


DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			
OVERCALLS (Style; Responses; 1/2 Level; Reopening)		OPENING LEADS STYLE			WBFC Convention card
Aggressive at 1-level, (4)5+ suit, Responses: new suit F1; 2NT = 4+ supp and 10+; Jump cue = about 7-9 4+ supp;		Lead	In Partner's Suit		
	Suit	3 rd /low	Same		
	NT	4 th best, 2 nd from bad suits	Same		
Usually sound at 2-level, 10-17 hcp. Often 6+c suit. Responses: new suit F1; 2NT = nat NF;	Subsequent	2 nd and 4 th thru declarer in new untouched suits by us 3/5 with attitude otherwise. Coded 9's and 10's			Category: Green
	Other :				NCBO: USA
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	LEADS			SYSTEM SUMMARY	
15-18 sys on	Lead	Vs. Suit	Vs. NT		GENERAL APPROACH AND STYLE
4 th live 15-18 sys on	Ace	AKQ+ AKx+ Ax	Same		Generally sound openings, preempts may be (very) light
Reopen: 11-16 sys on	King	KQJ+ KQT+ KQ+ AK	Ask for unblock or count		
JUMP OVERCALLS (Style; Responses; Unusual NT)	Queen	QJT+ QJ9+ QJ+	KQ+, QJ+, ask for att		1m= 3+ better minor
Weak (5)6+ suit; (1m neb) 2♦ = 5/5M;	Jack	HJT+ JT9+ JT+	Same		1M = 11+ 5+M
	10	HT9+ T9+ Tx	Same		1NT = 14+-17
2NT = 5-5 2 lowest unbid	9	98+	9x 98+		2♣ = Any FG / 20-21 bal
Reopen: 2M 6+M 10-13; 2NT 19-21 bal sys on	Hi-x	Xx xxXxxx	Xx XXx xXxx		2♦ = One major, WEAK
DIRECT AND JUMP CUE BIDS (Style; Responses)	Lo-x	xxX xxXx xxxX	HxX HxxX(+)		2M = 5+ major, 5(4+) minor WEAK
(1M) – 2M = 5-5 oM+m	SIGNALS IN ORDER OF PRIORITY			2NT = 22-24	
(1m) – 2♦ = 55-M's, 2♣ = nat . IF 2D neb then 2D nat		Partner's Lead	Declarer's Lead	Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENCE
(2M) – 3M = ♣+♦	Suit: 1 st	Low = enc	Low = even	Low = enc	2♦ = One major, WEAK
	2 nd	Low = even	S/P	Low = even	
VS. NT (vs. Strong/Weak; Reopening; Passed Hand)	3 rd	Suit-pref		S/P	
Dbl = pen in direct seat, 4cM 5+m in balancing; 2♣ = ♥+♠; 2♦ = a) (5)6+M b) strong 5M+5m; 2M = 5+M 4+m; 2NT = ♣+♦	NT: 1 st	Low = enc	S/P	Low = enc	
	2 nd	Low = even	Low=even	Low = even	
By PH: Same except dbl = 5+m 4M	3 rd	Suit-pref		Suit-pref	
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT-bids)	Other signals: Trump Suit-preference			SPECIAL FORCING PASS SEQUENCES	
Dbl = T/O; (2/3M) – 4m = 5-5 m+oM				In game force situations	
2♦ multi: dbl =13-15 bal/17+; 2NT–16-19				After we dbl or rdbl for strength	
(3m) 4♣ = om+M; 4♦ = both M	DOUBLES			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
VS. ARTIFICIAL STRONG OPENINGS	TAKE-OUT DOUBLES (Style; Responses; Reopening)			Psychics: Rare but happens.	
