DEFENSIVE AND COMPETITIVE BIDDING	LEAD	S AN	D S	IGNALS			
OVERCALLS (Style; Responses; 1/2 Level; Reopening)		PENING LEADS STYLE In partner's suit					
1-level 8-17, 4 card suit possible but rare.	Suit	3 rd /LOW				me	
2-level, 11-17 and 5+ suit. Cue shows a good raise+.	NT			4 th , [4.1] **	***		/LOW
New suit in response is NAT F1 if RE passes.	LATER LE						
1X -1M - negative DBL - ? Now 1NT - 2 under M = TRF.	Thru	ı declarer		2 nd -4 th witl	h ATT	TT 3 rd /LOW	
1N OVERCALL (2 nd /4 th Live; Responses; Reopening)	Thru	dummy		3 rd /LOW		Sa	me
Direct: (14)15-18, continuation as after 1NT opening.	Touc	ned suit Low from		Low from	odd remaining		
Reopen: 11-14 over 1♣-1♥. 11-16 over 1♣. 1NT bidding.	LEADS IN DETAIL						
JUMP OVERCALLS (Style; Responses; Unusual NT)	Vs. Suit ***		k**	Vs. NT ***			
1-Suiter: weak jump shifts, may be 5 card suit a) NV,	Α	Ax, AK		A, AKx *			
b) NV vs. NV when partner is a passed hand.	K	AK+, KQ, Kx		, Kx	KQ+, AKQ+, AKJT+, *		JT+, *
2-Suiter: 2NT=55 in 2 lowest unbid & opening strength+.	Q	KQ+, QJ, Qx		, Qx	QJ+, KQJx, KQT9+, AQJ+, *		
Reopen: Same	J	KJT, QJ+, JT, Jx			JT+, (K)QJ9+, AJT+, KJT+, *		
DIRECT AND JUMP CUE-BIDS (Style; Responses; Reopen)	10	JT+, Tx		T9+, Tx, *		, ,	
Direct Cue=55 in highest+other unbid, opening strength+	9		9x, or 3 rd		Highest or 3 rd		
w/ responses: 2NT=G/T+ ask, 3m= P/C.	2-8	3 rd ar	3 rd and lowest		4 th from honou		else as high
•	_ <u> </u>	<u> </u>	10 10 10 10 10 10 10 10 10 10 10 10 10 1		as possible, **		** ***
Jump Cue = Asks for stopper, normally a 7+ solid suit.	* Spe	rcial: we use Rusino		bw leads in some situations [4.1]			
Reopen: Same					you have sho		
VS. NT (Vs. Strong/Weak; Reopening; Passed Hand)							
2*= Both majors	*** In partner's suit: 3 rd and lowest both vs. Suit and NT **** Strong hand often leads incorrect spot card						
2♦= "8-11" or "16+" long M. 2M=P/C. 2NT=asks.	SIGNALS IN ORDER OF PRIORITY						
2M= "12-15" nat 2NT = minors	CICIT			ner's Lea		sle	ad Discard
D=PEN oriented, if BAL then at least about opener's max	Suit			/=ENCRG			LOW=ENCRG
PH: DBL=♠+x, 2♣=♣+♥, 2♦=♦+♥	Ouit			V=EVEN	Reversed		LOW=EVEN
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)	<u> </u>			ersed S/P	110101000	٥,٠	Reversed S/P
2NT=15-18, D=T/O, after (2 ♦ - ♠)-D-(?): LEB if possible.	NT:			/=ENCRG	LOW=EV	FN	LOW=ENCRG
(2m)-3m=5+ and 5+ other unbid suit, (2m)-4m=♥+om,	INI.			V=EVEN			LOW=EVEN
(2M)-3M=minors, (2M)-4m=nat + 5+OM NF, (2M)-4M=		I I				Reversed S/P	
FG w/ highest unbid+1, (3♥)-4♣=nat+4♠, (3♠)-4♣ + 4+♥	OTHE	1 7 1					
4NT overcalls are 2-suited.	OTHER SIGNALS (INCLUDING TRUMPS) S/P in trumps: 3 rd lowest = next two will be reversed S/P						
Over 2♦ multi DBL = 13-15 NT or any 18+.	DOUBLES						
VS. ARTIFICIAL STRONG OPENINGS	TAKEOUT DOUBLES (Style; Responses; Reopening)						
Strong hands (15+) usually pass at first. NT-bids=minors.							
2m = that suit or 2 above. All overcalls may be weak.	RESP DBL to 44.						
NT-bids shows minors, also destructive		(1/2M)-X can be ELC with 4OM & 5+♦ (rebid ♦ over ♣).					
OVER OPPONENTS' TAKEOUT DOUBLE	(1x)-D-(P)-1 step =0-6 any (Herbert negative).						
RD=strong, 10+. After 1M-D we use 1NT to 2 < opening	(2/3*)-D-(P)-1 step=0-7 any (Herbert negative)						
, ,	(1X)-D-(2X):2NT+=LEB A 2-level CUE is G/T and F1, does not promise rebid.						
suit=TRF. 1X=F1. After 1 ♦-(D) 2m=NF.							
	(1x)-D-RD-P = PEN unless 1.4-1 ♥ promising 4+.						
	SPECIAL, ARTIFICIAL AND COMPETITIVE DBL/RD						
	Lightner DBL (Of 3NT, on high level and when preemptor doubles). We also DBL 3NT on strength.						
	PEN DBL may be somewhat speculative.						
	INV DBL (only when there is no other invitational bid).						

