DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS		W B F CONVENTION CARD			
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENING	LEADS STYLE				
Aggressive, FREQ 4-card suit, Jump RAISE=PRE, New suit=F1 at	Lead In Partner's Suit		tner's Suit	CATEGORY: Red		
1-level, CUE-BID RESP usually promises SUPP, New suit JUMP =	Suit	3rd/5th		3rd/5th	า	NCBO:
FIT INV, MIXED RAISE(3 of OPPT suit), NT RESP=NF and wide	NT	ATT, RNOW	w/ 4+-card suits	3rd/5th	n, RNOW w/ 4+-cd suits	PLAYERS: Roy Welland - Sabine Auken
range, 2NT after 1M-O/C, is 4+card fit INV+, 4THX implies at least 4	Subseq	same		same		,
cards in unbid suit, MAX DBL, SCRAMBLING 2NT	Other: 2nd/4	th + RNOW thru o	declarer, K from	AK 5-1	level or higher, K may	
	be led from	AK when intending	g to shift to a sir	ngleton,	though not mandatory	
	K vs. NT asl					
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	LEADS					SYSTEM SUMMARY
2nd POS+4th LIVE: 15-18 HCP, responses as over NT OPEN except	Lead	Vs. Suit		Vs. N	Т	
TRF into the OPPT M = shortness	Ace	A(+), AK(+)		no UB		GENERAL APPROACH AND STYLE
Reopen: over 1m: 15-17 HCP, over 1M: 10-14 HCP, 2NT=20/21 HCP	King	KQ(+), K(x)		asks fo	or UB or CT [1]	5-card M, 1♣=2+ may be any BAL hand incl. any other 5-cd suit,
ESCAPING FROM 1NT DOUBLED [2]	Queen	QJ(+), Q(X)		KQ(+),	, QJ(x), Qx(x)	1 ♦/♥/ ♦-opening usually UNBAL
	Jack	J10(+), J(x),	KJ10(+)	QJx(+)), J10(x),Jx(x), (A/K)J10	Open light (10+), ART resp, TRF resp to 1., NAT weak 2M,
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	109(+), 10(x)			, 10x(x), (H)J10+	aggressive COMP style
WEAK,5-card possible, TRF responses either lead directing or NAT	9	9(x)		109x+	. ,,,,	Frequent non-PEN DBL
(1m)-2NT: ♥+om, (1M)-2NT: ♦+♣ both any strength	Hi-X	Sx, xSx		xSxx,	xSx,	1NT: 14-16 HCP, 15-17 3rd VUL + 4th, Odd shapes OK
(····/ =····· o···, (····/ =····· o···) cuengu	Lo-X	xxS, xxSx, xx	xxxS		HxSSS	,
Reopen: INTERMEDIATE jumps	SIGNALS I	N ORDER OF PI		1		
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		artner's Lead	Declarer's Lea	d	Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE
MICHAELS CUE: (1m)-2sm:♠+♥ (5+5+), 2♦ advance shows equal M		= DISCG, LO on A			Hi = DISCG	FLANNERY 2 • (10-15 ⁻ or 17 ⁺ -19))
lengths, (1M)-2SM:OM+m (55+); 2NT positive for m, 3♣ P/C, 3♦ INV		P when shift	on or occurrent		S/P	TRF resp. o/ 1&-opening, 1&-1& = FG (R), 1 \(\psi / \psi / \psi - 1 N = FG (R) \)
for M, CUE FG M, (1m)-2NT:♥+om, (1M)-2NT:♦+♣, JUMP CUE		vious			0	1♦-2♣ = NAT NF
ASKS STOP (Ms only),(1♦=0-2+)-2♦: NAT,(1♦=0-2+)-3♦:♠+♥(55+)	5	S,Sxx,HSx,xxSx,	S/P or count hi	=odd	S/P	1♥-1♠ = like F NT may have 4 ⁺ ♠, 1♥-2♣= 5+♠ 9-13 HCP,
