

<b>DEFENSIVE AND COMPETITIVE BIDDING</b>
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
Usually constructive (10-16 HCP) but can be weak if partner has passed.
New suit forcing if pd unpassed
Jump new suit – mini splinter
Responses: que is minimum good raise with support
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15-18 (system on)
11-15 bal position (system on)
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Sound 5-10 HCP with 6+ card suit.
With a passed partner strength and suit length can vary, also pending vulnerability.
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
At least opening values w/5 in highest unbid suit and 5+ other suit. 2NT asks other suit
Double cue asks for stopper and normally shows an unknown solid suit
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
2♣= Both major (min 4-4). Wide range against strong NT.
2♥/♠= Natural. Wide range against strong NT. 2NT= Two suiter. Wide range against strong NT.
DBL= 15+HCP
DBL against weak NT: 2 <sup>nd</sup> hand: 14+ HCP, 4 <sup>th</sup> hand 12+HCP
Overcall against weak NT is constructive.
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
DBL=take out, Cue=one suiter, Jump is strong
NT= nat
4♣/♦ on a weak 2♦/♥/♠ opening shows suit + a major suit.
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Against 1♣ 1NT=♣/♦ (OR♦/♥), DBL both M. Against 2♣- dbl= club.
Bid natural but can be wide range (HCP), aggressive style.
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
RD= 10+, after partners overcall=RD show honour

<b>LEADS AND SIGNALS</b>			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	1-3-5	1-3-5	
NT	1-3-5	1-3-5	
Subseq	1-3-5	1-3-5	
Other:			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AKx, Ax(+)	Same	
King	KQx (x), Kx, AK	Same	
Queen	Top	Same	
Jack	Top or AQJ(x)	Same	
10	T9x, Tx, KJT(x)	Same	
9	9x	Same	
Hi-X	1-3-5	Same	
Lo-X	1-3-5	Same	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Low enc Hi disc	Low even, Hi odd	Low enc Hi disc
Suit 2	Low even, Hi odd	Suit pref	Low even, Hi odd
3	Suit pref		Suit pref
1	Low enc Hi disc	Low even, Hi odd	Low enc Hi disc
NT 2	Low even, Hi odd	Suit pref	Low even, Hi odd
3	Suit pref		Suit pref
Signals (including Trumps): Suit preference where count/signal is of no interest (judged by situation)			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
11-16 HCP normally with 3+ in unbid suits, or 17+ any distribution			
4 <sup>th</sup> hand balancing dbl requires less (8+ HCP).			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Neg. DBL			
Support DBL up to 2♥. Support RD.			
Lightner doubles against games and slams			
Most low-level doubles T/O			
ART overcall on our 1NT= DBL penalty against that suit			
NAT overcall on our 1NT= T/O DBL			

