

DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS			<div style="border: 1px solid black; padding: 5px; text-align: center;"> <b>WBF Convention Card</b> </div>	
OVERCALLS (Style; Responses; Reopening)	OPENING LEADS STYLE				
Aggressive 1-level; Sound 2-level		Lead	In Partner's Suit		
Responses: Transfers from 2x, and 1NT after X	Suit	3 <sup>rd</sup> /5 <sup>th</sup>	Same		
Sound simple raises, transfer raises are weak or inv+	NT	3 <sup>rd</sup> / 5th	Same		Category: Artificial - RED
	Subseq	3rd or 5th (from current length), 2 <sup>nd</sup> /4 <sup>th</sup> attitude in cash out situations			NCBO: SWEDEN
Jumps show suit and fit 4-level					Event: All events
Reopening: T/O DBL, Suit=5+suit					Players: Torbjörn Axelsson - Krister
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)	LEADS			SYSTEM SUMMARY	
(1m): 15-18 bal (subs auction as after 1nt opening)	Lead	Vs. Suit	Vs. NT		GENERAL APPROACH AND STYLE
(1♥): minors; (1♠): 4♥ + longer m	Ace	AK even number, Ax(+)	AKx(+)		Two-way club
4th Live: sound overcall in lowest unbid suit (if bid : 4c oM and longer minor)	King	Top or AK odd number	ask unblk or		1♣ = 17+ or weak NT normally 11-13, but in 1 <sup>st</sup> and 2 <sup>nd</sup> seat, 14-16 3 <sup>rd</sup> seat. ART responses
Reop: 11-16 w bal. (Stayman)	Queen	Top	KQ or QJ		4c ♦ and 5c M. Relay style in FG situations and
JUMP OVERCALLS (Style; Responses; Unusual NT)	Jack	Top	Top (seldom)		
(1c)-2d= weak in either M; (1m)-2M= 4c M+ longer om (1h)-(2S)=Weak, 5-card possible	10	Top or HJ10x(+)	Top or HJ10		
(1m)-3♣ = om+♠, (1m)-3♦ =strong w/ majors, (1h)-2NT= (1m/s)-2NT two lowest unbid	9	Top or H109x(+)	Top or H109x(+)		
DIRECT and JUMP CUE BIDS (Style; Responses; Aggressive style)	Hi-x	3rd=even; low=odd	top of nothing		1NT Openings: 14-16, 8-11 favourable vuln 1 <sup>st</sup> /2 <sup>nd</sup> , 2 OVER 1 Responses: Artificial
(1m)-2m=♥+♠(54+), (1s)-cue=oM + minor; (1h)-2h= 4s+ Jump cue in M=Asks for stopper.	Lo-x	3rd=even; low=odd	3rd=even;		SPECIAL BIDS THAT MAY REQUIRE DEFENCE
	SIGNALS IN ORDER OF PRIORITY				1♣ [1♦ = any 0-7/8-11 w/ 4♥, 1♥=bal/3suiter/♠+longer m, 1NT= 5+♠, 2♣ = ART 12+, 2M 31(54)/13(54), 2NT 0-5
VS. NT (vs. Strong/Weak; Reopen; PH)		Partners	Declare	Discarding	
ASPTRO (always): DBL=15+ or good defence	Suit:	Hi=DISCRG *	Hi/lo=od	Hi=DISCRG	2♦ = 3-9 4s + 4+ m (5+ VUL), (4 <sup>th</sup> seat 13-16 ♣ + ♦)
Reop: DBL=12+, PH: DBL=minor overcall	2nd	Hi/lo=odd	Lavintha	Odd=Hi suit	
	3rd				1♣ = Bal 11-13 or any 17+ w 5+♣]
VS. PREEMPTS (Doubles; Cue bids; Jumps; NT bids)	NT:	Hi=DISCRG	Hi/lo=od	Hi=DISCRG	(1X)-P-(1Y); -1NT lowest unbid suit; -2X highest (1m) - 2m shows both majors, (1c)-2d weak in either
T/O DBL up to 3♦, (3M+)-DBL=" bal" 14+	2nd	Hi/lo=odd	Rev.	Odd=Hi suit	Transfer bids from 1NT are used after 1C-(1X) and 1X-(DBL)
(2M)-4m=m+OM (55+), (2M)-cue=strong 2-suiter w oM+m	3rd	Odd=Hi suit	Lavintha		
(3x)-cue=2-suiter w oM+m, (3M)-4m=Best minor w T/O-	Signals: * Implies suit shift when its obvious vs 5+level we use Hi=odd. Vinje in trumps. On A or take an odd number of tricks, low even number of				
(4M)-4NT=any strong 2-suiter	DOUBLES				SPECIAL FORCING PASS SEQUENCES
