

<b>DEFENSIVE AND COMPETITIVE BIDDING</b>
<b>OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)</b>
1 level = aggressive
2 level = sound
New suit forcing if pd has passed.
Responses: que is min good raise with support
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15-18 sys on
11-14 no stopper required sys on
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Weak usually 6+ suit
Specific 2 suiters non vul more aggressive: (1M) 2M 5-5+ other M and clubs, 2NT other M + dia
3cl both min, 3M both min strong (1m) 2m 5-5+ Majors, 2NT H +other min, 3C S + other min
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Over minor= M
Over M= other M +C
Jump cuebid:
Over M= both m 5-5+ strong
Over m= 3C S + D
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
X= penalty
2c= both M Wide range against strong NT
2d=1 6+ M destructive
2M= nat constructive
2NT= minors
3x= usually weak and long suit
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Vs 2M: 3M= both m, leaping Michaels
Vs 2m: 3m= both M, leaping Michaels
NT = natural
Vs 3x: 4cl/di shows suit + a major suit
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
X= both Majors, NT= both minors
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
<b>XX= 10+</b>
Transfers from 1NT

<b>LEADS AND SIGNALS</b>			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	3/5	3/5	
NT	Attitude	3/5	
Subseq	3/5		
Other:			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	A AKx Ax		
King	AK KQ10xx	Ask for unblock or count	
Queen	QJ QJ10 Qx QJx		
Jack	JTX, Jx	AQJx	
10		KJ10x	
9	Q109x		
Hi-X	1,3,5		
Lo-X	1,3,5		
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Low enc, hi disc	Low even, hi odd	Low enc, hi disc
Suit 2	count	suitpref	Low even, hi odd
3	suitpref		
1	Low enc, hi disc	count	Low enc, hi disc
NT 2	Low even, hi odd	Low enc, hi disc	Low even,hi odd
3	suitpref		
Signals (including Trumps):			
Suitpref			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
3 <sup>rd</sup> dbls normally penalty			
Support Dbl or Rdbl			
Most low-level Dbl is take out			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Invitational doubles			

<b>W B F CONVENTION CARD</b>
<b>CATEGORY: Green</b>
<b>NCBO: Sweden</b>
<b>PLAYERS: Ann-Sophie ANDERSSON Tuva NILSMARK</b>
<b>EVENT: Women</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
Natural 5533, if 3-3 in min usually open with 1C 4-4 in min open with 1D
10-13 NT non vul 1-3 <sup>rd</sup> seat, vul and 4 <sup>th</sup> (14)15-17
Stayman transfer 2NT= puppet
2M= 10-13 6+
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
2C= 18-19 bal or any GF
2D= weak in a Major,strong with Diamonds or 22-24 bal
1m- 2M 6card suit 3-7
P-1M;2C support 8-11(drury)
<b>SPECIAL FORCING PASS SEQUENCES</b>
Forcing pass when in GF
Ex.1M
<b>IMPORTANT NOTES</b>
3 <sup>rd</sup> hand opening may have a wider range
<b>PSYCHICS: Never</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3		11-21 Nonvul:1C-1x; 1NT 14-17	2C= GF 1NT= no 4 cards M 2D=Inv with 5+C	Nat reverse shows extras 1C-2C;2D 15+, 2NT min balanced	
1♦		3		11-21	2D= GF, 1NT= no 4 cards M 3C= inv with 5+D	1C-2C;2H 15+ 2NT min balanced	
1♥		5		11-21	1NT 5-10 can have 3 card supp, 2H= 8-11, 2/1 GF, 3H= weak, 2NT= 10+ 4+ supp; 3S/4 min=void	1H-1x; 2C 5-4+ or any strong 1H-1x; 2C-2D (8+); 2H natural, further bids 16+	2C=Drury
1♠		5		11-21	1NT 5-10 can have 3 card supp, 2S= 8-11, 2/1 GF, 3S= weak, 2NT= 10+ 4+ supp, 4x= void	1S-1x; 2C 5-4+ or any strong 1S-1x; 2C-2D (8+); 2S natural, further bids 16+	2C=Drury
1NT				10-13 non vul 1-3 <sup>rd</sup> seat (14)15-17 vul and 4 <sup>th</sup>	2C= stayman ( doesn't promise 4 c M) 2D/2H= transfer 2S= range-ask or weak/strong C 2NT= puppet 3C= weak or strong D 3D=5+-5+ minor 3H/S= 5-4 minor, shows single	1NT-2C; 2NT= both M min, 3C= both max 1NT-2X; 2X-2S any hand inv	
2♣				18-19 balanced or any forcing	2D= weak or waiting, 2H/S 3C/D play against 18-19 2NT= weak both minors	2C-2D; 2H= H or 25-27 NT 2C-2D; 2NT Muppet 3C asking: 3D= 1+ 4card M, 3H none 4c M, 3S 5c S, 3NT 5c H	
2♦				Weak M / strong D / 22-24 bal	2H/S= pass or correct 2NT= forc asking 4c transfer to your M, 4D bid your M	2D-2X; 2NT Muppet 2D-2X; 3X strong with 5+D	
2♥		6		6+ 10-13	2NT asking, new suit forcing	Ogust 3C min minsuit 3D min good suit 3H max bad suit, 3S max good suit	Dbl on opponents overcall is penalty
2♠		6		6+ 10-13	2NT asking, new suit forcing	Ogust 3C min minsuit 3D min good suit 3H max bad suit, 3S max good suit	Dbl on opponents overcall is penalty
2NT				20-21	Muppet		
3♣		6			3H/S= forcing, 4D= asking for Aces and trump Q		
3♦		6			3H/S= forcing, 4C= asking for Aces and trump Q		
3♥		6			3S= forcing, 4C= asking for Aces and trump Q		
3♠		6			4C= asking for Aces and trump Q		
3NT				Running minor	4C= pass or correct, 4D= slamtry	3NT-4D; 4M single	
4♣/4♦				Pre-empt	4M to play	HIGH LEVEL BIDDING	
4♥/4♠				Pre-empt		RKC 1430	
4NT				Pre-empt		Exclusion Blackwood	
5♣♦♥♠				Pre-empt		DOPE	
						Voidwood	