



DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS	<div>WBF and SBF Convention Card</div>  
OVERCALLS (Style; Responses; 1/2 Level; Reopening)	OPENING LEADS STYLE	Category: <b>Red</b> NCBO: Sweden Event: ALL Players: Marion Michielsen – Per-Ola Cullin
Aggressive on 1-level. Sound on 2-level. New suit NAT F1. RESP to 1♠ O/C over 1m: 2♣=5+♥, 2♦=good raise, TRF RESP after (1x) 1M (DBL/1♠ TRF) from 1NT to 2M-1 JUMP CUE=mixed raise.	<div>Suit 3rd/LOW</div> <div>NT 1st/2nd/4th [see B1]</div> <div>Subseq. 2nd/4th through declarer (see other)</div> <div>Other: After a suit has been touched (played or discarded), we lead 3rd/LOW through declarer</div>	
1NT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)	LEADS	
(1m) 1NT=15-18 SYS ON (1M) 1NT=15-18 2♣=F2♦ to play or 4oM R/O 11-14 over 1m and 11-16 over 1M (1x) p (1y) 1NT=16-18 NAT RESP, 2y=CUE (1Polish♣) p (1M) 1NT=5+♣ 4oM	<div>Lead Vs. Suit Vs. NT</div> <div>Ace AKx(+) AK(+)</div> <div>King AK, KQ(+), [AKx(+), see B2] KQ(+), AKJ10(+) [AK(+), see B2]</div> <div>Queen Qx, QJ(+) Qx, QJ(+), KQ109(+)</div> <div>Jack Jx, J10(+) Jx, A/KJ10(+), J10(+)</div> <div>10 A/KJ10(+), 109(+), 10x H109(+), 109(+), 10x</div> <div>9 HT9(+), A/KJ9(+), 9x H98(+), H9x, 9(+)</div> <div>Hi-x Sx, xxSxxx, HxSxxx Sx, SSx, SSxx(+), HSx(+) [B1]</div> <div>Lo-x xxS(x), xxxS, HxS(x), HxxxS xxxS, HxS, HxxS(+) [B1]</div>	<b>SYSTEM SUMMARY</b> <b>GENERAL APPROACH AND STYLE</b> Strong ♣ a lá Johan Ebenius and Daniel Auby 1♣ = 16+ w/ highly artificial responses 1♦ = 0+♦ we may respond on 0hcp, 1M = 5+ 10-15 hcp 2m=10-15 hcp, no 4M, 2M= Nat weak, 2NT = 5-5 minors 12-15 Preempts could be garbage @ favorable. 1NT openings: 15-16 red, 14-16 all white, 10-13 favorable Frequent upgrades, but not without a good reason
JUMP OVERCALLS (Style; Responses; Unusual NT)	SIGNALS IN ORDER OF PRIORITY	<b>SPECIAL BIDS THAT MAY REQUIRE DEFENCE</b> 1♦-1♥ = Nat, GF relay, or 3+ weak 1M-2♣= ART GF 2NT= 12-15 HCP 5-5+ mm 1♠-2♥ and 1♥-2♦ shows approx. 8-14 HCP w/ SUPP 1♠-2♦ = 3-14 HCP 5+♥ (if only 5, RESP will not pass 2♥)
