DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS					WBF and SBF Convention Card			S S LIDOR OR BELLO OF S S S S S S S S S S S S S S S S S S			
OVERCALLS (Style; Responses; 1/2 Level; Reopening)	OPENING LEADS STYLE											
Aggressive on 1-level					l		In P suit					
TRF responses after 1 overcall but 1NT is natural	Suit	1 st	t /3 rd /5 th			1st/3rd/5th						
New suit NAT F1	NT	2 nd -4 th with ATT		2 nd from interior seq.		eq.	1st/3rd/5th	Category: Blue				
Sound on 2-level, 10-16 and 5+ suit	Subsequent	2 nd -4 th with ATT through declarer 1 st /3 rd /5 th			1st/3rd/5th	NCBO:	Netherlands - Sweden					
	Other:							Event:				
								Players: Marion Michielsen – Per-Ola Cullin			la Cullin	
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	LEADS							SYSTEM SU				
15-18 (11-14 over mi and 11-16 over MA 4 th seat)	Lead Vs. Suit			Vs. NT			GENERAL APPROACH AND STYLE					
System on			Kx(x)		AKx(x)		1♣=16+ hcp any, w/ relay sequences					
	King	AK, K	AK, KQ(x)		AK, KQ(x), AKJ10(x)		1 ◆=A. 11-13(14) NT(4-4-1-4) B. Natural ◆ (longer					
							• possible)					
	Queen	Qx, Q	J(x)		Qx, QJ(x), KQ) 109(:	x)	1MA= 5*+ 10-15 hcp				
	Jack	Jx, J10	x, J10(x)		Jx, J10x(x)			2 ◆ = Multi and 2MA= 10-13 6*+MA				
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	KJ10, 109(x), 10x			KJ10, 109(x),	10x		2NT=9-13 hcp 5-5 minors				
1-Suiter: weak jump shifts, may be 5 usually 6card	9	1st/3rd	d/5th		1st/2nd/3rd	nd/3rd						
2-Suiter: Ghestem	Hi-x	1st/3rd	d/5th		1st/2nd/4th		Agressive (/random) overcalls/preempts white/red					
2♦ over 1♣ that can be short=5-5 in M's and const	Lo-x 1st/3rd/5th				1st/2nd/4th							
Reopen: 2NT=19-21	SIGNALS IN O	SIGNALS IN ORDER OF PRIORITY						SPECIAL BIDS THAT MAY REQUIRE DEFENCE				
DIRECT AND JUMP CUE BIDS (Style; Responses; Reopening)		P	artner's Lead	Dec	larer's Lead	Di	scarding	1MA- 2♣= Co	onventional GF	7		
(1X) - 2X = Ghestem	Suit: 1st	Lo	ow=enc.	Low	-High= even	Low	= enc.	1M- 1 \(\) /NT; 2	2 4 14-15 Any			
(1mi NAT) - 3mi = Ghestem	2 nd	Lo	ow-high=even	S/P		Low	-high=even	21	M=5M and 4+	♣ 10-13 hcp		
(1MA) – 3MA = Asking for stopper	3 rd	S/	P			S/P		2♦= Multi, w	eak either MA	5-9 hcp		
VS. NT (vs. Strong/Weak; Reopening; Passed Hand)	NT: 1st	As	s above	Smit	h (High=like)	As a	bove	2MA= 10-13				
2♣= Both MA, usually 54+	2 nd			S/P				2NT= 9-13 hcp 5-5 minors				
2 ♦= Weak 6(5)*MA or strong 5MA-5mi / One suited MA	3 rd			Low	ow-High= even			1 △ -2 v and 1 v -2 ♦ show a good raise or better.			or better.	
2MA= Constructive 5*+MA / 5*MA 4*+mi	Signals (Trumps): S/P					$1 - 2 = 3 - 12 \text{ hcp } 5^* + $ (6*+ if weak 3-9 hcp)						
Passed hand: D=M's, 2mi=5+/4+ in mi+MA							•	-	•			
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT-bids)	DOUBLES							SPECIAL FOR	RCING PASS S	SEQUENCES		
2NT=15-18, D=T/O, after (2 ◆ - ♠)-D-(?): LEB if poss	TAKE-OUT DOUBLES (Style; Responses; Reopening)						1X- (D) – RD, F2X					
(2m)-3m=M's	Light on ideal	l shape						1♣-(4NT+) now we have FP				
(2M)-3M=minors, (2M)-4m=5+m and 5+oM NF	Aggressive when balancing						1NT-(X)-XX establishes FP to 2 NT					
VS. ARTIFICIAL STRONG OPENINGS	(1/2MA)-X can be ELC with 4oMA and 5+ ♦ (bid ♦ over partner's ♣)					1 NT-(2X=Art)-X establishes FP to 2 NT						
On strong hands we usually pass at first												
D= Majors NT= Minors	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES						IMPORTANT NOTES THAT DON'T FIT ELSEWHERE					
	Support doubles and redoubles, not mandatory						In the relay bidding we use zz and not HCP.					
