shifts, may be 5 usually 6card	9	1st/3rd/5th		H98, 9x, 9xx			
2-Suiter: Ghestem	Hi-x	1st/3rd/5th		1st/2nd/4th	Aggressive (/random) overcalls/preempts white/red		
2 ♦ over 1 ♣ that can be short=5-5 in M's and const	Lo-x	1st/3rd/5th		1st/2nd/4th			
Reopen: 2NT=19-21	SIGNALS IN ORDER OF PRIORITY				SPECIAL BIDS THAT MAY REQUIRE DEFENCE		
DIRECT AND JUMP CUE BIDS (Style; Responses; Reopening)		Partner's Lead	Declarer's Lead	Discarding	1MA- 2 ♣= Conventional GF		
(1M) – 2M = OM+♣, (1m)-2m = 55M's	Suit: 1 st	Low=enc. *	Low-High= even	Low= enc.			
(1mi NAT) - 3mi = om + ♠	2 nd	Low-high=even	S/P	Low-high=even			
(1MA) – 3MA = Asking for stopper	3 rd	S/P		S/P	2 ♦= Multi, weak either MA 5-9 hcp		
VS. NT (vs. Strong/Weak; Reopening; Passed Hand)	NT: 1 st	As above *	Smith (High=like)	As above	2MA= 10-13 6*+MA		
2 ♣= Both MA, usually 54+	2 nd		S/P		2NT= 9-13 hcp 5-5 minors		
2 ♦= Weak 6(5)*MA or strong 5MA-5mi / One suited MA	3 rd		Low-High= even		1 ♠-2♥ and 1♥-2♦ show a good raise or better.		
2MA= Constructive 5*+MA / 5*MA 4*+mi (vs strong)	* Trick 1: Hi enc/even on AK lead. With a known 5+ card suit, when we know decl is short or poss when dummy is short: middle enc, high/low SP.				1 ♠-2♦ = 3-12 hcp 5*+ ♥ (6*+ if weak 3-9 hcp)		
Passed hand: D=M's, 2mi=5+/4+ in mi+MA							
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT-bids)	DOUBLES				SPECIAL FORCING PASS SEQUENCES		
2NT=15-18, D=T/O, after (2♦-♠)-D(?): LEB if poss	TAKE-OUT DOUBLES (Style; Responses; Reopening)				1X- (D) – RD, F2X		
(2m)-3m=M's	Light on ideal shape				1 ♣-(4NT+) now we have FP		
(2M)-3M=minors, (2M)-4m=5+m and 5+oM NF	Aggressive when balancing				1NT-(X)-XX establishes FP to 2 NT		
VS. ARTIFICIAL STRONG OPENINGS	(1/2MA)-X can be ELC with 4oMA and 5+♦ (bid ♦ over partner's ♣)				1 NT-(2X=Art)-X establishes FP to 2 NT		
On strong hands we usually pass at first							
D= Majors NT= Minors	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES				IMPORTANT NOTES THAT DON'T FIT ELSEWHERE		
	Support doubles and redoubles, not mandatory				In the relay bidding we use zz and not HCP.		
OVER OPPONENTS' TAKE-OUT DOUBLE	INV DBL (Only when there is no other invitational bid)				A=3 zz, K=2 zz, Q=1 zz, SING K=1 zz, SING Q= 0		
RD sets forcing pass to 2M, trf over 1/2M(x) NT-3M-1					Psychics: Happens but pretty rare		

OPENING BID DESCRIPTIONS							
Opening	Tick if Art	Min No Cards	Neg Dbl Thru	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣	X	-	4♠	17+bal/16+ unbal any distribution, unbal 15 w/ 11ZZ is opened 1♣. ZZ: A=3zz K=2zz Q=1zz J=0zz	1♦=0-4ZZ (maybe GF strength), 1♥=5+ZZ no shortness, 1♠=as 2♣- w/ 5-7ZZ, 1NT=5+ZZ w/ 5c+♥ no sho or 5c+♠ any sho, 2♣=8+ZZ w/ 5c+♦ any sho or 4441 w/ 4c♦, 2♦=8+ZZ w/ 5c+♥ any sho, 2♥=8+ZZ w/ 5c+♠ two suiter or 4-4-1-4, 2♠=-8+ZZ w/5c+♣ any sho	1♣-1♦; 1♥=16-19 5+♥ or 20+ any 1♣-1♥; 1NT+= same as 1♣-1NT+ by RESP but 9-13 zz. Else 1 step by opener is always (R) and 2+ step show hand w/ SPL.	Responder may F to game with 4+ ZZ.
1♦	X	1	4♠	11-13/14 bal/10-15 5(4)c+♦/ 10-16 4441 (any shortness)	2mi= Natural FG, 2MA=5-9 6c, 3mi=INV3NT, 3M=Pre-emptive	1♦-2m; 2M (Bal w/ 4cM)	2♣=Natural NF
1♥		5	4♠	10-15 hcp(5-10 ZZ), 5+	2♣=FG relay, 2♦=Good Raise+, 2♠=5-9 6c, 2NT=FG-STG 12-15 any sho, 3mi=Nat INV.	1♥-1♠; 2NT= Inv+ w/ support	2♣= Drury 2♦=natural NF
1♠		5	4♥	10-15 hcp(5-10 ZZ), 5+	2♣=FG relay, 2♦=6+♥ S/O or 5+♥ INV+, 2♥=Good Raise+, 2NT=FG-STG 12-15 any sho, 3mi=Nat INV, 3♥= weak but constructive ♠ -raise.	1♠-2♦; 2♥= may be 0♥ 1♠-1NT-2NT: good 64	2♣=Drury 2♦/♥= natural NF
1NT		-	3♦	NV=14-16 VUL=15-16	Stayman but doesn't promise a M, 4-way Transfers w. 2♠ as 6+♣ or(weak 5-5m) and 2NT as 6+♦. 3♣= Puppet 3♦= INV w. any 6*MA 3MA=SPL both mi's F4mi	1NT-2♣	
2♣	X	5	4♠	10-15(16). 6♣ or 5♣ + 4MA	2♦=INV+ asking, 2MA=Nat NF, 2NT=Inv+ w/♣ support 3♦♥♠=GF good 6+ suit		
2♦	X	-	-	Multi, weak either M 5-9 hcp	2NT=F1, 4♣ TRF to your M, 4♦ Bid you M, 4♥=P/C	2-2NT; 3♣= any maximum, 3♦=min w/♥, 3♥=min w/♠	
2♥		6	-	10-13 6+ suit	2NT=Inv+ w. support		
2♠		6	-	10-13 6+ suit	As above		
2NT	X	-	-	8-13 5-5mi	3♥=FG ask, 3♠=Nat INV, 4mi=Weak		
3♣		6	-	Pre-emptive	4♦= Min/Max RKCB		
3♦		6	-	Pre-emptive	4♣= Min/Max RKCB		
3♥		6	-	Pre-emptive	4♠= Min/Max RKCB		
3♠		6	-	Pre-emptive	4♣= Min/Max RKCB		
3NT	X	-	-	1 st /2 nd Solid Major 3 rd /4 th To play	4/5 mi= P/C		
4♣		6	-	Pre-emptive			
4♦		6	-	Pre-emptive			
4♥		6	-	Pre-emptive			
4♠		6	-	Pre-emptive			
4NT							
HIGH LEVEL BIDDING							
RKCB 1430, 3♠/NT-serious, Cuebids up the line							
Voidwood if jump to five level uncontested							