SUPP DBL & XX

WBF and SBF Convention Card

2♥ NV opening 1st-3rd hand = Brown Sticker





Category:	Blue				
NCBO:	SWEDEN				
Event:					
Players:	Daniel Auby – Per Hallberg				
SYSTEM SUMMARY					
GENERAL APPROACH AND STYLE					
Strong (16+) 1♣, nebulous 1♦ (0+♦), 5+ majors (10-15)					
and a variable 1NT opening (see below).					
Relay bidding after 1♣, 1♦, 1M, 2m, 2NT openings.					

Relay bidding afte	er 1♣, 1♦, 1M, 2m, 2NT openings.					
	ompetition: We often use non-PEN DBL & ART 2NT.					
1NT Openings	1 st -2 nd NV:10-12, V: (13)14-16					
	3 rd : 10-12 if NV vs V, else (14)15-16					
	4 th (14)15-16					
2-over-1	ART					

SPECIAL BIDS THAT MAY REQUIRE DEFENCE 2♥ opening NV 1st-3rd hand (Brown Sticker), weak in ♥

or • [1.2, 2.4]

RESP to 1 ◆ opening, especially the 1 ♥ response.

1NT when it is 10-12. 2NT=12-15 5-5 in minors.

1 ♦ / ♥ - 2 ♣ = FG w/ long m and unbal

1 **v** - 1 **a** = nat or G/T+ (R). 1 **a** - 2 **a** = FG (R)

 $1 - 2 = 4 \cdot 1 = 4 \cdot$

1 ♦ - 2M and 1 ▼ - 2 ▲ is weak, about 5-9, 6+ suit.

1M-(X):1NT+ and (1X)-1M-(X)-1NT+ = TRF.

SPECIAL FORCING PASS SEQUENCES

1 **♦** / **♥** / **♣** - D-RD FP to 2 **♦**

1**.**-(4NT+) − P

1NT - (D) - and bid that is equivalent to RD: FP to 2NT

1 NT - (2X=not promising the suit) - PD w/ FP

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

In the relay bidding we use "zz"-points, not HCP. A=3 zz, K=2 zz, Q=1 zz, SING K=1 zz, SING Q= 0 zz, J=0 zz

Psychics: Rare (mostly 3rd hand 1 ♥/1 ♣/1NT opening)