

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses; 1/2 Level; Reopening)
Aggressive on 1-level, 6-16, may be on a 4 card suit (seldom)
Sound on 2-level, 10-16 and 5+ suit
2 NT after 1-level M-overcall shows support and is G/T+
Cue shows a good raise+
New suit is NAT F1 but we may have to lie because we have no better alternative (cf. CUE), it could even be on a 2 card suit!
1NT-2 under M=TRF after negative DBL of 1M overcall
For further overcalls and responses: [3.1]
1N OVERCALL (2 nd /4 th Live; Responses; Reopening)
Direct: 15-18, continuation as after 1NT opening
Reopen: 11-14, same continuation
JUMP OVERCALLS (Style; Responses; Unusual NT)
1-Suiter: weak jump shifts, may be 5 card suit in green, usually 6
2-Suiter: 2NT shows at least 5-5 in 2 lowest unbid suits and opening strength or more, 2♦ over 1♣ that can be short=5-5 in M's and const.
Reopen: 2NT=19-21, Resp: 3♣=PUP to 3♦, 3♦=STAY, 3M=5+ FG
DIRECT AND JUMP CUE-BIDS (Style; Responses; Reopen)
Direct Cue = 5+ highest unbid and 5+ other unbid, opening strength+
Responses: 2NT=G/T+ asking, 3m=P/C, After 2NT see [3.2]
Jump Cue = Asking for stopper, normally a 7+ solid suit somewhere
Same when reopen
VS. NT (Vs. Strong/Weak; Reopening; Passed Hand)
2♣= At least (43) in M's, if only (43) then usually 5+♦
2♦= Weak or very strong overcall in one M, 2♦-2M is P/C, 2NT=F1
2M= Intermediate strength, something like 11+-15
2NT= minors
D=PEN oriented, if BAL then at least about opener's max
Passed hand: D=♠+ another, 2m=5+m and 4+♥
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)
2NT=15-18, D=T/O, after (2♦-♠)-D-(?): LEB if possible
(2m)-3m=5+♠ and 5+ other unbid suit, (2m)-4m=M's, (2M)-3M= minors, (2M)-4m=5+m and 5+oM NF, (2M)-4M=FG with highest unbid+1, (3M)-4m=5+m and 4+OM
4NT overcalls are 2-suited
Over 2♦ multi DBL shows 13-15 NT or any 17+,
After (2♦=multi)-DBL-2M:DBL=Takeoutish, promising values
VS. ARTIFICIAL STRONG OPENINGS
On strong hands we usually pass at first
On the 1-level if is NAT but can be very weak.
2-level: Bid in a suit shows that suit or the 2 above, destructive.
NT-bids shows pointed or rounded, also destructive
OVER OPPONENTS' TAKEOUT DOUBLE
RD is strong, usually 10+ and establishes FP to one level higher
After 1M-(D) we use from 1NT to 2 just under opening suit as TRF
1X=F1, 2 new suit =NF