VS. NT (vs. Strong/Weak; Reopening;PH)		xSx, xxxxS,HxxxS			Hi = DISCG	1♥-2♦ = 3+-card raise 9-13 HCP
DBL=PEN, 2. STAY, often 43+ Ms or 4M+5+m STR or short		= DISCG [1]			5.000	1♠-2♣ = like F NT, if 2 ♠ < 9 HCP, 1♠-2♦ = 2-card raise 9-13 HCP
2 ♦ = ♦ + M, 2 ♥ / ♠ = NAT, 3 ♣ / ♦ wide range, 3 ♥ / ♠ = PRE			MAY SIGNALIW	hen we	are known to hold at	3NT opening = 4 M to be played from the other side
in 4th seat and by PH: DBL = 1m or both Ms, $2 = +M$, $2 = +M$		or with S/S in dum			are known to noid at	O/ comp:2-level raise NAT, other bids TRF, jump CUE=bid 3NT
III 4til Seat and by FH. DBL - IIII of both ivis, 2* - **ivi, 2* - **ivi	Trumps: hi-lo		inly of declarers	s riariu)		Special bids: 1♣-(x)-2♣=5 ⁺ 4 ⁺ ms < FG, 1♣-(1♠)-2♣= 5♠+4 ⁺ ♥
	Trampo. Til To	7 10 0/1	DOUBLES			1♣-(x/1♦)-2♦=5 ⁺ ♥+4 ⁺ ♣, 1♣-(x/1♦)-2♥=5 ⁺ ♣+4 ⁺ ♣
	DOUBLES					1 - (1 + 1) - 2 = 5 + 4 + 4 + 4 + 1 - (1 + 1) - 2 = 5 + 4 + ms
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOUT	DOUBLES (Style	e. Resnonses. E	?eoneni	ing)	14-(14)-24-34-4, 14-(14)-24-34-113, 14-(14)-24-34-113
DBL is T/O,(WK 2 •):4 *= * + W,4 •= * + *,(WK 2M):4 *= OM + *,4 •=		TAKEOUT DOUBLES (Style; Responses; Reopening) Emphasize Ms;m unclear, may be light (9+) with classic shape EQUAL				1 ♦ -(x)-2 ♣ = 5 + ♥ +3 + ♦ , 1 ♦ -(x)-2 ♥ = 5 + ♠ +3 + ♦ 5-10 or FG
OM+ \diamond ,(3\$)-4\$=\$+\psi\$,(3\$)-4\$=\$+\mathbf{H},(3\$)-4\$=\$+\psi\$,	LEVEL CONVERSION, CUE-BID promises rebid,				1xy-(1N)-2N+ = TRF	
(3M)-4m=OM+sm, LEB after (WK2x)-DBL-(P), o/ DBL in 4th 2N=NAT	Over RDBL: Jump is PRE, pass is more than 1 place to play				Over competition vs. NT: TRF	
VS. ARTIFICIAL STRONG OPENINGS- i.e. 14 or 24	SCRAMBLING 2NT				SPECIAL FORCING PASS SEQUENCES	
Over 1♣ or 1♣-(P)-1♦: DBL=MS, 1N=ms, 2♣=♦ or ♥, 2♦=♥ or ♠,	SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS				(1NT)-DBL-(any)-Pass: in principle F thru 2♠	
2♥=♠ or ♣, 2♠=♣ or ♠, 2N =♠+♦ or ♥+♣, 3♣=♠+♣ or ♥+♦, over 2♣:	1♣-(1♠)-DBL: 4⁺ ♥, 1m-(1♥)-DBL:4⁺♠, 1m-(1♠)-DBL: TRF to NT or ♣, 2-WAY				1NT-(2any)-DBL: we won't let OPPT play undoubled on 2-level	
DBL=MS or ms, over 2♣-(P)-2♦:DBL=♥ or♠, rest as over 1♣	DBL,COMP DBL, ANTI L/D DBL, most low-level DBLs=TO, RESP DBL at the				(· // = ==	
OVER OPPONENTS' TAKEOUT DOUBLE	3-level and higher promise, useful values and usually some support for				IMPORTANT NOTES	
TRF incl. RDBL, pass may be a traditional RDBL, first pass then	partner's suit, RESP-EXT, MAX DBL, MAX-EXT, SPL DBL[VUL vs NV asks for				CALLETT TO A RIV	
DBL=PEN, first pass then bid: another place to play, FIT JUMPS,	lower suit]				PSYCHICS:	
2N=FG raise					Often, NT opening in 3rd seat esp. NV vs. VUL suspect	
	<u> </u>					Orton, 111 opening in ord sout cop. 144 43. 402 suspect

