

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Sound Style: 1-level 6-16
2-level 11-16
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18
Reopening: 11-16 (2C=stayman, (2NT=15-16))
JUMP OVERCALLS (Style; Responses; Unusual NT)
Pre Sound style (may be very aggressive non vul vs vul)
Reopen: 10-13 6+ suit
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
1m-2m (Both M)
1M-2M (oM+C)
1M-2N (oM+D)
1M-3C both m nf, 1M-3M both m F
VS. NT (vs. Strong/Weak; Reopening; PH)
X= Pen
2C= Both M
2D= One M
2M=M+m
By passed hand dbl is Max hand 10-11 bal
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
2M-4m (5+oM+m)
3m-4m (both M)
3m-4om (H+om)
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
X= (Both M)
NT=(Both m)
OVER OPPONENTS' TAKEOUT DOUBLE
XX=10 points

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	1,3,5	1,3,5	
NT	Att	1,3,5	
Subseq	3,5 (Always in p suit)		
Other: 2,4 with Att through declerer in unplayed suits			
K ask for count on 5-level and vs preempts			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKQ+ AK+ Ax	Akx+ Ax	
King	KQJ+ KQT+ KQ+	KQJ+ KQ+	
Queen	QJT+ QJ9+ QJ+	QJT+ QJ9+ QJ+	
Jack	KJT+ JT9+ JT+ Jx	AJT+ KJT+ JT9+ Jx	
10	HT9+ T9x+ Tx	HT9+ T9x+ Tx+	
9	KJ9+ 9x+	98x+ 9x	
Hi-X	Xx	,xXxx Xxx Xx	
Lo-X	,xxX xxxxX	HxX HxxX HxxxX	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Low=enc	Low=even	Low=enc
Suit 2	Low=even	S/P	Low=even
3	S/P		S/P
1	Low=enc	Low=even	
NT 2	Low=even	S/P	
3	S/P		
Signals (including Trumps):			
Smith (high is for shift, low is netural)			
In Trumps we play high (give me a ruff)			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
TO dbl may be light with distribution			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
No supert dbls			

W B F CONVENTION CARD
CATEGORY: Green
NCBO: Sweden
PLAYERS: Simon Hult - Peter Bertheau
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
3+m Sound openings (11-12 bal can be passed)
3-seat might be weaker
5+M Sound openings (11-12 bal can be passed)
3-seat might be weaker
1NT 15-17 (5-c M 6-c m possible)
2C 20-21 bal/any GF
2x= weak sound style
2NT= 22-24 bal (5-c M 6-c m possible)
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2D multi
SPECIAL FORCING PASS SEQUENCES
When we forced to game we play forcing pass
IMPORTANT NOTES
PSYCHICS: Very rare

OPENING	ARTIFICIAL TICKET IF	MIN. NO. OF CARDS	NEG.DBL THRU					
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING	
1♣		3+,		If 3 (4333)(3433)(4423) 11-23	1D= 3+, 1M=4+ 1NT=NF 2C=GF, 2D=Multi, 2H=Bal inv, 2S=inv 5+C 2NT=Nat GF 3C=pre 3X=short 5+C PaG	1C-(1X)-1NT-(2C= inv any (2D=GF) (3m=5+m inv)		
1♦		3+,		If 3 (4432) 11-23	1M=4+, 1NT=NF, 2C=GF, 2D=4+GF, 2H=Bal inv 2S=weak 2 2NT=Nat GF 3C=inv 5+D, 3D=pre 3M=short 5+D PaG	Same as above		
1♥		5+,		11+, (may be light 3-seat)	1S=4+ 1NT=sf 2C=3+GF 2D=GF 2H=8-11 2S=Weak 6+, 2NT=10+ 4+H, 3C=Mixed, 3H=pre		Drury 2C= 3-c supp 8-11 2D= 4-c supp 8-11	
1♠		5+,		11+, (may be light 3-seat)	1NT=sf 2C=3+GF 2D=GF 2H=GF 2S=8-11 2NT=10+ 4+S, 3C=7-9 4+S, 3D/H=6+inv, 3S=pre		Same as above	
INT				15-17 5-c M, 6-c m possible	2C=stayman, 2D/H=Trf, 2S=6+C 2NT=6+D 3C=puppet, 3D=5-5m, 3M=short, 4C=H 4D=S			
2♣				18-19 Bal/Any GF	2D= Relay (other bids NF vs 18-19) 2NT=both m weak			
2♦		(5)6+		One Major weak/ 22-24 bal/ GF 5+D	New suit F1, 2NT=asking	2D-(2NT)-3C= any min 3D=Max H, 3H=Max S		
2♥		5		5+M 4+m(5-5 if vul) 5-10	2N=ask inv+ 3C=p/c 3D=M supp inv+	2H-(2NT)-3m=min 3H=6-5, 3S=C 3N=D		
2♠		5		Same as above	Same as above	Same as above		
2NT				20-21 (5-cM, 6-c m possible)	3C=Muppet stayman, 3D=5+H, 3H=5+S 3S=Minors, 4C=6+H slamtry 4D=6+S slamtry	2N-(3C)-3D= one/both M 3H no M, 3S 5, 3N= 5+H		
3♣		(6)7						
3♦		(6)7						
3♥		(6)7						
3♠		(6)7						
3NT		7+M		Running Major				
4♣								
4♦								
4♥								
4♠								
4NT								
							HIGH LEVEL BIDDING	
							1430, Forcing pass when we forced to game.	