DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS					WBF and SBF Convention Card			
OVERCALLS (Style; Responses; 1/2 Level; Reopening)	OPENING LEADS STYLE								
Aggressive on 1-level. Sound on 2-level. New suit NAT F1.			Lead		In P suit				
RESP to $1 \stackrel{\blacktriangle}{\bullet}$ O/C over 1m: $2 \stackrel{\clubsuit}{\bullet} = 5 + \stackrel{\blacktriangledown}{\blacktriangledown}$ , $2 \stackrel{\blacktriangledown}{\bullet} = \text{good raise}$ ,	Suit	3rd/LOW 3rd			3rd/LOW				
TRF RESP after (1x) 1M (DBL/1 A TRF) from 1NT to 2M-1	NT	1st/2nd/4th [see supp sheets B1] 3rd/LOW			Category:	Blue			
2NT over 1M always 4+SUPP INV+ unless bid over a	Subseq.	2nd/4th through declarer (see other) 3rd/LOW			NCBO:	Sweden			
pass out seat 1M. JUMP CUE=mixed raise.	Other:	After a suit has been touched (played or discarded), we lead 3rd/LOW			Event:	Team trials			
		through declarer			Players:		<u>chielsen</u> – Per-	Ola <u>Cullin</u>	
1NT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)	LEADS				SYSTEM SI				
(1m) 1NT=15-18 SYS ON	Lead		Vs. Suit Vs. NT		Vs. NT	GENERAL APPROACH AND STYLE			
(1M) 1NT=15-18 2♣=F2 ♦ to play or 4oM	Ace	AKx(+)		AK(+)		Stro	ong 🚣 a lá Jol	nan Ebenius ar	nd Daniel Auby
R/O 11-14 over 1m and 11-16 over 1M	King	AK, KQ(+), [AKx(+),	see B2]	KQ(+), AKJ	10(+) [AK(+), see B2]	1 <b>♣</b> any 16+ (	(17+BAL) w/	highly ART I	RESP, nebulous 1+♦,
(1x) p (1y) 1NT=16-18 NAT RESP, 2y=CUE	Queen	Qx, QJ(+)	Qx, QJ(+) $Qx, QJ(+), KQ109(+)$		ζQ109(+)	1M 5+ (semi-F 1NT), Precision style 2♣, 2♦ Multi (no strong			
(1Polish♣) p (1M) 1NT=5+♣ 4oM	Jack	Jx, J10(+) Jx, A/KJ10(+), J1		+), J10(+)	option), 2M 6+ 10-13, 2NT 5-5 minors 8-13. Aggressive wide				
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	A/KJ10(+), 109(+), 10x		H109(+), 109(+), 10x		ranging 1-lev	el O/C. Soun	d 2-level O/C.	Preempts could be
WJO or wide range 2-suited [see supp sheets D1]		HT9(+), A/KJ9(+), 9x H9		H98(+), H92	H98(+), H9x, 9(+)				BL w/ right shape.
	Hi-x	Sx, xxSxxx, HxSxxx Sx, SSx, SSxx(+), HSx(+) [B1]		1NT=15-16 VUL and 14-16 NV w/ frequent upgrades, but					
	Lo-x	xxS(x), $xxxxS$ , $HxS(x)$ , $HxxxS$ $xxxS$ , $HxS$ , $HxxS(+)$ [B1]			not w/o a good reason.				
Reopen: 2NT=19-21	SIGNALS	IN ORDER OF PRIOR				SPECIAL BIDS THAT MAY REQUIRE DEFENCE			