OPENING	ARTIFICIAL TICK IF	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING	
1 🚓		2	5♦	May be any BAL hand incl. any	1♦/♥=4+♥/♠, 1♠=FG (R) [3],1N=BAL 5-11 4M poss.	o/1.4-1 ♦:1 ♥=typically 10-13 w/o 4-cd SUPP	1 ▲= BAL 4-8 or desire to play NT	
				other 5-cd suit also 5422	2♣=54+msINV,2♦=5♠4+♥9-13,2♥=BAL or 5+♣ INV	1N=17-19 BAL,2♥/=11-13BAL w/4-cd SUPP	from other hand, 1NT=BAL 9/10	
					2♠=5+♦ INV, 2NT= BAL FG or ♣-PRE	2N=15+ raise w/SPL.3♦=UNBAL MIN with 4cd	o/comp TRF, jump CUE asks	
		F(4)		LINIDAL account Out A sounds	3*/*/*=*/*/* PRE or GF,3*=7+* asks 3N	SUPP, 3♥=17-19 BAL SUPP, o/1♣-1♥ analog	for 3NT	
1 ♦		5(4)	5 ♣	UNBAL except 3rd, 4 cards	1N=FG (R) [4], 2*=5+*NF,2M=6+M 3-7,2N=L/R+[5]	o/1 ♦-1 ♥: 1NT/2 ♣/ ♦ =TRF, 2N=15+ 4cd SUPP	o/comp TRF, jump CUE asks for	
		_		only if 4 \((441)	3.4=mixed raise, 3.4=PRE	o/1 ♦ -1 ♠: analog	3NT	
1♥		5	5♦	Often UNBAL except 3rd [19]	1♠=like F NT may or may not have ♠,1NT=FG(R)[6]	0/1 ♥-1 ♣ [18]:1NT/2 ♣/ ♦ = TRF, 2 ♥ = 35(32)11-13	DRURY(FIT)	
					2&=5+& 9-13,2&=3+SUPP 9-13,2&=6+& 3-7, 2NT=	o/1 ♦ -2 ♦ :2N asks WK doubleton G/T,2 ♦/3 ♣/ ♦	o/comp TRF, jump CUE asks for 3NT	
1 .		5	. .	Very often UNBAL exc. 3rd [19]	NAT INV, 3m= NAT INV,3NT= 12-14 SUPP	=TRF to \$/*/\\$ S/T, jump=void+optional KCB		
1 ♠		Э	5♦	very often UNBAL exc. 3rd [19]	1NT=FG (R)[7], 2♣= like F NT, if 2♠ < 9,2♦=2♠9-13	o/1♠-2♣:2♦=3⁺♥, 2♥=6⁺♠, 2♠=4⁺m	DRURY(FIT) 2♥ response MIN,	
13.77			4	44 40 100 0 2 1 1 1 1 1 4 1 4 5 4 7	2 ♥ = 3 + SUPP 9-13, 2NT = NAT INV, 3m/ ♥ = NAT INV	1 . -2 . -2 . = waiting, 1 . -2 . : analog 1 . -2 .	not hopeless, o/comp as above	
1NT			4♦	14-16HCP, 3rd VUL+4th 15-17	2♣=PUP to 2♠,2♠=TRF,2♠=BAL INV	1NT-2*-2*[8], 1NT-2*-2*[9],	o/comp 2N PUP to 3*,1N-(2x/3*)-	
				Any 54/ 6322 or singl. H poss. FREQ up/downgrade, 44 majors	/6* * INV+/ 6* ◆ INV, 2NT=S/O in * / (4441)	1NT-2▼-2♣[11],1NT-2▼-3♣/◆/▼=MAX♠-SUP worthless doubleton.	3any=TRF,TRF to their suit=S/S	
				often open 1C instead of 1N	3.4.=6+.♦FG,3.♦=5+.4.4.¥INV,3M=55/64 ms short M	•	1NT-(3♦)-3♥/♠=5 ⁺ ♠INV ⁺ /5 ⁺ ♥FG	
	Х			Any FG or 20/21 BAL	4♣=GERBER, 4♦/♥TEXAS, 4♠=light S/T BAL 2♦=S/O In ♥ or waiting,2♥=TRF,2NT=both ms WK	1NT-2NT-3*=(R)[12] 22	DBL = shortness in OPPT suit	
2*	^			Ally FG 01 20/21 BAL	<u>-</u>	2.4-2.4-2.4=20/2.1 BAL 01 NA1	DBL - SHOTTHESS III OFF I SUIT	
2.	Х			Floring 15 to 4 to 45 to 47 to 40	2♣=1-loser suit ♣,3♣=54 ⁺ Ms, 3♦/♥=TRF 1-loser suit	a/O + 2NT-2 a / + - ah art 2 - / + - E 422 MINI/MA V		
2 ♦	^			Flannery 5* • 4 • 10-15-, 17*-19	2NT=(R), 3♣/♦=NAT F, 3♥/♠=PRE	o/2 ♦ -2NT:3 ♣ / ♦ = short, 3 ♥ / ♠ = 5422 MIN/MAX	DDDL cake partner to double	
2♥		5		3-9 HCP very light 1st NV vs	2. NF,2N=. or fit-showing w/. or ART FG, 3.=.	o/2 ▼-2NT-3 ♣:3 ◆=ART FG no SUPP,3 ▼=INV	RDBL asks partner to double	
				VUL, wide range 3rd	or fit-showing w/♦,3♦=INV+ raise,4♣=optional KCB	fit-showing w/♣,2♥-3♦-3♠ suggests 3NT	with shortness	
2 🌲				same as above	2NT=♣ or ART FG or INV SUPP,3♣/♦=TRF NAT or	o/2 - 2NT-3 - :3 + =ART FG no SUPP,3 + =5 + F	RDBL asks partner to double	
2) ITE				00.04 HOD DAL (5400)	fit-showing,3♥=INV fit-showing w/♣,4♣=opt. KCB	3♠=INV SUPP	with shortness	
2NT	-			22-24 HCP BAL (5422) or	3. = PUP to 3. → ,3. → = 4. → ,3. → = PUP to 3. [13],	0/2N-3★-3★:3★=4/5★[14],3★=4★[15],3N=44M		
2.				(6322) or singleton H possible 3-9 HCP very light 1st NV vs	3♠=both ms, 4♣/♦/♥/♠=optional KCB in ♦/♥/♠/♣	o/2N-3♦:3♥ denies 4♥[16],4♣=4♥ + opt. KCB	RDBL asks partner to double	
3.					new suit NF,4. PUP to 4., then 4 new = NAT		with shortness over all PRE	
3♦				VUL, 4M possible, wide range in	slam try, 4♦ = optional KCB, applies over all 3-lvl		with shortness over all PRE	
3♥				3rd, same for all PRE	preempts			
3 🌲								
3NT				4M opening to be played from	4. asks for TRF, 4. =general S/T			
				other side				
4.				NAT PRE				
4♦				NAT PRE				
4♥				NAT PRE				
4♠				NAT PRE		HIGH LEVEL BIDDING		
4NT				asks for specific aces	5&=no ace, 5NT=2 aces, 6&=&-ace	RKCB-1430, all exclusion KCB is optional, i.e. 1st step=no interest, pulling 3NT to		
						4.★/♦ is treated as optional KCB in that suit, after fit in M is found 4.★ is often optional		
						KCB for that M, slam bidding in (R) auctions [17]		
				1				

