

DEFENSIVE AND COMPETITIVE BIDDING	
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	
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:	
New suit F1, 2-level jumps GF, 3-level jumps NF	
When 3 <sup>rd</sup> hand bids new suit:	
New suit NF, jumps below 3NT GF	
INT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)	
15-18 (12-16). SYS-ON	
JUMP OVERCALLS (Style; Responses; Unusual NT)	
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	
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	
CUE in 2 <sup>nd</sup> hand: 5-5 both highest, sound (also vs 1m short)	
Jump CUE in 2 <sup>nd</sup> hand: 5-5 highest-lowest, very sound	
Other CUEs = 5-5 with highest	
VS. NT (vs. Strong/Weak; Reopening;PH)	
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 = one m)	
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	
DBL T/O through 3♠, Leaping & non-leaping Michaels	
Vs 2M/3M: CUE = oM + m	
Vs 2m/3m: CUE = both Majors	
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣	
DBL = both Majors, at least 5-4	
NT = both minors, at least 5-4	
OVER OPPONENTS' TAKEOUT DOUBLE	
After 1m (DBL), RDBL/1any is TRF, also 1♣ (DBL)2any	
After 1M (DBL), TRF from 1NT to 2M-1	
2NT support, 11+, 3♣ ART support, 8-10	

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	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 variatons	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: Could be 4 <sup>th</sup> if 3 <sup>rd</sup> is 8 or higher.			
LEADS			
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 or AJ10/KJ10	
9	9x or H109	98/9x or (A)H109	
Hi-X	even	even or top of nothing	
Lo-X	odd	odd	
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	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.			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
11+, 3+M unless 17+. CUE = F to suit agreement			
Most DBLs below game are T/O			
LEB variations, also after 1♠			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
1♣-(1♦)-DBL=4+♥; 1m-(1♥)-DBL=4+♠; 1♣-(1♠)-DBL=TRF to NT			
1♣ -(DBL)-RDBL= 5+ diamonds, 1♦ -(DBL)-RDBL = 4+♥			
1M-(DBL)-RDBL-(new suit)- DBL= T/O			

W B F CONVENTION CARD	
CATEGORY: Red	
NCBO: Sweden	
PLAYERS: Bengt-Erik Efraimsson – Anders Morath	
EVENT Seniors	
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
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 GF unless suit repeated or after overcall	
SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
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	
SPECIAL FORCING PASS SEQUENCES	
IMPORTANT NOTES	
Up- and downgrades are always possible	
PSYCHICS: 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 AUCTION	COMPETITIVE & PASSED HAND BIDDING
1♣	x	0	3♠	Two-way: 11-13 (semi)BAL or 17+ any	1♦ 0-7; 1M 8+, 4-c; 2m NF 8-12 5-c, no M; 1NT/2NT/3NT 8-12/12-13/13-18 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+; 3NT BAL GF; 3♣/♦ NAT GF; 3♥/♠ GF ♣+♦ -1M; 2♣ 17+ BAL or ♣; 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 no SPL, 3♦ 4+c MIN -1♥; 1NT= 4+♣; -1♠; 1NT=4♥	TRF over DBL/1♥ By PH: 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; ns = long-suit G/T -2NT; 3♣=MIN, 3♦=BAL, then SPL by steps	Drury (2♣ 3+ support, 8+) By PH: Fit jumps except 3♣
1♠		5	3♥	11-16	As above, but 3NT void ♥ and 3♥ GF, 6+ suit	As above	As above
INT			3♠	14-16, 5-c M OK, 6-c m possible but rare	2♣ STAY; 2♦/♥/♠/3♣ TRF; 3♦/♥ short ♥/♠ both m; 3♠ 5-5 minors; 4m TRF	After 1NT-2♦/♥; 2M: TRF by RESP.	TRF in competition
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♦/3M SPL extras	By PH: 3M fit jump
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♠		6		6-10, 6+c (5+c in 3 <sup>rd</sup> )	2♠ F1; 2NT support or ♣, GF; 3M PRE; 3M-1 ART support INV; 3m TRF	-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 M, 4M=6-c m		
3♣ 3♦ 3♥ 3♠		6		PRE (could be weak in 3 <sup>rd</sup> )	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		HIGH LEVEL BIDDING	
						Control bids (1 <sup>st</sup> or 2 <sup>nd</sup> round), Splinters	
						RKCB 0314 (5m forcing to slam if 4 or 3 and 17-); Exclusion RKCB	
						When OPP bid over RKCB, DEPO (D = Even, P = Odd)	
						From agreed 3M, RELAY is Serious, asks for controls	