DIRECT AND JUMP CUE (Style; Resp., reopening)		Partner's Lead		er's Lead	Discarding	1M-2 <b>♣</b> = AR			
[See supp sheets D1]		Low=ENC*	Low-Hig	h=Even	Low=ENC	2 <b>♦</b> = Multi, 5	-9 HCP w/ ei	ther M	
	2 <sup>nd</sup>	Low-high=Even*	S/P**		Low-high=Even	2M = 10-13  H			
	3 <sup>rd</sup>	S/P			S/P	2NT= 8-13 F	ICP 5-5+ mm	1	
VS. NT (vs. Strong/Weak; Reopening; Passed Hand)	NT:1st	As above *	Smith (H	igh=like)	As above	1 <b>.</b> -2♥ and 1	<b>♥</b> -2♦ shows	approx. 8-14	HCP w/ SUPP
2♣=MM, could be (43)-5-1, $2$ ♦=6(5)M or strong 5M-5m	2 <sup>nd</sup>		S/P			1    -2   = 3-14	4 HCP 5+♥ (i	if only 5, RES	P will not pass 2♥)
2M=5+M 4+mi (vs strong) or constructive 6M (vs weak).	3 <sup>rd</sup>		Low-Hig	h=E					
Passed hand: DBL=MM, 2m=m+M, 2M=NAT;	* Special 1	ules apply to <b>trick 1</b> o	n A/K lead	[STD or S/P,	see supp sheets B3]				
@ favorable DBL=MAX, 2♣=MM, 2♦=♦+M, 2M=NAT	** In the t	rump suit, S/P is 1st pri	ority						
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT-bids)	DOUBLES					SPECIAL FO	RCING PAS	S SEQUENCE	S
2NT=15-18, DBL=T/O, (2 ♦ / ♥ / ♣ )-DBL-(pass/2M)-LEB		T DOUBLES (Style; I			-	$1X (DBL) RD = F2X (FG if 1 \clubsuit)$			
(2m) 3m=MM, (2/3M) 4m=5+m and 5+oM NF	Light on ideal shape. Aggressive when balancing or R/O. Off shape OK				1 <b>♣</b> (4NT+);	1 <b>♣</b> (1♥) pass	=F1		
(2M) 3M = mm, (3m) 4 = M + om 4 = MM	if 16+ (14+ 4 <sup>th</sup> seat over 1X). Converting ♣ to ♦ does not show extra								
VS. ARTIFICIAL STRONG OPENINGS	values. ADV CUE is FG over 1 , otherwise F1. ADV DBL is RESP.					(3X) – DBL	– (5X): FP @	favorable	
On strong hands we usually pass at first	ADV non jump 2NT is never NAT, ADV 3 v over their 2 is always INV.					1NT-(DBL)-RD and 1NT-(2X ART)-DBL = F2NT			
DBL=MM NT=mm	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES					IMPORTANT NOTES THAT DON'T FIT ELSEWHERE			
	SUPP DBL and RD, not mandatory. INV DBL when there is no other INV bid.				In relay bidding we use ZZ-points and not HCP.				
OVER OPPONENTS' TAKE-OUT DOUBLE	DBL of OPPT SUPP showing ART bid is T/O unless FG.				A=3 zz, K=2 zz, Q=1 zz, SING K=1 zz, SING Q= 0				
RD sets forcing pass to 2M, TRF over $1M - (X)$ $(1X) - 1M - (DBL) - RD = 10+$ , normally 2 card SUPP.								ipp sheets G1]	