Note:..1:Signals vs. NT at trick 1 When there is a singleton or void in dummy in the suit partner led we give U/D ATT. In all other cases we signal as follows: xS, Sxx, HSx, xxSx, HxSx, xxxxS, HxxxS Note:..2: Escaping from 1NT doubled RDBL shows a one-suiter 2m shows sm+hearts, 2M is constructive inviting partner to compete on the 3-level Pass forces RDBL. Then 2♣=♣+♦/♠, 2♦=♦+♠, 2♥=♥+♠ Note:..3: Continuations over 1♣-1♠ FG (R) 1N = BAL 11-13 or 17-19 2♣ = 5+♣4+♦ or any 3-suiter 2♦ = 5⁺♣4⁺♥ 2♥ = one-suiter in ♣ 2♠ = 5+♣4+♠ short ♥ 2N = 4225 or 5116 or 4117 **3**♣ **=** 4315 3 ♦ = 4216 3♥ = 4306 3♠ = 5206 3N = 4207**4**♣ = 5107 Note:..4: Continuations over 1 ♦ -1NT FG (R) 2♣ = 5+ ♦ 4+♥ or any 3-suiter $2 \diamond = 5^+ \diamond 4^+ \Leftrightarrow$ $2 \checkmark = 5^+ \diamond 4^+ \diamond$ 2♠ = one-suiter in ♦ short ♠ 2N = one-suiter in ♦ no shortness 3♣ = one-suiter in ♦ short ♣ 3♦ = one-suiter in ♦ short ♥ 3♥ = 8-card ♦ with two singletons Note:..5: Continuations over 1 ♦ -2NT L/R+ 3♣ = MIN or extras without a singleton 3♦ = singleton ♣, F to 4♦ 3♥ = singleton ♥ 3♠ = singleton ♠ Note:..6: Continuations over 1 ♥-1NT FG (R) $2 = 5^{+} \checkmark 4^{+} \checkmark \text{ or } 5 \checkmark (332) \text{ or } 5 \checkmark (440)$ $2 = 5^{+} 4^{+}$ $2 \checkmark = 5^+ \checkmark 4^+ \land$ 2♠ = one-suiter in ♥ short ♠ 2N = one-suiter in ♥ no shortness 3♣ = one-suiter in ♥ short ♣ 3♦ = one-suiter in ♥ short ♦ 3♥ = 8-card ♥ with two singletons 3♠ = 8-card ♥ with two singletons, suit can play opposite void Note:..7: Continuations over 1 ▲-1NT FG (R) $2 = 5^{+} 4^{+} \text{ or } 5 (332) \text{ or } 5 (440)$ $2 = 5^{+} 4^{+}$ 2♥ = one-suiter in ♠ 2♠ = 5+♠4+♥ short ♦ 2N = 5422 or 6511 or 7411 3♣ = 5431 3 ♦ = 5521 3♥ = 6421