VS. ARTIFICIAL STRONG OPENINGS	TAKEOUT DOUBLES (Style; Responses; Reopening)				1x-(DBL)-RDBL:F to DBL or at least 2x (1nt if m)
Strong ♣.Pass might be strong, D=♥, 1♦ =♠, 1M 2-4 cards w 5+m	Aggressive 1-level and reopening, Sound 2-level, (subs auction: cue=Art-F1)				
1NT one m 2♣ both m 2♦ both M.	(1M)-D-(p)-1NT =0-6				
Vs twoway club: Same but 1M 4cards w/ 5+m	SPECIAL, ART AND COMP DBL/RDBL's				IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
OVER OPPONENTS' TAKE OUT DOUBLE	NEG+RESP+COMP DBL ( showing T/O-distr)				1♦ FREQ with 4♦ and 5+♣
1♣: RDBL=any 11+ (F to DBL or openers suit/NT)	SUPP DBL, L/D DBL,				
1x-(DBL): Transfers from 1NT	one-trick DBL vs slam				
					Psychics: Rare



OPENING BID DESCRIPTIONS							
Opening	ART	Min.	Neg Dble t	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣	Yes	0	3♦	11-13 BAL (NV vs VUL, 12-16 1 <sup>st</sup> /2 <sup>nd</sup> 14-16 3 <sup>rd</sup> ) OR 17+, any distr	1♦ =0-7 or 8-11 w/ 4♥, 1♥= bal/3suiter or ♠ with longer minor, 1♠ 4+♥ unbal, 1NT 5+♠, 2♣= ART INV+ w/o M, 2♦=8-11, 2M 31(54)/13(54) 2NT 0-5 5-5 in minors	Artificial continuation. Strong opener often relays over 1M/NT	Same but: 2x=NF, 5+suit
1♦		4	4♣	11-16, 4+♦ may hold longer ♣	1NT ART FG, 2♣ NF, 2♥ weak 5-5 in M, 2♠ weak, 3♦= PRE, 3♣=11-13 w supp,	1♦-1M-2♣=may be longer ♣. ART after 1NT	Same but: 1NT=NF, ♣. ART after 1NT
1♥		5(4)	3♠	11-16, 5+♥ (4414)	2♣ ART FG, 2♦ 8-13 w/ supp, 2♥ =3-8 supp, 2NT=GT w supp, 3M=PRE, minisplinter	ART after 2♣	Same but: 2x=NF 5+suit
1♠		5	3♥	11-16, 5+♠	2♣ ART FG, 2♦ 6-13 w/ ♥, 2♥ 8-13 w/ supp, 2♠ =3-8 supp, 2NT=GT w supp, 3M= PRE, minisplinter	ART after 2♣	jump shift=splinter
1NT			2♠	Bal or semibal NV vs VUL: 8-11 1 <sup>st</sup> /2 <sup>nd</sup> hand 8-13 3 <sup>rd</sup> hand else 14-16	2♣=F1-stayman, 2♦=Transfer to ♥, 2♥=transfer to ♠, 2♠ G/T w/o M or ♦ or both m; 2NT= ASK for xx(Jx), 3♦ 4441/4414, 3♥ 4144, 3♠ 1444, 4m=SA Texas. Over mini-NT: Double Stayman	Over 2red opener may not accept transfer w/ maximum and fit	Same
2♣		5	3♠	11-16, 6+♣ or 5♣ + 4M	2♦=F1-relay, 2M=F1 w 5+M, 2NT=Inv BAL or FG w ♦	2♦-2♥ one M; 2♦-2♠ 6+♣ w shortness; 2♦-2NT no shortness	2♦=same, 2M=NF 5+suit Jump=SPL
2♦	Yes	0		3-9 4s and 4+m (5+ VUL) 4 <sup>th</sup> seat: 14-16 4+♦ -5+♣	2NT= ART F1, 3♣ PoC		Same
2♥/♠		5		3-10, 6+♥/♠(5+♥/♠ non vuln) 4 <sup>th</sup> seat: 14-16 4+M-5+♣	Transfers from 2NT		Same
2NT	Yes			8-12, at least 5-5 in minors	3♥ ART Forcing		Same
3♣/♦/♥/♠		6		PRE	Natural		Same
3NT	Yes			Semisolid/solid ♥/♠	4m=P/C, 4M=natural	P/C	P/C or L/D
4♣/♦		7		PRE			
4♥		6		PRE	See High Level Bidding	See High Level Bidding	New suit L/D
4♠		6		PRE	See High Level Bidding	See High Level Bidding	New suit L/D
4NT	Yes			Asks for specific aces	5♣=0 A, suit=that A, 5NT=2A,		
5♣		7		PRE	See High Level Bidding	See High Level Bidding	New suit L/D
5♦		7		PRE	See High Level Bidding	See High Level Bidding	New suit L/D
<b>HIGH LEVEL BIDDING</b>							
Controls: Up the line, 1st/2nd round equally but not shortness in p's suit							
4NT when major trump or 4♠ when minor trump: RKC-0314							
Denial q-bids in relay sequences							
SPLINTER, 5 OVER TRUMP, BARON, BW 4A.							
" Pass and pull" is SLAM TRY; 3NT is often mild S/T when M is agreed							