OPENI	OPENING BID DESCRIPTIONS								
Open		Min	Neg	Description	Responses	Subsequent Auction	Passed Hand Bidding		
ing	k if		Dbl						
	Art	Car ds	Thru						
1.	X	-	4 🛕	17+BAL/16+ UNBAL any distribution,	1 ◆=0-4ZZ (maybe FG strength), 1 ♥=ART 5+ZZ no SPL,	1 <b>.</b> -1 <b>.</b> ;1 <b>.</b> =16-19 5+ <b>.</b> or 20+ any	RESP may FG w/ 4ZZ.		
			UNBAL 15 w/ 11ZZ is opened 1♣.	1 <b>a</b> =as 2 <b>a</b> - w/ 5-7ZZ, 1NT=5+ZZ w/ 5+ ♥ w/o SPL or 5+ <b>a</b> w/	$1 \clubsuit - 1 ♥$ ; $1NT + = same as 1 \clubsuit - 1NT + by$				
				_	SPL, 2♣=8+ZZ w/5+♦ any SPL or (4441) w/4♦, 2♦=8+ZZ	RESP but 9-13ZZ. Else 1 step by opener is			
				ZZ: A=3zz K=2zz Q=1zz J=0zz	w/5+♥ any SPL, 2♥=8+ZZ w/5+♠ two suiter w/o void or	ASK and 2+ steps NAT WK or wild			
	**				4414, 2♠+=8+ZZ w/5c+♣ any SPL	distribution.	2 27455		
1 •	X	1	4 🔥	a) 11-13 BAL (NV) (11)-14 BAL (VUL)	2m=NAT FG, 2M=4-8(9) 6M, 3m=NAT G/T, 3M=NAT PRE	1 ◆ -2m; 2M (BAL w/ 4M)	2m=NAT NF		
				b) 10-15 UNBAL w/ 5+ ◆ or (xx)45 c) 10-16 any 4441			$2 \checkmark = 5 + 4$ , $4 + \checkmark$ , less than G/T		
1 🗸		5	4 🛕	10-15 (5-10 ZZ) 5+ suit	2♣=ART FG ASK, 2♠=Good Raise+ (8-14-ish), 2♠ =5-9 6♠,	1 ♥ - 1♠; 2NT=G/T+ w/ SUPP	2♣=Drury 2♦=NAT NF		
					2NT=FG 10-15-ish w/ any SPL, 3m=NAT G/T, 3♥=WK		2♠=G/T w/ 4+SUPP, any SPL		
							2NT=G/T w/ 4+SUPP w/o SPL		
				10.17 (7.10.77)			3m=SPL w/ 4+SUPP, 7-9		
1 🔥		5	4♥	10-15 (5-10 ZZ) 5+ suit	2♣=FG relay, 2♦=6+♥ S/O or 5+♥ G/T+, 2♥=Good Raise+ (8-14-ish), 2NT=FG 10-15-ish w/ any SPL, 3m=NAT G/T,	1 <b>.</b> -2 <b>.</b> : 2 <b>.</b> = may be 0 <b>.</b>	2♣=Drury 2♦/♥=NAT NF		
					$3 \checkmark$ =WK but constructive $4+ \land$ -raise.	1 <b>^</b> -1NT-2NT: good 6 <b>^</b> 4m	2NT=G/T w/ 4+SUPP, any SPL 3X= SPL w/ 4+SUPP, 7-9		
1NT		_	4♥	NV=14-16 VUL=15-16	Stayman. 4-way TRF. 2 a) Range ASK b) 6+ any strength		JA- SIL W/ 4+SUII, /-/		
			7 🔻	5M(332) within range normally always	or c) WK 55mm. 3*=ASK 5M 3*=FG w/ both m, 3M=SPL				
				opened 1NT. Frequent upgrades, but not	w/ 3oM F4m, 4♣=55MM, 4red=TRF				
	**			as frequent as most.					
2*	X	5	4 🔥	10-15(16) 6♣ or 5♣+4M	2 ◆=ART G/T+ ASK, 2M=NAT NF, 2NT=G/T+ w/ ♣ SUPP				
2.4	X	_		WK (4)5-9 w/ one M	3 ♦ ♥ ▲ =NAT FG w/ good 6+ suit 2NT=F1, 4 ♣= Asks opener to TRF to her suit, 4 ♦ =Asks	OM ONE CO. MAN CA. MIN			
2♦	Λ	-	-	RESP expects 6 card M, but 5 cards M is	opener to bid her suit, $4 \checkmark = Asks$	2M-2NT; 3♣=any MAX, 3♠=MIN			
				allowed	opener to old her sun, 4 V =1/C	w/♥, 3♥=MIN w/♠			
2♥		6	ı	10-13 6+ suit	2NT=G/T+, normally w/ 2+ SUPP				
2 🔥		6	-	10-13 6+ suit	As above				
2NT	X	-	-	8-13 5(+)-5(+) minors	3♥=FG ask, 3♠=NAT FG, 4m=WK NV, constructive VUL				
3.		6	-	Weak	3 ♦=Puppet to 3♥	3♣-3♦;3♥-			
				VUL: Solid style	4 ♦= Optional Keycard	3 ♠=FG w/ 5, 3NT=Suggestion,			
				Favourable: Very aggressive, particularly 3 <sup>rd</sup> seat.		4♣=G/T			
3♦		6	-	As above	4. Optional Keycard				
3♥		6	-	As above	4♣= ART S/T w/ SUPP, 4 ♦= RKCB				
3 🔥		6	-	As above	4♣= Optional Keycard, 4♦=Choice of 4♥/4♠				
3NT	X	-	-	1 <sup>st</sup> /2 <sup>nd</sup> Solid Major 3 <sup>rd</sup> /4 <sup>th</sup> To play					
4*		6	-	Weak	4 ◆= Optional Keycard				
4 •		6	-	Weak	5. =Good raise				
4♥		6	-	Weak (We try very hard to open 4♥ on as many hands as reasonably possible)	5m=asks for control in m				
4 🔥		6	-	Weak					
	HIGH LEVEL BIDDING								
				us, 1 <sup>St</sup> and 2 <sup>nd</sup> round controls are bid up					
the line	, Voi	lwood	(03/14)	) if jump to five level uncontested.					

