

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
Aggressive, FREQ 4-card suit, Jump RAISE=PRE, New suit=F1 at 1-level, CUE-BID RESP usually promises SUPP, New suit JUMP = FIT INV, MIXED RAISE(3 of OPPT suit), NT RESP=NF and wide range, 2NT after 1M-O/C, is 4+card fit INV+, 4THX implies at least 4 cards in unbid suit, MAX DBL, SCRAMBLING 2NT
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
2nd POS+4th LIVE: 15-18 HCP, responses as over NT OPEN except TRF into the OPPT M = shortness
Reopen: over 1m: 15-17 HCP, over 1M: 10-14 HCP, 2NT=20/21 HCP
ESCAPING FROM 1NT DOUBLED [2]
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
WEAK,5-card possible, TRF responses either lead directing or NAT (1m)-2NT: ♥+om, (1M)-2NT: ♦+♠ both any strength
Reopen: INTERMEDIATE jumps
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
MICHAELS CUE: (1m)-2sm: ♠+♥ (5+5+), 2♦ advance shows equal M lengths, (1M)-2SM:OM+m (55+); 2NT positive for m, 3♣ P/C, 3♦ INV for M, CUE FG M, (1m)-2NT:♥+om, (1M)-2NT:♦+♠, JUMP CUE ASKS STOP ( Ms only),(1♦=0-2+)-2♦: NAT,(1♦=0-2+)-3♦:♠+♥(55+)
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
DBL=PEN, 2♣ STAY, often 43+ Ms or 4M+5+m STR or short ♣, 2♦=♦+M, 2♥/♠=NAT, 3♣/♦ wide range, 3♥/♠= PRE in 4th seat and by PH: DBL = 1m or both Ms, 2♣ = ♣+M, 2♦ = ♦+M
<b>VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
DBL is T/O,(WK 2♦):4♣=♠+M,4♦=♠+♥,(WK 2M):4♣=OM+♠,4♦=OM+♥,(3♣)-4♣=♠+♥,(3♦)-4♦=♦+M,(3♠)-4♠=♦+M,(3♥)-4♥=♠+♥,(3M)-4m=OM+sm, LEB after (WK2x)-DBL-(P), or DBL in 4th 2N=NAT
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Over 1♣ or 1♠-(P)-1♦: DBL=MS, 1N=ms, 2♣=♦ or ♥, 2♦=♥ or ♠, 2♥=♠ or ♣, 2♠=♣ or ♦,2N=♠+♦ or ♥+♠, 3♣=♠+♣ or ♥+♦,over 2♣ : DBL=MS or ms, over 2♣-(P)-2♦:DBL=♥ or ♠, rest as over 1♣
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
TRF incl. RDBL, pass may be a traditional RDBL, first pass then DBL=PEN, first pass then bid: another place to play, FIT JUMPS, 2N=FG raise

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	3rd/5th	3rd/5th	
NT	ATT, RNOW w/ 4+-card suits	3rd/5th, RNOW w/ 4+-cd suits	
Subseq	same	same	
Other: 2nd/4th + RNOW thru declarer, K from AK 5-level or higher, K may be led from AK when intending to shift to a singleton, though not mandatory			
K vs. NT asks for UB			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	A(+), AK(+)	no UB	
King	KQ(+), K(x)	asks for UB or CT [1]	
Queen	QJ(+), Q(X)	KQ(+), QJ(x), Qx(x)	
Jack	J10(+), J(x), KJ10(+)	QJx(+), J10(x),Jx(x), (A/K)J10	
10	109(+), 10(x)	J10x+, 10x(x), (H)J10+	
9	9(x)	109x+, 9x	
Hi-X	Sx, xSx	xSxx, xSx,	
Lo-X	xxS, xxSx, xxxS	HxSS, HxSSS	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Hi= DISCG, LO on A	S/P or count hi=odd	Hi = DISCG
Suit 2	S/P when shift		S/P
3	obvious		
1	xS,Sxx,HSx,xxSx,	S/P or count hi=odd	S/P
NT 2	HxSx, xxxS,HxxxS		Hi = DISCG
3	Hi = DISCG [1]		
Signals (including Trumps): 3-WAY SIGNAL[when we are known to hold at least 5 cards or with S/S in dummy or declarer's hand)			
Trumps: hi-lo is S/P			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Emphasize Ms;m unclear, may be light (9+ ) with classic shape EQUAL			
LEVEL CONVERSION, CUE-BID promises rebid,			
Over RDBL: Jump is PRE, pass is more than 1 place to play			
SCRAMBLING 2NT			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
1♠-(1♦)-DBL: 4+ ♥, 1m-(1♥)-DBL:4+♠, 1m-(1♠)-DBL: TRF to NT or ♣, 2-WAY DBL,COMP DBL, ANTI L/D DBL, most low-level DBLs=TO, RESP DBL at the 3-level and higher promise, useful values and usually some support for partner's suit, RESP-EXT, MAX DBL, MAX-EXT, SPL DBL[VUL vs NV asks for lower suit ]			