Vs strong 1/2♣: dbl = majors; 1/2X = Nat; NT = minors	May be light with good distribution, Dbl is most of the time take-out			3rd hand openings may be light	
OVER OPPONENTS' TAKE-OUT DOUBLE	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			Some transfers in competition	
TRF after 1M – (dbl) starts with 1NT showing 5+suit	Support r/dbls, maximal doubles			Singleton A/K usually not shown as a singleton	

OPENING BID DESCRIPTIONS					Sandra Rimstedt – Joe Grue	
Opening	Tick if Art	Min No Cards	Neg Dbl	Description	Responses	Subsequent Auction
1♣		3	4♥	3+C, 10+ hcp	1N=6-11, Single raise=inv+ forcing to 3m, 2D= mixed raise, 2M=weak, 2N=nat inv, 3m=weak, 3M=splinter 11-14	1m – 1M – 2N= Wolff
1♦		3	4♥	4+D or 4432, 10+hcp	See 1C but 3C=nat inv, 3D=mixed(can be weaker)	
1♥		5	4♦	5+♥(10)11-23	1♠ = 4+♠ F1; 1NT = Nat; 2♣ = FG bal or ♣; 2♦ = FG 5+♦; 2♠ = 6+♠ weak; 2NT = (3)4+♥ INV+; 3♣=3card limit raise, 3♦ = 6+m INV; 3♥ = 4+♥ mixed; 3♠+= splinters	1M-1X: 2♣ = 4+♣ 11-15 or 16+ any; 2NT = 18-19 bal 3X = 5/5 14-16; 3M = 6+M mild invite 1M-2NT: 3♣ = min accept; 3♦ =15+ any no void; 3♥=min NF, 3♠= any void, 4m=55
1♠		5	4♥	Same as above	Same as above (2♥ = 5+♥ FG; 3♥ = 6+♥ INV)	Same as above except 3♠ min and 3♥ any void
1NT			4♠	(14)15-17 bal	2♣ = stayman; 2♦/2♥ = 5+♥/♠; 2♠=NT-invite or 6+♣, 2NT=puppet stayman, 3♣=6+♦, 3♦ = 5/5 m's FG; 3♥/♠ = 31/13(54); 4♣=majors no SI, 4♦/♥=TRF to 4♥/♠	1N-2♦/♥-2♥/♠ - 2N=4+♣GF, 3♣=4+♦GF, 3♦=6+M inv+, 3♥ GF w 5+♣, 3♠=GF w 5+♦
2♣	X	0		a) 20-21 bal b) Any FG	2♦ = Waiting(denies 5+spades), 2♥ = 5+♠, 2♠/3♣=At least HHxxxx/Hxxxxxx in ♣/♦, 2NT= 55+ in Ms	2♣-2♦; 2♥= a) 20-21 bal b) 6+♥ c) 5+♥ 4+X 2♣-2♥; 2♠= 20-21 bal, 2♣-2♦/♥; 2NT= 25+bal
2♦	X	0		Weak in one major	2♥/♠=p/c, 2N=ask, 3m=nat F, 3♥/♠=p/c, 4♣=transfer to your M, 4♦=bid your M, 4♥=p/c 4♠=to play	2♦-2NT: 3♣ = min any; 3♦/♥=medium♥/♠; 3♠/NT= max ♥/♠
2♥		5		5+♥, 5(4+)m 5-10	2N=ask, 3♣/4♣=p/c, New suit=Nat F1,	2M-2NT: 3♣/3♦=min, 3♥/♠=extras w ♣/♦, 3N=6♣, 4♣=6♦, 4♦=6M w ♣, 4H=6M w ♦ 2M-3♣=p/c
2♠		5		5+♠ & 5(4)+m 5-10	Same as above	
2NT				22-24 bal	3♣ = regular stayman; 3♦/3♥=TRF; 3♠ = ♣/♠+♦ 4♣= 6+♦; 4♦/♥ = TRF,	2NT-3♦-3♥-3♠=55 majors ST
3X		(5)6		Preempt, v light NV vs V	New suit = forcing; 4♣ = MOD-RKC 01122, 4M=to play	
3NT	X			1 st /2 nd Solid M, no side A/K	4♣= ask Shortness, 4♦= ask nr of M, 4♥=p/c	HIGH LEVEL BIDDING
4♣		6		Preemptive	4♦ = Mod KC in ♣; 4M = to play	1430
4♦		6		Preemptive	4M = to play; 4NT = to play	Non-srs 3♠/3NT; Last train; voidwood 0314;
4♥		6		Preemptive	4♠ = to play; 4NT = RKC	DiPs/DEPO; Cue bids up the line 1 st or 2 nd
4♠		6		Preemptive	4NT = RKC	5NT pick a slam