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3♠ = 5530
3N = 6430
4. = 6520
4 ♦ = 7420
4♥ = 6610
4♠ = 7510
Note:..8: Continuations over 1NT-2♣-2♦
2♥ = 4♠ FG or 5<sup>+</sup>♠ INV
2♠ = 4♥ FG
2N = 5 ★4♥ FG
3♣ = 55 majors short ♣
3♦ = 55 majors short ♦
3♥ = 4♥ choice of games
3♠ = 4♠ choice of games
3N = 44 majors
Note:..9: Continuations over 1NT-2 ♦ -2 ♥
2 = 5^{+} 4^{+}
2N = 5+♥4+♠
3 = 5^{+} 4^{+}
3 ◆ = 6+♥ slam-try or choice of game
3♥ = 5<sup>+</sup>♥ 4<sup>+</sup>♠ INV
3♠ = 6⁺♥ any splinter
4♣ = optional exclusion key card in ♣
4♦ = optional exclusion key card in ♦
4♥ = optional exclusion key card in ♠
Note:..10: obsolete
Note:..11: Continuations over 1NT-2 ♥-2 ♠
2N = 5<sup>+</sup> ♠4<sup>+</sup>♣
3 = 5^{+} 4^{+}
3♥ = 6<sup>+</sup>♠ slam-try or choice of games
3♠ = 6<sup>+</sup>♠ any splinter
Note:..12: Continuations over 1NT-2NT-3.
3♦ = 4414
3♥ = 4144
3♠ = 1444
3N = 4441
Note:..13: Continuations over 2NT-3 ♥ -3 ♠
3N = short ♠
4♣ = short ♣
4 ♦ = short ♦
4♥ = short ♥
4♠ = short ♠, doesn't want to get passed in 3N
Note:..14: Continuations over 2NT-3.4-3.4-3.4
3N = 2 , \text{ then } 4 / 4 = 4/5 + 5 / 4 , 4 / 4 = 4/5 + 4 / 4
4♣ = 4♣ MAX, partner treats it as optional key card
4♠ = 4♠ MIN
Note:..15: Continuations over 2NT-3♣-3♦-3♠
3N = \text{denies } 4 \checkmark, 4 \rlap{\ \ } / \spadesuit = 4 \checkmark + 5 \rlap{\ \ } / \spadesuit, 4 \checkmark / \spadesuit = 4 \checkmark + 4 \rlap{\ \ } / \spadesuit
4♣= 4♥ MAX, partner treats it as optional key card
4♥ = 4♥ MIN
Note:..16: Continuations over 2NT-3 ♦ -3 ♥
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3♠ = forces 3N
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3N = 54 majors, then 4♣ asks for TRF to 5-cd suit

