



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

WBF and SBF Convention Card			
2♥ NV opening 1 <sup>st</sup> -3 <sup>rd</sup> hand = Brown Sticker			
Category:	Blue		
NCBO:	SWEDEN		
Event:			
Players:	Daniel Auby – Per Hallberg		
<b>SYSTEM SUMMARY</b>			
<b>GENERAL APPROACH AND STYLE</b>			
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.			
In competition: We often use non-PEN DBL & ART 2NT.			
1NT Openings	1 <sup>st</sup> -2 <sup>nd</sup> NV:10-12, V: (13)14-16		
	3 <sup>rd</sup> : 10-12 if NV vs V, else (14)15-16		
	4 <sup>th</sup> (14)15-16		
2-over-1	ART		
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENCE</b>			
2♥ opening NV 1 <sup>st</sup> -3 <sup>rd</sup> 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♥ - 1♠ = nat or G/T+ (R). 1♠ - 2♣ = FG (R)			
1M - 2♦ = ♥. 1♠ - 2♥ = ♠.			
1♦-2M = 4-8 6+M, 1♥-2♠ = 5-9 6+♠.			
1M-(X):1NT+ and (1X)-1M-(X)-1NT+ = TRF.			
<b>SPECIAL FORCING PASS SEQUENCES</b>			
1♦/♥/♠-D-RD FP up to and including 2♦			
1♣-(5♣+) - P			
1NT - (D) - and bid that is equivalent to RD: FP to 2NT			
<b>IMPORTANT NOTES THAT DON'T FIT ELSEWHERE</b>			
In (R) bidding we often 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 3 <sup>rd</sup> hand 1NT opening or 3 <sup>rd</sup> /4 <sup>th</sup> hand 1NT overcall of opening bid.		