WJO or wide range 2-suited [see D1]	<div>Partner's Lead Declarer's Lead Discarding</div> <div>Suit: 1<sup>st</sup> Low=ENC* Low=Even Low=ENC</div> <div>2<sup>nd</sup> Low=Even* S/P** Low=Even</div> <div>3<sup>rd</sup> S/P S/P</div> <div>NT: 1<sup>st</sup> As above * Smith (High=like) As above</div> <div>2<sup>nd</sup> S/P</div> <div>3<sup>rd</sup> Low=Even</div> <div>* Special rules apply to <b>trick 1</b> on A/K lead [STD or S/P, see supp sheets B3]</div> <div>** In the trump suit, S/P is 1<sup>st</sup> priority</div>	
Reopen: 2NT=19-21		
DIRECT AND JUMP CUE (Style; Resp., reopening)		<b>SPECIAL FORCING PASS SEQUENCES</b> 1X-(DBL)-RD = F2X (FG if 1♣) 1♣-(4NT+): now we have FP (3X) – DBL – (5X): FP @ V vs NV 1NT-(DBL)-RD and 1NT-(2X ART)-DBL = F2NT
[See D1]		
VS. NT (vs. Strong/Weak; Reopening; Passed Hand)		
2♣=MM, could be (43)-5-1, 2♦=6(5)M or strong 5M-5m 2M=5+M 4+mi (vs strong) or constructive 6M (vs weak). <b>Passed hand:</b> DBL=MM, 2m=m+M, 2M=NAT; @ favorable DBL=MAX, 2♣=MM, 2♦=♦+M, 2M=NAT		<b>IMPORTANT NOTES THAT DON'T FIT ELSEWHERE</b> In relay bidding we use ZZ-points and not HCP. A=3 zz, K=2 zz, Q=1 zz, SING K=1 zz, SING Q= 0 Psychics: Happens but pretty rare [see G1]
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT-bids)	<b>DOUBLES</b>	
2NT=15-18, DBL=T/O, (2♦/♥/♠)-DBL-(pass/2M)-LEB	TAKE-OUT DOUBLES (Style; Responses; Reopening)	
(2m) 3m=MM, (2/3M) 4m=5+m and 5+oM NF	Light on ideal shape. Aggressive when balancing or R/O. Off shape OK	
(2M) 3M=mm, (3m) 4♣=M+om 4♦=MM	if 16+ (14+ 4 <sup>th</sup> seat over 1X). Converting ♣ to ♦ does not show extra values. ADV CUE is FG over 1♠, otherwise F1. ADV DBL is RESP.	
VS. ARTIFICIAL STRONG OPENINGS	ADV non jump 2NT is never NAT, ADV 3♥ over their 2♠ is always INV.	
On strong hands we usually pass at first	<b>SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES</b>	
DBL=MM NT=mm	SUPP DBL and RD, not mandatory. INV DBL when there is no other INV bid.	
OVER OPPONENTS' TAKE-OUT DOUBLE	DBL of OPPT SUPP showing ART bid is T/O unless FG.	
RD sets forcing pass to 2M, TRF over 1M – (X)	(1X) – 1M – (DBL) – RD=10+, normally 2 card SUPP.	