4**♣** = 4**♣**+5**♥** slam-try

4 **♦** = 5 **♦** + 4 **♥** slam-try

4♥ = 55 majors NF

4♠ = 55 majors slam-try F1

2NT-3♦-3♥-3**♠**-3NT

4♣ = 5♥+5♣

4♦ = 5♥+5♦

4♥ = **5**♥+**4**♣

4 = 5 +4

Note:..17: slam bidding in relay auctions

After discovering partner's distribution we can sign off in game or make a slam-try. With 17⁺ HCP opener is obliged to make another move over the sign-off by responding KCB in his longest suit.

In these auctions 4♦ is an end signal asking partner to bid 4♥ and then pass the next bid, first 4♦ and then 4NT however is quantitative. All other bids are optional KCB, the principal of longest suit/lowest game applies. Exception: 4♥ is never KCB for ♥ and 4♠ never KCB for ♠, instead we swap with a lower bid.

Note:..18: continuations over 1 ♥-1 ♠

2♠ = 5⁺♥+4♠ 15⁺-17⁻

2N = 5♥+5m or 4522 20+

3♣ = 5+♥+4♠+3♣ 20+

 $3 + 5^{+} + 4 + 3 + 20^{+}$

Note:..19: Opening 1M with BAL hands

With 5M(332) we have a choice of opening 1M or 1*. We tend to open 1* in an attempt to show a BAL hand. But this decision can be overruled by factors like suit quality and small doubletons or considerations regarding which side the final contract should be played from. 35(32) distributions are more likely to be opened $1 \checkmark$, since we can bid $1 \checkmark -1 \land -2 \checkmark = 5 \checkmark +3 \land NF$.