## Supplementary sheets

## A) Conventions used

N/A

#### B) Leads and signals

## B1 General principles when leading against NT

Against NT we lead 1<sup>st</sup>/2<sup>nd</sup>/4<sup>th</sup> according to the following principles.

From an honor, the normal lead is  $4^{th}$  highest ( $3^{rd}$  from Hxx). However, we can also lead  $2^{nd}$  from honors depending on the rest of the hand. Holding for example  $\clubsuit J872$  and  $\heartsuit AJxx$  on lead, the  $\spadesuit 8$  could be lead. From small cards, the normal lead is  $1^{st}$  or  $2^{nd}$ . However, according to the same principles, we can lead  $4^{th}$  from a bad suit if we have no particular interest in getting a shift or if we judge that it's more important to disguise our holding. In other words, we play a sort of attitude, but not only pertaining to the holding in the suit lead, but also to our preference to have the suit continued by partner.

#### B2 Leading the K from AKx(+)

The normal lead from AKx(+) is the A for ATT. These are the exceptions:

- 1) When the opponents open 3NT, the A asks ATT for the K and the K asks ATT for the Q.
- 2) On the 5-level or when declarer has shown 10 cards in two suits in the bidding, the K asks for count.
- 3) When we have an undisclosed shortness in our hand, we can lead the K from AK to let partner now that our shift is a singleton. However, rule 2 takes precedence.

### B3 Signaling at trick 1 on an A or K lead

On the A or K lead we play standard signals to trick 1 (low=discouraging or odd). However, there are four exceptions to this rule.

- 1) If partner of the leader has shown
- a) five or more cards in the suit lead OR
- b) declarer is known to be short in the suit, we play:

middle=encouraging (neutral in a 1 b-situation) low=S/P low high=S/P high.

If, in a 1 b) situation, you only have two cards to choose from, high is S/P high or neutral, low is S/P low.

- 2) If dummy in a suit contract is short in the suit lead and they are not known to have 9+ trumps, we play standard ATT.
- 3) If dummy in a suit contract is short in the suit lead and they are known to have 9+ trumps, we play:

middle=encouraging/neutral low=S/P low high=S/P high

4) If dummy has a doubleton or a singleton, and there is an obvious shift, then we give a binary signal according to standard ATT; low=I can stand the obvious shift, high=I cannot stand the obvious shift. Rule 4 takes precedence to rule 2 and 3.

## C) Bids that may require defense

N/A

## D) Defensive and competitive bidding

#### **D1 Showing 2-suiters**

(1♣ 3+ or 4432) 2**♣ ^+**\\ **♦+**♦ NF  $2\Diamond$ 2MNAT weak 2NT  $\heartsuit + \diamondsuit$ 3♣ **^**+<

(1♣ 2+ including all balanced hands)

**2♣** NAT **^+**\\  $2\Diamond$ NAT weak 2M2NT  $\heartsuit + \diamondsuit$ NAT weak

**3♣** 

(1♣ 2-way balanced or 16+)

2**♣** NAT **♠**+♡  $2\Diamond$ 2MNAT weak 2NT **\+** 3♣ NAT weak

 $(1 \diamondsuit 3 + better minor)$ 

**^+**\\  $2\Diamond$ 2MNAT weak 2NT **♡+♣** 3♣ **♦+\$** NF  $3\Diamond$ **^++** 

```
(1♦ NAT or balanced)
2 \diamondsuit
             NAT
2 \%
             ♦+♡ NF
2♠
             NAT weak
2NT
             ♡+♣
             NAT weak
3♣
3\Diamond
             ^+\\
(1♦ either minor or balanced)
2\Diamond
             NAT
2 \%
             ♦+♡ NF
2♠
             NAT weak
2NT
             ♦+♣
3♣
             NAT weak
3\Diamond
             ^+\\
(1♡)
2 \%
             ^++
             NAT weak
2♠
2NT
             ^+$
             ◊+♣ NF
3♣
3\Diamond
             NAT weak
3 \%
             ◇+♣
(1♠)
2♠
             ♡+♣
2NT
             \heartsuit+\diamondsuit
             ◊+♣ NF
3♣
3 \diamondsuit
             NAT weak
3 \%
             NAT weak
3♠
             ♦+
```

## E) Doubles

N/A

# F) Back of card

N/A

# G) Other

#### **G1** Psychics

We do not psych often but it comes up every now and then. We have no agreement about when or how we psyche or not (i.e. no standardized positions). However the times it has happened it has usually been a fairly low gamble psych from our side. Usually we had somewhere to run, either long support for one of partner's suits or a long suit of our own.

## H) Prepared defenses

N/A