OPENING BID DESCRIPTIONS							
Open ing	A R T	Min No Cards	Neg Dbl Thru	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣	X	0	4♠	17+BAL/16+ UNBAL any distribution, UNBAL 15 w/ 11ZZ is opened 1♣.  ZZ: A=3zz K=2zz Q=1zz J=0zz	1♦ 0-4 zz (may be FG strength!) 1♥ 5+zz most hands w/o SPL 1♠ 5-7 zz w/ a SPL (compare 2C+ directly) 1NT 5+zz a) 5+♥ no SPL, b) 5+♠ w/ SPL (cf. 2♥) 2♣ 8+zz 4+♦ w/ SPL, 2♦ 8+zz 5+♥ w/ SPL 2♥ 8+zz 4+♠ w/ SPL, 2♠+ 8+zz 5+♣ w/ SPL	1♣-1♦; 1♥=16-19 5+♥ or 20+ any 1♣-1♥; 1NT+= same as 1♣-1NT+ by RESP but 9-13ZZ. Else 1 step by opener is ASK and 2+ steps NAT WK or wild distribution.	RESP may FG w/ 4ZZ.
1♦	X	0	4♠	a) BAL Red: 12-14, All white or white vs red 3 <sup>rd</sup> /4 <sup>th</sup> : 11-13, White vs red 1 <sup>st</sup> /2 <sup>nd</sup> seat:14-16 b) 10-15 4M and 5+m c) 12-16 any 4441	1♥ a) 4+♥ and 5+ b) Any FG hand that wants or must use (R) c) (0-5) and 3+♥, 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♣=FG 5+♣, UNBAL or G/T w/ both m, 2♦=FG 5+♦, UNBAL, 2M=(0)4-8p, 6+suit, 3m=G/T 3M=PRE	1♦-1♥:1♠=11-15, 5+m and 4♠, 1NT=BAL, not 4♥, 2♣=4♥ not BAL, 2♦=Max, 4♠ 3♥ +SPL, 2♥=BAL 4♥, 2♠=12-16, 4144, 2NT=Max, 6♦4♥, 3♣=Max, 6♣4♥	2m=NAT NF 2♥=5+♠, 4+♥, less than G/T
1♥		5	4♠	10-15 (5-10 ZZ) 5+ suit	2♣=ART FG ASK, 2♦=Good Raise+ (8-14-ish), 2♠=5-9 6♠, 2NT=FG 10-15-ish w/ any SPL, 3m=NAT G/T, 3♥=WK	1♥-1♠; 2NT=G/T+ w/ SUPP	2♣=Drury 2♦=NAT NF
1♠		5	4♥	10-15 (5-10 ZZ) 5+ suit	2♣=FG relay, 2♦=6+♥ S/O or 5+♥ G/T+, 2♥=Good Raise+ (8-14- ish), 2NT=FG 10-15-ish w/ any SPL, 3m=NAT G/T, 3♥=WK but constructive 4+♠-raise.	1♠-2♦: 2♥= may be 0♥ 1♠-1NT-2NT: good 6♠4m	2♣=Drury 2♥/♥=NAT NF
1NT		-	4♥	Red=15-16, White=14-16 1st/2nd seat favourable=10-13 [Style: see subsequent auction]	Stayman. 4-way TRF. 2♠ a) Range ASK b) 6+♣ any strength or c) WK 55mm. 3♣=ASK 5M 3♦=FG w/ 4441 short M, 3M=FG w/ short M, less than 4oM. 4♣=55MM, 4red=TRF	5M(332) within range normally always opens 1NT. 5m4m22 within range must open 1NT. Frequent upgrade, but not as frequent as most.	
2♣		5	4♠	a) 11-15 (6-10 ZZ) 5♣4♦(31) b) 11-15 (5-10 ZZ) 6+♣, no 4M	2♦=ART G/T+ ASK, 2M=NAT NF constructive, 2NT=G/T+ w/ ♦ 3♦♥♠=NAT FG w/ very good 6+ suit		
2♦		5	4♠	a) 11-15 (6-10 ZZ) 5♦4♣(31) b) 11-15 (5-10 ZZ) 6+♦, no 4M	2♥= ART G/T+ ASK, 2♠=NAT NF constructive, 2NT=G/T+ w/ ♥ 3♥♠=NAT FG w/ very good 6+ suit		
2♥/♠		(5)6	-	5-9 and 6-suit, more arbitrary in 3rd	2NT=G/T+, normally w/ 2+ SUPP		
2NT	X	-	-	12-15, at least 5-5 in the minors	3♥=FG ask, 3♠=NAT G/T, 4m=Weak NV, constructive VUL		
3♣		6	-	PRE, can be very aggressive 1 <sup>st</sup> and 3 <sup>rd</sup> seat favourable.	3♦=Puppet to 3♥ 4♦= Optional Keycard	3♣-3♦; 3♥-3♠=FG w/ 5, 3NT=Suggestion, 4♣=G/T	
3♦		6	-	As above	4♣= Optional Keycard		
3♥		6	-	As above	4♣= ART S/T w/ SUPP, 4♦= RKCB		
3♠		6	-	As above	4♣= Optional Keycard, 4♦=Choice of 4♥/4♠		
3NT	X	-	-	1 <sup>st</sup> /2 <sup>nd</sup> Solid Major 3 <sup>rd</sup> /4 <sup>th</sup> To play			
4♣		6	-	Weak	4♦= Optional Keycard		
4♦		6	-	Weak	5♣=Good raise		
4♥		6	-	Weak (We try very hard to open 4♥ on as many hands as reasonably possible)	5m=asks for control in m		
4♠		6	-	Weak			
HIGH LEVEL BIDDING							
RKCB 1430, 3♠/NT-serious, 1 <sup>st</sup> and 2 <sup>nd</sup> round controls are bid up the line, Voidwood (03/14) if jump to five level uncontested.							