LEADS AND SIGNALS			
OPENING LEADS STYLE			
Suit	Lead	In Partner's Suit	
NT	3 rd /LOW	Same	
Subsequent	3 rd /LOW, [4.1]	Same	
Other:	2 nd -4 th with ATT thru declarer	Same	
	[4.1]		
LEADS			
	Vs. Suit	Vs. NT	
Ace	Ax, AKx+, AKQ+	Same, *unless rusinow [4.1]	
King	Kx, AK, KQ+, KQJ+	Kx, AKQ+, AKJT+, KQx+ *unless rusinow [4.1]	
Queen	Qx, QJ+, AQJ+	Qx, QJ+, KQJx, KQT9+, AQJ+ *unless rusinow [4.1]	
Jack	Jx, JT+, AQJ+	Same *unless rusinow [4.1]	
10	Tx, T9+, 3 rd	Same *unless rusinow [4.1]	
9	9x, or 3 rd	Same	
Hi-x	Sx, xxSx, xxSxxx	Same	
Lo-x	xxS, xxxxs	Same	
SIGNALS IN ORDER OF PRIORITY			
Suit:	1 st Partner's Lead	Declarer's Lead	Discarding
	2 nd LOW=ENCRG	LOW=EVEN	LOW=ENCRG
	3 rd LOW=EVEN	S/P	LOW=EVEN
	3 rd S/P		S/P
NT:	1 st LOW=ENCRG	LOW=EVEN	LOW=ENCRG
	2 nd LOW=EVEN	S/P	LOW=EVEN
	3 rd S/P		S/P
OTHER SIGNALS (INCLUDING TRUMPS)			
S/P in trumps: 3 rd lowest means: next two will be S/P			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
May be light with classic shape.			
(1/2M)-X can be ELC with 4OM and 5+♦ (rebid ♦ over partner's ♣)			
(1♠)-D-(P): 1NT=0-7 any, 2Y=8-11			
(2♣)-D-(P)-2♦=0-7(8) any, 2M=8-10			
(3♣)-D-(P)-3♦=0-7(8) any, 3M=8-10			
(1X)-D-(2X): 2NT+=LEB, (2♦-♠)-X-(Bid or P): 2NT=LEB			
A CUE on 2-level is G/T+ and F1, doesn't promise a rebid			
If XX then P is penalty unless 1♣-1♥ and we sit under the suit			
RESP DBL to 4♦			
SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			
Lightner DBL (Of 3NT, on high level and when pre-emptor doubles).			
We also DBL 3NT on strength.			
PEN DBL may be somewhat speculative			
INV DBL (Only when there is no other invitational bid)			
Support DBL and RDBL (after 1♦-1M-: 1♥-1M-(Bid under 2M))			

WBF and SBF Convention Card



Category: Blue
 NCBO: SWEDEN
 Event: OBS 2 - 2002
 Players: Fredrik Nyström - Peter Bertheau

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

Strong ♣ (16+) with a lot of relays (pattern and location of honors)
 1♦=0+♦ and we may respond on 0+hcp
 1M=5+M 10-15
 Variable NT opening
 Generally aggressive style also PRE's
 Relay bidding after 1♣, 1♦, 1M, 2m, 2NT
 Frequent use of non-PEN DBL and 2NT as ART in competition.
 1NT Openings: 1st-3rd NV vs V: 10-12, else: 14-16, 4th 15-16
 2-over-1 Responses: ART

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

RESP to 1♦ opening, especially the 1♥ response
 1 NT 1st-3rd NV vs V is 10-12
 2 NT=12-15 and at least 5-5 in m's
 1M-2♣=FG (R)
 2m-1step= G/T+ (R), 2NT-3♥ = FG (R)
 1♥-1♠/1NT-2♣ a) 10-13 w/ (3)4+♣ b) 14-15, all hands except 5-5.
 1♠-1NT-2♣=a) 10-13 w/ (3)4+♣ b) 14-15, all hands except 5-5.
 1♠-2♥ and 1♥-2♦ show a good raise or better.
 1♠-2♦=♥.
 1♦-2M and 1♥-2♠ is weak, about (4)5-8(9), 6+
 1M-(X): 1NT+ and (1X)-1M-(X)-1NT+ = TRF
 1♦-(1NT)-2♣ and 1M-(1NT)-2♣=STAY

SPECIAL FORCING PASS SEQUENCES

After 1M-2NT we have eternal FP
 1♣-(4NT+) now we have FP
 1NT (14-16)-(X)-XX establishes FP to 2 NT
 1 NT-(2X=Art)-X establishes FP to 2 NT
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
 In the relay bidding we use zz and not HCP.
 A=3 zz, K=2 zz, Q=1 zz, SING K=1 zz, SING Q=0 zz, J=0 zz
 Psychics: Happens but pretty rare, types are explained at [5.1]