OVER OPPONENTS' TAKE-OUT DOUBLE	INV DBL (Only when there is no other invitational bid)					A=3 zz, K=2 zz, Q=1 zz, SING K=1 zz, SING Q= 0						
RD sets forcing pass to 2M, trf over 1/2M(x) NT-3M-1							Psychics: Happens but pretty rare					

OPENII	OPENING BID DESCRIPTIONS									
Open	Tick	Min	Neg	Description	Responses	Subsequent Auction	Passed Hand Bidding			
ing	if	No	Dbl							
1.4	Art X	Cards -	Thru 4 🌲	17+bal/16+ unbal any distribution, unbal 15 w/ 11ZZ is opened 1.	1	1 * -1 • ; 1 v =16-19 5+ v or 20+ any 1 * -1 v ; 1NT+ = same as 1 * -1NT+ by RESP but 9-13 zz.	Responder may F to game with 4+ ZZ.			
				ZZ: A=3zz K=2zz Q=1zz J=0zz	2 ◆=8+ZZ w/5c+♥ any sho, 2 ♥=8+ZZ w/5c+ ♣ two suiter or 4-4-1-4, 2 ♣ -=8+ZZ w/5c+♣ any sho	Else 1 step by opener is always (R) and 2+ step show hand w/ SPL.				
1 •	X	1	4 🔥	11-13/14 bal/10-15 5(4)c+ ◆ / 10-16 4441	2mi= Natural FG, 2MA=5-9 6c, 3mi=INV3NT, 3M=Preemptive	1 ◆ -2m; 2M (Bal w/ 4cM)	2♣=Natural NF			
1♥		5	4 🛕	10-15 hcp(5-10 ZZ), 5+	2♣=FG relay, 2♠=Good Raise+, 2♠=5-9 6c, 2NT=FG-STG 12-15 any sho, 3mi=Nat INV.	1 ♥ - 1 ♣/NT; 2♣ (with unpassed partner)= 14-15 Any. 2M=5M and 4+♣ 10-13 hcp	2♣= Drury 2♦=natural NF			
1 🏠		5	4♥	10-15 hcp(5-10 ZZ), 5+	2♣=FG relay, 2♠=6c+♥ S/O / 5c+♥ INV+, 2♥=Good Raise+, 2NT=FG-STG 12-15 any sho, 3mi=Nat INV, 3♥= weak but constructive ♠ -raise.	1 ♣-NT; 2 ♣ (with unpassed partner)= 14-15 Any. 2M=5M and 4+ ♣ 10-13 hcp 1 ♣-2 ♦: 2 ♥= may be 0 ♥	2♣=Drury 2♦/♥= natural NF			
1NT		-	3♦	NV=14-16 VUL=15-16	Stayman but doesn't promise a M, 4-way Transfers w. 2♠ as 6+♣ or(weak 5-5m) and 2NT as 6+♠. 3♣= Puppet 3♠= INV w. any 6*MA 3MA=SPL both mi's F4mi	1NT-2*				
2 ♣	X	5	4 🔥	10-16 . 6crd or 5+4crdM	2 ♦=INV+ asking, 2MA=Nat NF, 2NT=Inv+ w/♣ support 3 ♦ ♥ ♠ =GF good 6+ suit					
2 •	X	-	-	Multi, weak either M 5-9 hcp	2NT=F1, 4 ♣ TRF to your M, 4 ♦ Bid you M, 4M Nat	2-2NT; 3♣= any maximum, 3♦=min w/♥, 3♥=min w/♠				
2♥		6	-	10-13 6+ suit	2NT=Inv+ w. support					
2 🖍		6	-	10-13 6+ suit	As above					
2NT	X	-	-	9-13 5-5mi	3♥=FG ask, 3 ▲ =Nat INV, 4mi=Weak					
3♣		6	-	Pre-emptive	4 ♦= Min/Max RKCB					
3♦		6	-	Pre-emptive	4♣= Min/Max RKCB					
3♥		6	-	Pre-emptive	4♣= Min/Max RKCB					
3 🔥		6	-	Pre-emptive	4♣= Min/Max RKCB					
3NT	X	-	-	1 st /2 nd Solid Major 3 rd /4 th To play	4/5 mi= P/C					
4 🚣		6	-	Pre-emptive						
4 ♦		6	-	Pre-emptive						
4♥		6	-	Pre-emptive						
4 🔥		6	-	Pre-emptive						
4NT										
5♣										
5 🔷										
5♥										
5 🔥										
5NT										
		BIDDI								
				Cuebids up the line						
Voidwo	ood if ju	ump to fi	ve level	uncontested						