OPENING BID DESCRIPTIONS							
OP	Tick if Art	Min No Crds	Neg Dbl Thru	Description	Responses	Subsequent Auction	PH bidding and when contested
1♣	√	0	7♥	(15)16+ All hands w/ 16+ except a) 16 BAL in some positions (cf.1NT opening) b) 16 (4441)	1♦ 0-4 zz w/ SPL, 0-5zz w/o SPL. May have FG strength! 1♥ 6+zz w/o SPL, cf. 1NT a)      2♦ 7+zz 5+♥ w/ SPL 1♠ 5-6 zz w/ a SPL, cf. 1NT b)      2♥ 7+zz 4+♠ w/ SPL 1NT a) 6+zz most 5+♥ w/o SPL,      2♠+ 7+zz 5+♣ w/ SPL b) 5+zz most 5+♠ w/ SPL (cf. 2♥)	1♣-1♦: 1♥ = any 20+ or 5+♥ 16-19 2M = 16-19 4M & 5+m After FG response (i.e. 1♣ - 1♥+) 1 step by opener is (R) w/ ART cont. 2+ step show hand w/ SPL, ART cont.	PH: FG response may be made w/ 4zz, altered zz-intervals Contested: [2.1]
1♦	√	0	7♥	a) BAL 1 <sup>st</sup> -2 <sup>nd</sup> NV: (12)13-15 V: (10)11-13 3 <sup>rd</sup> : NV vs V: (12)13-15 Else: (10)11-14 b) (10)11-15 4M 5+m c) 12-16 (4441)	1♥ a) 4+♥ and 5+ b) Any FG hand that wants or must use (R) c) (0-5) and 3+♥, a hand where you don't want to pass 1♦ d)"BAL" G/T vs. NT-hand w/ 2-3♥ and 2-3♠ 1♠ a) 4+♠ and 5+ b) (0-5) and 3+♠, you don't want to pass 1♦ 1NT Nat NF 2♣ a) FG 5+♣ w/ SPL b) G/T(+) 54+ minors 2♦ FG 5+♦ w/ SPL      2M 4-8p, 6+suit 2NT FG hand, wants to play 3NT      3/4X PRE	1♦-1♥: 1♠ =11-15, 5+m and 4♠ 1NT=BAL, 2-3♥ 2♦ =4♥ and 5♦ 2♣=4♥ does not fit 2♦ or 2♥ 2♥ =BAL 4♥      2♠=12-16 4144 2NT=Max, 6♦4♥ 3♣=Max, 6♣4♥ 1♦-1♠: [1.1.1] 1♦-2♣: 4+♣ G/T+ [1.1.2] 1♦-2♦: FG, 5+♦ w/ SPL [1.1.3]	PH: 2m = Nat 5+ suit, strong 1♦-1♥;1♠ = nat, bal or unbal Contested: [2.2]
1♥		5	7♦	(9)10-15, 5+suit  With 10 hcp and 5♥(332) we usually decline to open	1♠ a) Nat, b) G/T+ (R)      1NT 7-13 NF 2♣ FG w/ SPL 5+ minor      2♦ 8-12 3+♥ 2♥ 5-7 w/ 3+♥      2♠ 5-9 w/ 6+♠ 2NT FG w/ 3+♥, promises SPL, normally 12-14p 3m 12-13, 6+ suit, 2♥      3♥ NAT PRE 3♠ 9-11 4+♥, any void 3NT-4♦ 12-14 4+♥ void in ♠, ♣, ♦	1♥-1♠: 1NT: a) 10-15 4+♦ b) 10-13 35xx c) 14-15 1-suiter in ♥ 2♣ 10-15 4+♣, maybe 5♥3♣(32) 2♦ 10-15 4♠      2♥ 10-13 6♥ 2♠ 14-15 35xx      2NT 14-15 64♣ 3♣ 14-15 55♣      3♦/M 14-15 6♥4♠	PH: 2♣ = TRF Contested: [2.3]
1♠		5	7♥	(9)10-15, 5+suit. With 10 hcp and 5♠(332) we usually decline to open	2♣ FG (R)      2♦ Weak 6+♥ or G/T 5+♥      2M=As 1♥-2red Else same principles used as after a 1♥ opening.	1♠-1NT: 2♣: Nat / some 14-15 1♠-2♦: 2♥= may be 0♥	PH: 2♣ = Nat NF Contested: [2.3]
1NT			7♥	1 <sup>st</sup> -2 <sup>nd</sup> NV: 10-12 V: (13)14-16 3 <sup>rd</sup> NV vs V: 10-12, else (14)15-16 4 <sup>th</sup> always (14)15-16	2m Two-way Stayman (does not promise a M) 2M/3m To play      3M FG w/ 6+M 4m SAT TRF		D is T/O of nat bids. 2NT+ is rubenshlish.
2♣		5	7♥	a) (10)11-15 6+♣ (no 4M) b) (11)12-15 5♣4♦(22/31)	2♦ G/T+ (R)      2M Nat NF (9-12)      2NT F1 5+♦ 3♦♥♠ SPL      4♣ PRE		D is T/O, 2NT = bad raise
2♦		5	7♥	As 2♣ opening but reversed minors	2♥=G/T+(R), 2♠=NF, 2NT=F1 5+♥, 3♣=G/T, 3M/4♣=SPL		As over 2♣
2♥ NV 1-3	√	0	3♠	a) 7-10 6♥ b) 0-7 5♠ c) 0-4 6♠	[1.2]	[1.2]	[2.4]
2♥ Else		(5)6		Same as 2♠ opening but w/ long ♥	1step=G/T+(R), 2-4steps TRF. Raise=PRE. Jump new=SPL	2♥-2♠: OP shows SPL	DBL = PEN
2♠		(5)6		1 <sup>st</sup> and 2 <sup>nd</sup> : 5-9 and 6-suit, 3 <sup>rd</sup> : 0-9(-13) (5)-6-suit, 4 <sup>th</sup> 8-13 6-suit	As over 2♥	2♠-2NT: OP shows SPL	DBL = PEN
2NT	√			(11)12-15, at least 5-5 in the minors	3m=To play, 3♥=FG (R), 3♠=Nat G/T, 4m=PRE	2NT-3♥: OP shows SPL	DBL = PEN
3m		6		PRE, can be very aggressive 1 <sup>st</sup> /3 <sup>rd</sup> NV	3♣-3♦ SPL ask      3♦-4♣ As 3M-4♣      Else: New suit NAT F1		DBL = PEN
3M		6		PRE, can be very aggressive 1 <sup>st</sup> /3 <sup>rd</sup> NV	3♥-3♠ NAT F1, 3M-4♣ asks max/min+aces, 3M-4♦ S/T in M		DBL = PEN
3NT				Solid 7+ suit (minor) w/ side strength	4♣ P/C      4♦ FG (R)		DBL = PEN
4m		7		PRE	4♣-4♦ Asks for max/min+aces      4♣-4NT To play		DBL = PEN
4M		6		PRE	4NT RKCB		DBL = PEN

4NT	√		PRE, at least 56/65 in the minors	5♥ RKCB for ♣, 5♠ RKCB for ♦		
5m			PRE NAT	1 step = RKCB		
5M			Asking for K/A in bid suit			
<b>HIGH LEVEL BIDDING</b>		Relay bidding after: 1 of a suit, 2m and 2NT. RKCB in ♦ when 4NT asks, else RKCB 1430. Splinters. CUE=1 <sup>st</sup> or 2 <sup>nd</sup> round control.				