

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
1 level: Can be weak, ~7-16, (4)5+ suit. 2 level: sound, (10)11-16(17), good suit. 2m most often not balanced
Responses: Transfer from 2 in opening suit to 2/3 our suit.
2NT= good raise 4+ supp after 1 level overcall
Reopening: Can be weaker
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
2 <sup>nd</sup> : 15-18 with stopper
Responses: Sys on
Reopening: 4 <sup>th</sup> : 11-14
(1x)-P-(1y)-1NT: 15-18
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Jump overcalls: weak, ~5-11, (5)6card suit (sometimes constructive specific 55+)
2NT: Constructive specific 55+ (Reopening: 19-21 BAL)
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Cue bid: Constructive specific 55+
Jump cue bid: Strong specific 55+
Reopening: 55+

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	3 <sup>rd</sup> from even, low from odd	3 <sup>rd</sup> from even, low from odd, highest	
NT	4 <sup>th</sup> best, high/second from weakness, coded 9/10	3 <sup>rd</sup> from even, low from odd	
Subseq	2 <sup>nd</sup> 4 <sup>th</sup> through declarer in untouched suit	1-3-5	
K lead on 5+ level ask for count signal			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(x), Ax	AK(x), Ax	
King	AK, KQ(x), Kx	AKJ10(x), KQ(x), Kx	
Queen	QJ(x), Qx	KQ109(x), QJ(x), Qx	
Jack	J10(x), Jx	QJ98(x), J10(x), Jx, AQJ(x)	
10	KJ10(x), 10x	109(x), 10x, AQ10(x), HJ10(x)	
9	KJ9(x), 9x, H109(x)	H109(x), HH9(x), 98(x)	
Hi-X	Xx, xxXx, xxXxxx	Xx, Xxx, xXx, Xxxx, xXxx	
Lo-X	xxX, xxxX	HxxX,, HxX, HxxXx	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Attitude	Count	Attitude
Suit 2	Count	Suit preference	Count
3	Suit preference		Suit preference
1	Attitude	Suit preference (if not)	Attitude

W B F CONVENTION CARD
<b>CATEGORY:</b> Green
<b>NCBO:</b> Sweden
<b>PLAYERS:</b> Daniel GULLBERG – Emma ÖVELIUS
<b>EVENT:</b> All
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
1♣: BAL (weak/strong)/NAT with transfer responses
1♦: 4+♦ UNBAL
1M: 5+, 11+
10-13 NT in 1 <sup>st</sup> -3 <sup>rd</sup> NV. Otherwise 15-17 NT Can contain 5c M, 6c m, can be semibalanced
2♣: 20-21 NT/GF
2♦: weak 6c M/GF ♦
2M: 10-13 6c M
2NT: 22-24
2/1: GF
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
1♣: 2+ with transfer responses
1NT: 10-13
2♦: multi

<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>	NT 2	Count	obvious count is needed)	Count	
X: Strong	3	Suit preference		Suit preference	
2♣: Both majors, 4-4+	Signals (including Trumps): Low-High: Encouraging/even, High-Low:				
2♦: 6c M (wide range)	Discouraging/odd. If shown 5+ suit, middle=enc, high/low=suit pref				
2M: 5M 4m	<b>DOUBLES</b>				
2NT: 5-5+ both m	<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>				
3m: NAT (wide range)	3 cards in unbid suits (10-11)12+ depending on distribution/17+ offshape				
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>	Responses: Cue bid: forcing				
2NT: 15-18, sys on	Reopening Can be weaker, ~8+				<b>SPECIAL FORCING PASS SEQUENCES</b>
X: Takeout, continuation: lebensohl/scramble	<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>				
VS. Multi: X: 13-15 BAL/17+, 4m: m+H					<b>IMPORTANT NOTES</b>
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>					Many transfers in competitive auctions
X: both M, 1NT: both m					<b>PSYCHICS: Rare</b>
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>					
Transfer responses if opening 1M, XX: RDBL: 10+					

