

DEFENSIVE AND COMPETITIVE BIDDING	
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>	
1-level may be weak, 2-level usually sound.	
After 1M: 3-level CUE = support 8-10, 2NT support 11+	
When 3 <sup>rd</sup> hand passes:	
1-over-1 F1, jump in new suit GF (fits by passed hand)	
When 3 <sup>rd</sup> hand bids:	
New suit NF, fit-showing jumps, TRF after 1x (1M) DBL	
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>	
15-18 (12-16). SYS-ON	
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>	
2♦ and 3♣: 5-5, bid suit and highest unbid	
Others weak (2NT response F1) Reopening 13-16	
2NT: 5-5 two lowest, sound Reopening 19-21 BAL	
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>	
CUE in 2 <sup>nd</sup> hand: 5-5, both highest, sound	
Jump CUE in 2 <sup>nd</sup> hand: 5-5 highest-lowest, very sound	
Other CUEs = 5-5 with highest	
<b>VS. NT (vs. Strong/Weak; Reopening; PH)</b>	
Vs weak NT:	
2♣: 2-suiter with 4+♥, second suit (any) often longer	
2♦: 2-suiter with 4+♠, second suit (any) often longer	
DBL: points (by passed hand = both M)	
Vs strong (14+) NT	
Similar, but D = both M, 2m = M + any m	
<b>VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>	
DBL T/O through 3♠, Leaping & non-leaping Michaels	
Vs 2M: CUE = both minors Vs 3M: CUE = oM + minor	
Vs 2m/3m: CUE = both Majors	
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>	
DBL = both Majors, at least 5-4	
NT = both minors, at least 5-4	
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>	
TRF after 1m (DBL) from RDBL	
TRF after 1M (DBL) from INT	
2NT support, 11+, 3♣ ART support, 8-10	

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	3 <sup>rd</sup> /5 <sup>th</sup>	3 <sup>rd</sup> /5 <sup>th</sup>	
NT	3 <sup>rd</sup> /5 <sup>th</sup> with variations	3 <sup>rd</sup> /5 <sup>th</sup>	
Subseq	2 <sup>nd</sup> /4 <sup>th</sup> thru declarer	3 <sup>rd</sup> /5 <sup>th</sup>	
Other: On 5+ level, K asks for count			
VS NT: 10/9/8 is highest or interior sequence with next higher (else 4 <sup>th</sup> ).			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AK	AK	
King	KQ or AK bare	KQ or AKQ or AKJ10	
Queen	QJ or AKQ	QJ or KQ109 or KQJ	
Jack	J10	J10 or AQJ	
10	109/10x or KJ10	109/10x or HJ10	
9	9x or H109	98/9x or (A)H109	
Hi-X	even	even or top of nothing	
Lo-X	odd	odd	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	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	Same	Same	Same
NT 2	Same	Same	Same
3	Same	Same	Same
Signals (including Trumps): UDCA. May encourage with 4 <sup>th</sup> from 5-c			
When discouraging from a known 5+ suit:			
High odd may show interest in higher suit, high even in lower suit.			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
11+, 3+M unless 17+. CUE = F to suit agreement			
Most DBLs below game are T/O			
LEB variations, also after 1♠			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
1♣-(1♦)-DBL=4+♥; 1m-(1♥)-DBL=4+♠; 1♣-(1♠)-DBL=TRF to NT			
1♣-(DBL)-RDBL= diamonds, 1♦-(DBL)-RDBL = 4+♥			
1M-(DBL)-RDBL-(new suit)- DBL= T/O			

W B F CONVENTION CARD	
<b>CATEGORY:</b>	Red
<b>NCBO:</b>	Sweden
<b>PLAYERS:</b>	Bengt-Erik Efraimsson – Anders Morath
<b>EVENT</b>	Senior
<b>SYSTEM SUMMARY</b>	
<b>GENERAL APPROACH AND STYLE</b>	
Two-way 1♣: 11-13 BAL or 17+ any	
1♦ 11-16 4+, UNBAL (longer clubs possible)	
1♥/♠ 11-16 5+	
1NT 14-16	
2/1 Not GF	
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>	
1♣ 11-13 BAL or 17+ any	
2♦ 11-16 3-suiter with short diamonds (4415 -1)	
3NT Solid 7-c M, no outside A or K	
Many transfers in competition	
<b>SPECIAL FORCING PASS SEQUENCES</b>	
<b>IMPORTANT NOTES</b>	
<b>PSYCHICS:</b> Occasional light openings in 3 <sup>rd</sup> hand	