<b>WBF CONVENTION CARD</b>
<b>CATEGORY: Green</b>
<b>NCBO: SWEDEN</b>
<b>PLAYERS: Sweden Mixed team CC</b>
<b>EVENT Mixed</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
1♣= min 2 card suit (with 4432 unless min 3+ card suit)
1♦= min 4 card suit (may be 3-3-4-3)
1♥/♠= min 5 card suit
1NT= 15-17 (semi), stayman, transfer
2♦= Weak 5-10hcp
2♥/♠= Weak 5-10hcp
2NT=22-24NT
2/1 game forcing
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
1♣ - 2♦/♥/♠= 3-7 with 6 card suit
1♦ - 2♥/♠= 3-7 with 6 card suit
P-1M;2C=3+ support 8-11hcp (drury)
<b>SPECIAL FORCING PASS SEQUENCES</b>
1x - (DBL) – RD, After 2/1
After opening and overcall pass might be a forcing pass but pd doesn't need to dbl with length in opps suit
When game forcing is established
<b>IMPORTANT NOTES</b>
New suit on 2-level after opponents overcall on partners opening bid is not forcing (example 1♠ - (2♣) - 2♥)
3 <sup>rd</sup> hand openings have a wider range
<b>PSYCHICS: Rare</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.D BL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♦		4	3♠	11-14/18-19bal or nat	1♥/♠= Nat, 1NT=6-10HCP (deny 4 card M), 2♦ GF 4+ suit. 2NT inv	Nat. Reverse shows extra values. 1♦-2♦; 2NT min bal, 3♦ min unbal	3♥/♠ void and support
1♥		5	3♠	11+HCP	1NT 6-10 HCP, 2/1 GF, 2NT forcing with support (Note 2). 3♣/♦=singleton and minimum invitational	1♥-1NT; 2♣=nat minimum or any strong (Note 1) 1♥-2NT (Note 2)	2♣ 3+SUP & (8) 9-11 HCP. 3♣/♦=singleton and minimum invitational
1♠		5	3♥	11+HCP	1NT 6-10 HCP, 2/1 GF, 2NT forcing with support (Note 2), 3♣/♦=singleton and minimum invitational	1♠-1NT; 2♣=nat minimum or any strong (Note 1) 1♠-2NT (Note 2)	2♣ 3+SUP & (8) 9-11 HCP. 3♣/♦=singleton and minimum invitational
INT				15-17 (semi possible 5 card major or 6 card minor)	2♣=STAY (may not have M), 2♦/♥=TRF, 2♠=ART either weak or strong with minor interest. 2NT=INV. 3♣/♦=INV 3♥/♠ = shortness with 5-4+ minor, 4♣ both M 5+/5+, 4♦/♥ transfer	1NT-2♣, 2♦-2♥=pick a M; pass with equal length. 1NT-2♣, 2♦-2♠=INV, 5+ suit 1NT-2♣, 2x-3♣♦/=NAT GF	
2♣	✓			20-21NT or any strong hand	2♦=weak or waiting, 2M to play against 20-21NT, 3mi=6+HCP 5+ card suit GF. 2NT both minor GF	2♣-2♦; 2NT (2NT system)-3♣=stayman; 3♦/3♥=TRF suit	
2♦	✓	5		Weak 5-10hcp	New suit forcing, raise Pre, 2NT artificial forcing	2♦-2NT; 3♦ minimum 2♦-2NT; 3NT maximum	
2♥		6		Weak 5-10hcp	New suit forcing, raise Pre, 2NT artificial forcing with support asking (Note 2)	2M-2NT; 3♣ min, 3♦ max no singleton, 3♥ single ♣, 3♠ single ♦, 3NT single other Major	DBL on opponent's overcall penalty.
2♠		6		Weak 5-10hcp	New suit forcing, raise Pre, 2NT artificial forcing with support asking (Note 2)	2M-2NT; 3♣ min, 3♦ max no singleton, 3♥ single ♣, 3♠ single ♦, 3NT single other Major	DBL on opponent's overcall penalty.
2NT	✓			22-24NT	3♣=stayman; 3♦/3♥=TRF suit		
3♣		(6) 7		Pre according to VUL	3♦/♥/♠=forcing, 4♥/♠ to play		
3♦		(6) 7		Pre according to VUL	3♥/♠=forcing, 4♥/♠ to play		
3♥		7		Pre according to VUL	3♠= forcing, 4♥/♠ to play		
3♠		7		Pre according to VUL	New suit forcing		
3NT	✓			Solid Minor, gambling	4♣ pass or correct, 4♦=ask for control. 4M nat	3NT-4♦; 4♥/♠ =control in that suit, 4NT=control other minor	
4♣				Pre according to VUL	4M to play		
4♦				Pre according to VUL	4M to play		
4♥				Pre according to VUL	4♠ slam try with control		
4♠				Pre according to VUL			
4NT	✓			Asks for specific Aces	5♣=0, 5NT=2, 5♦/♥/♠ That Ace, 6♣=Club A		
5♣				Pre according to VUL		<b>HIGH LEVEL BIDDING</b>	
5♦				Pre according to VUL		1430	
5♥						DOPI, ROPI	
5♠						Splinters	
						Q bids (first or second)	

## NOTE 1

1♥-1♠; 2♣, 1♥-1NT; 2♣ or 1♠-1NT; 2♣

Bid	Shows	Openers 3 <sup>rd</sup> bid	Responders 3 <sup>rd</sup> bid	Comments
2♦	9+hcp	2M M+♣ 11-16. 2NT invitational 3♣/♦ 4c suit, 16+ 3M Sets trump.	After 2M; 2NT NAT INV.	
2M	<8, Pref.			
2♥	<8 5+♥			
1♥-1♠ 2♣-2♠	<8 (5)6+♠			
1♥-1NT 2♣-2♠	<8 3♠ 54+minors.	2NT F1. 3♣/♦ To play.		
2NT	<8 ♣+♦.			
3♣/♦	<8 6+			

## NOTE 2

After 1♥/♠-2NT INV+ w sup, 1♥/♠ (Dbl/1X/2X) 2NT FG w sup, 2♥/♠=2NT INV+ w sup

Bid	Shows	Resp 3 <sup>rd</sup> bid	Openers 3 <sup>rd</sup> bid	Comments
3♣	MINIMUM	3♦ = Asking for shortage. 3M = INV. 3NT = Choice of games. New suit = Shortage.	1M-2NT; 3♣-3♦; Step-wise shortage is shown. 3♥ Single ♣, 3♠ Single ♦, 3NT Single other major, 4X Cue with no singleton	
3♦	EXTRAS No shortage	3M = Forcing. 3NT = Choice of games.		
3♥/♠ 3NT	EXTRAS Step-wise shortage	New suit = Cue.		
4♣/♦	VOID			
4♥	VOID oM			When ♥ trump; 4♥ MIN with ♠ void.
4♠	VOID oM			When ♠ trump; 4♠ MIN with ♥ void.

Contested (overcall on 2NT bid):

Pass shows a minimum but denies shortage in opponent's suit. Rebid of our suit shows minimum and shortage in opponent's suit. 4M shows extras without shortage. New suit are cue-bid and short opps suit. Dbl are for penalty.