## Supplementary sheets

### A) Conventions used

N/A

### B) Leads and signals

#### B1 General principles when leading against NT

Against NT we lead 1<sup>st</sup>/2<sup>nd</sup>/4<sup>th</sup> according to the following principles.

From an honor, the normal lead is 4<sup>th</sup> highest (3<sup>rd</sup> from Hxx). However, we can also lead 2<sup>nd</sup> from honors depending on the rest of the hand. Holding for example ♠J872 and ♥AJxx on lead, the ♠8 could be lead. From small cards, the normal lead is 1<sup>st</sup> or 2<sup>nd</sup>. However, according to the same principles, we can lead 4<sup>th</sup> from a bad suit if we have no particular interest in getting a shift or if we judge that it's more important to disguise our holding. In other words, we play a sort of attitude, but not only pertaining to the holding in the suit lead, but also to our preference to have the suit continued by partner.

#### B2 Leading the K from AKx(+)

The normal lead from AKx(+) is the A for ATT. These are the exceptions:

- 1) When the opponents open 3NT, the A asks ATT for the K and the K asks ATT for the Q.
- 2) On the 5-level or when declarer has shown 10 cards in two suits in the bidding, the K asks for count.
- 3) When we have an undisclosed shortness in our hand, we can lead the K from AK to let partner know that our shift is a singleton. However, rule 2 takes precedence.

#### B3 Signaling at trick 1 on an A or K lead

On the A or K lead we play standard signals to trick 1 (low=discouraging or odd). However, there are four exceptions to this rule.

- 1) If partner of the leader has shown
  - a) five or more cards in the suit lead OR
  - b) declarer is known to be short in the suit, we play:

middle=encouraging (neutral in a 1 b-situation)

low=S/P low

high=S/P high.

If, in a 1 b) situation, you only have two cards to choose from, high is S/P high or neutral, low is S/P low.

2) If dummy in a suit contract is short in the suit lead and they are not known to have 9+ trumps, we play standard ATT.

3) If dummy in a suit contract is short in the suit lead and they are known to have 9+ trumps, we play:

middle=encouraging/neutral

low=S/P low

high=S/P high

4) If dummy has a doubleton or a singleton, and there is an obvious shift, then we give a binary signal according to standard ATT; low=I can stand the obvious shift, high=I cannot stand the obvious shift. Rule 4 takes precedence to rule 2 and 3.

### C) Bids that may require defense

N/A

### D) Defensive and competitive bidding

#### D1 Showing 2-suiters

(1♣ 3+ or 4432)

2♣            ♠+♥

2♦            ♠+♦ NF

2M           NAT weak

2NT          ♥+♦

3♣           ♠+♦

(1♣ 2+ including all balanced hands)

2♣           NAT

2♦           ♠+♥

2M           NAT weak

2NT          ♥+♦

3♣           NAT weak

(1♣ 2-way balanced or 16+)

2♣           NAT

2♦           ♠+♥

2M           NAT weak

2NT          ♦+♣

3♣           NAT weak

(1♦ 3+ better minor)

2♦           ♠+♥

2M           NAT weak

2NT          ♥+♣

3♣           ♠+♣ NF

3♦           ♠+♣

(1♦ NAT or balanced)

2♦ NAT  
 2♥ ♠+♥ NF  
 2♠ NAT weak  
 2NT ♥+♣  
 3♣ NAT weak  
 3♦ ♠+♥

(1♦ either minor or balanced)

2♦ NAT  
 2♥ ♠+♥ NF  
 2♠ NAT weak  
 2NT ♦+♣  
 3♣ NAT weak  
 3♦ ♠+♥

(1♥)

2♥ ♠+♣  
 2♠ NAT weak  
 2NT ♠+♦  
 3♣ ♦+♣ NF  
 3♦ NAT weak  
 3♥ ♦+♣

(1♠)

2♠ ♥+♣  
 2NT ♥+♦  
 3♣ ♦+♣ NF  
 3♦ NAT weak  
 3♥ NAT weak  
 3♠ ♦+♣

## E) Doubles

N/A

## F) Back of card

N/A

## G) Other

### G1 Psychics

We do not psych often but it comes up every now and then. We have no agreement about when or how we psyche or not (i.e. no standardized positions). However the times it has happened it has usually been a fairly low gamble psych from our side. Usually we had somewhere to run, either long support for one of partner's suits or a long suit of our own.

## H) Prepared defenses

N/A