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	SWE Bengt-Erik Efraimsson – Anders Morath			
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	x	0	3♠	Two-way: 11-13(14) (semi)BAL or 17+ any	1♦ 0-7; 1M 8+, 4-c; 2m NF 8-12 5-c, no M; 1NT/2NT/3NT 8-11/11-13/13-18 BAL no M; 2♥/2♠ ART GF no M; 3m 10-11 6-c; 3M 4-7 7-c; 4m TRF to 4M, good suit	-1♦; 1♥/♠ 11-13 (3)4 or 17+ 4+; 1NT 17-19; 2♣/♦ 17+ NF; 2♥/♠ GF 4+; 2NT/3♣/♦ GF -1M; 2♣ 17+ BAL or ♣; 1♣-1M; 2NT 17+ SUPP	TRF in competition
1♦		4	4♣	11-16, not BAL, may have one card longer ♣	2♦ 10+; 2M GF; 2NT INV 3♣ ART 8-10, 4+ SUPP; 3♦ 4-7 4+ SUPP	-2♦; 2M/3♣ SPL, 2NT 5422, 3♦ 4+c MIN -1♥; 1NT=4+♣; -1♠; 1NT=4♥	TRF over DBL/1♥ Fit jumps
1♥		5	3♠	11-16	SUPP: 3♣ 8-11, 4+; 3♦ 10-12, 3+; 3M 4-7 4+; 2NT GF 3+; 3NT void ♦. 2M GF, 6+ suit	-2M; REL=general G/T, others long-suit G/T -2NT; 3♣=MIN, 3♦=BAL, then SPL by steps	Drury (2♣ 3+ support) By PH: Mini-SPL except 3♣
1♠		5	3♥	11-16	As above, but 3NT void ♥ and 3♥ GF, 6+ suit	As above	See above
INT			3♠	14-16, 5-c M OK, 6-c m possible but rare	2♣ STAY; 2♦/♥/♠/3♣ TRF; 3♦/♥ short ♥/♠; 3♠ 5-5 minors; 4m TRF	After 1NT-2♦/♥; 2M: TRF by RESP.	
2♣		5	3♠	11-16, 6+c or 5-c with 4-c M	2♦ ASK; 2M F1; 2NT NAT INV or SUPP INV+; 3ns 6-c GF, 4♦ RKCB	2♣-2♦; 2NT/3♣ 6+♣ extras/min, 3♦ 4-c extras, 3M SPL extras	Fit jumps except 3♦
2♦	x	0		11-16, 3-suiter with short ♦, 4415 -1 card	2M/3♣ to play; 3M/4♣ INV; 4♦ RKCB clubs 2NT ASK, INV+ (3♣ 11-13)	-2NT; 3♣ then 3♦ ASK; TRF over OP's 3M	
2♥ 2♠		5		6-10, 6+ (5+ 3 <sup>rd</sup> and 1 <sup>st</sup> NV vs VUL)	2♠/3m F1; 2NT ASK; 3M PRE; 3OM NAT GF	-2NT: 3♣/3♦ ART; 3M=MIN good suit	SYSON
2NT				20-22, 5-c M OK	3♣=STAY; 3♦/♥=TRF, 3♠=both m, 4m=6-c		
3♣ 3♦ 3♥ 3♠		6		PRE (could be weak 1 <sup>st</sup> /3 <sup>rd</sup> NVUL vs VUL)	Over 3m: 4om RKCB, 4m INV Over 3M: 4♣ ART S/T, 4♦ NAT FG		
3NT	x	7		Solid M, no outside A or K	4♣ ASK TRF; 4♦ ASK shortness, 4M P/C		
4♣ 4♦		7		PRE reasonably constructive	4♦ RKCB		
4♥ 4♠		6		PRE, wide-range	4♠=To play		
4NT	x			6-6 minors, about 3 losers		<b>HIGH LEVEL BIDDING</b>	
						Control bids (1 <sup>st</sup> or 2 <sup>nd</sup> round), Splinter RKCB 0314 (DEPO, 5m forcing to slam if 4 or 3 and 17-); Voidwood; From agreed 3M, RELAY is Serious, asks for controls	