


DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
1-level: Could be pretty weak, ~7-16, (4)5+suit 2-level: Sound overcalls
Responses: new suit = F1, cuebid = good raise
2 NT = NAT INV
Double cuebid: ~8+ 4(5)-c supp
Reopenings: Natural
INT OVERCALL (2nd/4th Live; Responses; Reopening)
~15-18 usually with a stopper
Responses: syson
Reopening: 11-14 over 1m, 11-16 over 1M
(1x)-P-(1y)-INT= ~15-18NT
JUMP OVERCALLS (Style; Responses; Unusual NT)
2M= 4M, 5+m 11-16
2 NT constructive with at least 5-5 in the two lowest unbid suits
Responses: new suit = F1, cuebid = GF, 2NT = NAT INV.
(1♣)-2♦ = good hand 55+M
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Cue bids are constructive with 5+ in the highest unbid suit and 5+ in another unbid suit.
Responses: P/C responses, 2 NT asking for the other suit.
Jump cue asks for stopper, usually a running minor.
VS. NT (vs. Strong/Weak; Reopening;PH)
VS Strong: Trash; ♣ = ♦ or ♥ + ♠. ♦ = ♥ or ♠ + ♣. ♥ = ♠ or ♣ + ♦.
NT = ♣ or ♦ + ♥. ♠ = ♣ + ♥ or ♦ + ♠. D = ♣ or ♦ + ♥ or 5+m and 4M
VS weak: Multi-Landy; D = ~14+ . 2 ♣ = both majors
2 ♦ = weak major or constructive minor
2 M = constructive. 2 NT = both minors
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
2NT 15-18, syson. Dbl = T/O, we use lebensohl against pre-empts.
vs. multi dbl shows 13-15BAL or 17+ any
(2M)-4m= m+oM 5+5+(Leaping Michaels)
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
VS 1♣: D= Good hand, 1NT-2NT=Trash(look at VS.NT)
VS 2♣: D= ♣, 2NT= 55+hand, others natural
OVER OPPONENTS' TAKEOUT DOUBLE
Transfer after 1♣-(dbl) and 1M-(dbl), natural after 1♦-(dbl)
New suit at the 2-level = F1
RDBL = strength, about ~10+

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	1 st -3 rd -5 th	1 st -3 rd -5 th	
NT	1 st -3 rd -5 th	1 st -3 rd -5 th	
Subseq	1 st -3 rd -5 th	1 st -3 rd -5 th	
Other: (2/4 through declarer)			
LEADS			
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, QJ(x), Qx	
Jack	J10x, Jx	J10x, Jx, AQJ(x), QJ98(x)	
10	KJ10(x), 10x	AQ10(x), HJ10(x), 109(x)	
9	KJ9(x), H109(x), 9x	HH9(x), H109(x), 98(x)	
Hi-X	Hx, xxXx	Hx, xxXx	
Lo-X	xxX, HxxxX	xxX, HxxxX	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit: 1	low= enc.	low=even	low= enc.
2	low=even		low=even
3			
NT: 1	low= enc.	low=even	low= enc.
2	low=even		low=even
3			
UDCA			
High-Low = Discouraging or odd. Low-High = Encouraging or even.			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Double as overcall is negative or ~17+ HCP			
Maybe down to 10 HCP with nice distribution.			
Responses: Cue bid = F1 as long as new suits are bid.			
Jump bid 2M= 4M, 5+m 11-16			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
1 NT (dbl(pen)) RDBL shows a weak one-suiter			
If opps double our trash overcalls, RDBL is lead-directing			
Support dbls			
1♣-(1♦)-dbl = 4+♥, 1♣-(1♥)-dbl = 4+♠			

W B F CONVENTION CARD

CATEGORY: Green
NCBO: Sweden
PLAYERS: EKENBERG Simon – HULT Simon
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5542 with transfer responses to 1♣
5-card Ms
1NT= 14-16, can be semibalanced, may contain 5cM
2♦ = (5)6-card M, weak or FG with ♦
Green: 2♥ = (0)3-9 4M5+♦, 2♠ = (0)3-9 54+m
Red: 10-13hcp, 6c suit
2/1 is gameforcing
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1♣ = a)11-13/17-19 bal. b)Natural
Transfer responses to 1♣
2♦ multi, weak M or FG with ♦
IMPORTANT NOTES
Transfers after out 1♣-opening, 1M-(x)
Special signals:
Lavinthal signals when we lead for partner to ruff or when dummy makes it redundantly clear that a shift is needed
SPECIAL FORCING PASS SEQUENCES
1 NT (X (pen)) pass forces RDBL, to show a two-suiter or want to play 1NTxx
PSYCHICS: Very rare