W B F CONVENTION CARD
<b>CATEGORY: Red</b>
<b>NCBO:</b>
<b>PLAYERS: Roy Welland - Sabine Auken</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
5-card M, 1♣=2+ may be any BAL hand incl. any other 5-cd suit, 1♦/♥/♠-opening usually UNBAL
Open light (10+), ART resp, TRF resp to 1♣, NAT weak 2M, aggressive COMP style
Frequent non-PEN DBL
1NT: 14-16 HCP, 15-17 3rd VUL + 4th, Odd shapes OK
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
FLANNERY 2♦(10-15 or 17*-19))
TRF resp. of 1♣-opening, 1♣-1♠ = FG (R), 1♦/♥/♠-1N = FG (R)
1♦-2♣ = NAT NF
1♥-1♠ = like F NT may have 4+♠, 1♥-2♣= 5+♠ 9-13 HCP,
1♥-2♦ = 3+-card raise 9-13 HCP
1♠-2♣ = like F NT, if 2 ♠ < 9 HCP, 1♠-2♦ = 2-card raise 9-13 HCP
3NT opening = 4 M to be played from the other side
O/ comp:2-level raise NAT, other bids TRF, jump CUE=bid 3NT
Special bids: 1♣-(x)-2♣=5+4*ms < FG, 1♣-(1♦)-2♣= 5♠+4*♥
1♣-(x/1♦)-2♦=5+♥+4*♣, 1♣-(x/1♦)-2♥= 5+♠+4*♣
1♣-(1♥)-2♦= 5+♠+4*♣, 1♣-(1♥)-2♥ = 5+4*ms,1♣-(1♠)-2♥= 5+4*ms
1♦-(x)-2♣= 5+♥+3*♦, 1♦-(x)-2♥= 5+♠+3*♦ 5-10 or FG
1xy-(1N)-2N+ = TRF
Over competition vs. NT: TRF
<b>SPECIAL FORCING PASS SEQUENCES</b>
(1NT)-DBL-(any)-Pass: in principle F thru 2♠
1NT-(2any)-DBL: we won't let OPPT play undoubled on 2-level
<b>IMPORTANT NOTES</b>
<b>PSYCHICS:</b>
Often, NT opening in 3rd seat esp. NV vs. VUL suspect

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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<sup>+</sup>♣4<sup>+</sup>♦ or any 3-suiter

2♦ = 5<sup>+</sup>♣4<sup>+</sup>♥

2♥ = one-suiter in ♣

2♠ = 5<sup>+</sup>♣4<sup>+</sup>♠ 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<sup>+</sup>♦4<sup>+</sup>♥ or any 3-suiter

2♦ = 5<sup>+</sup>♦4<sup>+</sup>♣

2♥ = 5<sup>+</sup>♦4<sup>+</sup>♠

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<sup>+</sup>♥4<sup>+</sup>♦ or 5♥(332) or 5♥(440)

2♦ = 5<sup>+</sup>♥4<sup>+</sup>♣

2♥ = 5<sup>+</sup>♥4<sup>+</sup>♠

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<sup>+</sup>♠4<sup>+</sup>♦ or 5♠(332) or 5♠(440)

2♦ = 5<sup>+</sup>♠4<sup>+</sup>♣

2♥ = one-suiter in ♠

2♠ = 5<sup>+</sup>♠4<sup>+</sup>♥ short ♦

2N = 5422 or 6511 or 7411

3♣ = 5431

3♦ = 5521

3♥ = 6421

3♠ = 5530  
3N = 6430  
4♣ = 6520  
4♦ = 7420  
4♥ = 6610  
4♠ = 7510

Note...8: Continuations over 1NT-2♣-2♦

2♥ = 4♠ FG or 5+♠ 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+♥ 4+♠ 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+♠4+♣  
3♣ = 5+♠4+♦  
3♥ = 6+♠ slam-try or choice of games  
3♠ = 6+♠ 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♣-3♦-3♥

3♠ = 3♠, then 4♣/♦ = 4♠+5♣/♦, 4♥ = opt. key card in ♠, 4♠ = to play  
3N = 2♠, then 4♣/♦ = 4/5♠+5♣/♦, 4♥/♠ = 4/5♠+4♣/♦  
4♣ = 4♠ □ MAX, partner treats it as optional key card  
4♠ = 4♠ MIN

Note...15: Continuations over 2NT-3♣-3♦-3♠

3N = denies 4♥, 4♣/♦ = 4♥+5♣/♦, 4♥/♠ = 4♥+4♣/♦  
4♣ = 4♥ MAX, partner treats it as optional key card  
4♥ = 4♥ MIN

Note...16: Continuations over 2NT-3♦-3♥

3♠ = forces 3N  
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♥, since we can bid 1♥-1♠-2♥ = 5♥+3♠NF.