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU	Daniel GULLBERG – Emma ÖVELIUS			
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2		a) Weak/strong BAL When strong 1NT: 12-14/18-19 When weak 1NT: 14-16/17-19 b) 11-23 NAT	1♦/♥: 4+♥/♠, 1♠: ♦/NT trf/both ms, 1NT: FG BAL/♣, 2♣: 5+♣ 6-9, 2X: ~3-7 6c suit, 2NT: INV, 3m: inv 6c m, 3M: PRE	1♣-1red-1red+1: BAL 2-3M/11-15 UNBAL with 3M, 1♣-1red-1NT: strong bal. 1♣-1red-2NT=15+, 6+♣	Transfers after most overcalls
1♦		4		4+♦ UNBAL (only 4 if 4441) 11-23	1M: 4+M, 1NT: 6-11, 2♣: GF 4+♣, 2♦: 8-11 (3)4+♦, 2M: 3-7 6M, 2NT: 4+♦ inv+	1♦ – 1M – 1NT+ : TRF	Transfers after some overcalls
1M		5		11-23	2m: GF, 2M: 8-11 3(+)M, 2♠ (if opening 1♥): 3-7 6♠, 2NT: GT+ w 4+support, 3M: mixed	1M-1♠/NT-2M: 5-4+ in M+♣ 11-15, 2♣: 14-16 6cM/any 16+ except 64 with m 1M-1♠/NT-2NT= 16+, 64 with m	TRF after dbl and a 1♠ overcall. Cue: 3-supp GT+.

INT				10-13 1 <sup>st</sup> -3 <sup>rd</sup> NV 15-17 1 <sup>st</sup> -3 <sup>rd</sup> red and in 4 <sup>th</sup> Can contain 5cM, 6c m, can be semibalanced	After weak 1NT: 2♣: ASK M not GF. 2♦: ASK M GF. 2M: to play. 2NT: GT/one long m. 3m: inv After strong 1NT: 2♣: asking for M, 2♦/♥: TRF to ♥/♠, 2♠: BAL GT/6+♣ any strength, 2NT: 6+♦ any strength/weak 55m. 3♣: GF both m, 3♦: one 6cM, GT, 3M: Single M 3coM	1NT-2♠-2NT: min, 3♣: accept of bal GT, 1NT-2NT-3♣: not accepting possible GT, 3♦: accept 1NT-3♣- 3♦: No 4cm, good hand, 3♥/♠: 4+♣/♦, 3NT: no interest, 4m: max, 5m	Dbl: negative, 2x: weak NAT, 2NT+: Transfer lebensohl After strong X: 2♣:♣/♦+♥/♦+♠/both M, 2♦: ♦/both M, 2NT: both m
2♣	*			20-21 NT/GF	2♦: waiting. 2M/3m weak, suggestion vs 20-21 BAL. 2NT: weak Ms	2♣-2♦-2♥: 25+ BAL/GF UNBAL 5+♥ 2♣-2♦-3♣+: ♣ hand	
2♦	*			Weak 6c M/GF ♦	2/3M: P/C. 2NT: positive ask, 4♣: trf to your suit, 4♦: bid your suit, 4M to play	Over 2N: 3♣: extras, 3red: min trf, 3♠+: ♦ hand	Dbl: P/C if M overcall
2M		6		10-13 6c M	2NT: forcing ASK. 3♣ over 2♠: ♥, 3♥ over 2♠: ♣		Dbl: penalty
2NT				22-24	3♣: asking for 5/4 M, 3♦/♥: 5+♥/♠ GF, 3♠: TRF to 3NT, to play/5-4+m GF, 3NT-4♥: TRF 6+suit	2NT-3♣- 3♦: no 4+M, 3M: 4-5*M. 2NT-3red-3red+1: no supp, 3NT: supp, no slam interest, new suit: supp and cue	
3m		6		PRE			
3M		6		PRE			
3NT	*			To play/Gambling			
4m		(6)7		PRE	4NT: asking for aces		
4M		(6)7		NAT	4NT: asking for aces		
4NT						<b>HIGH LEVEL BIDDING</b>	
5m				NAT		Cue bid showing 1 <sup>st</sup> or 2 <sup>nd</sup> round controls, RKCB 1430	