PLAYERS: EKENBERG Simon – HULT Simon, Sweden

OPENING	ARTIFICIAL	MIN NO OF CARDS	NEG . DBL THRU	PLAYERS: EKENBERG Simon – HULT Simon, Sweden			
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	□	2	4♠	11-13 BAL or 17-19 BAL or ~11-23 HCP, 4+ ♣ (can be 3352 if balanced)	1♦/♥ = 4+ ♥/♠. 1♠ = a)6-11(12)BAL b) 5+♦ 4M, FG c) Weak or FG 6+♦ d) 5+ 4+ in either m, FG or 5+ 5+ in m INV+, 1NT = BAL or ♣, FG 2♣ = 5-10, 5+ ♣, 2♦=5+♦ 4+♣ weak, 2M= 6+weak 2 NT = 12BAL, want to declare 3♣/♦ = INV with good 6+suit	Trfs is accepted with 11-13 BAL and some semibalanced hands. (Two-way checkback) 1♣ - 1♦ - 1♥ = 11-13NT or 11-15unbal 3♥ 1♣ - 1♥ - 1♠ = 11-13NT or 11-15unbal 3♣ 1♣ - 1♠ - 1NT = 11-13NT 1♣ - 1red - 1NT = 17-19NT	Weak jump shifts
1♦		4	4♠	~11-23 HCP Natural, promises semi- or unbalanced hand	2♦ ~5-9, 2 NT = 4+supp, FG (slamish) 3♣ = Inv+ with ♦	1♦ - 1 M - 1NT = 4+♦ 4+♣ 1♦ - 1M - 2♣ = 11-17 6+♦ 1♦ - 1♠ - 2♦ = 5+♦, 4-c♥	Weak jump shifts
1♥/♠		5	4♦/4♥	~11-23 HCP	1 NT=semiforcing, can be 3(4)-c M (up to 7 points) 2M = ~8-11 3-c M, 3 M = weak 4+ M 2 NT = INV+ 4+ M, 3m =Nat inv	Two-way checkback after 1♥-1♠-1NT 1M - 1X; 2♣=6+M or 16+any 1M-2NT: [1.1]	After 1M-(dbl) we play transfer
INT		---	3♠	(13)14-16 HCP (S)BAL Can have 5cM or 6cm	2♣=Asking for M (doesn't promise 4cM), 2♦/♥=5+ in ♥/♠ 2♠ = (5)6+♣, 2NT=(5)6+♦, 3♣ = 54+m FG, 3♦=INV with 6+M, 3M= 4144 and 1444 FG	2♣-2♦ denies 4M 2♣-2x-2NT= GF 2♣-2♦-3M = 4M and 5+oM	D is T/O Transfer lebensohl [1.2] in competition Superaccepts(maximum and 4c supp)
2♣	□	---	3♠	20-21 (S)BAL/ FG any except ♦	2♦ = waiting. 2♥ = weak 0-3. 2♠ = 55+ any suits, 2NT=AKQxxx any suit, 3x=xfer HHxxxx		
2♦	□		-	MULTI Weak 6-card M GF with ♦	2/3 M = P/C. 2 NT = F1, 3m= Nat, F1 4♣ = transfer to your M. 4♦ = bid your M	After 2♦ - 2 NT; 3♣ =max 3♦ = min with ♥, 3♥ = min with ♠, 3♠ = Strong ♦	
2♥♠		6	-	Green: 2♥ = (0)3-9 4M5+♦ 2♠ = (0)3-9 54+m Red:10-13hcp, 6c suit	Green: [1.3] Red: 2NT = INV supp, new suit = F1, Raise=pree	Green: 2♠-(dbl)-rdbl = bid your best minor Red: See [1.1]	
2NT		---		22-24 (S)BAL	3♣=Asking for 4cM, 3♦/♥ = Trfs, 3♠=54+minor 3NT=Nat 4♣ = 6+♦, 4♦ = 6+♣	After 3♦/♥: 3♥/♠ = often 2-c ♥/♠. 3 NT = 3+supp, 3keycards, new suit = 3+supp, 4keycards, 4♥/♠ = 3+supp, 5keycards	
3♣♦		6	-	PRE, usually sound	New suit = F1, 4♣=RKC in ♦, 4♦=RKC in ♣		
3♥♠		(6)7	-	PRE, usually sound	New suit = F1 4NT= asking for aces		
3NT			-	Gambling (running minor)	4♣ = P/C. 4♦ = SI. 4 M = to play		
4♣♦		7	-	PRE	4NT= asking for aces		
4♥♠		6	-	NAT	New suit= cue, 4NT= asking for aces		
4NT			-	Asking for specific aces	5♣ = no ace. 5♦/♥/♠ = ace of ♦/♥/♠ 5 NT = ace of ♣. 6X = ace of X + 1 higher ace		
5♣♦			-	NAT		HIGH LEVEL BIDDING	
						Italian style cue bids (first or second round control)	
						RKCB1430	
						Splinter	

