

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Sound
New Suit="F1"
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18 SYS ON
11-16 4 th pos 2C ASK strength and Majors
JUMP OVERCALLS (Style; Responses; Unusual NT)
2D on 1C=5-5 in MAJ
2Maj= 4c w 5+Min
3D on 1S=4H w 5+D Others weak
Reopen:
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
5-5 in highest + lowest
3C=5-5 in both highest
2NT = 5-5 in both lowest
VS. NT (vs. Strong/Weak; Reopening;PH)
2C= both Maj 2D ASK longest
2D=weak 5+ Maj or strong w 5-5 in Maj +Min
2Maj= constructive
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Leaping Michaels
X=TO
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
X=Majors weak
1NT= Majors better
OVER OPPONENTS' TAKEOUT DOUBLE
RD=9+

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3d 5th	3d	
NT	3d 5th	3d	
Subseq	3d 5th	3d	
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK+	AK+	
King	KQ+	AK+ KQ+	
Queen	QJ+	QJ+ KQ+	
Jack	KJ10+ J10+	KJ10+ J10+	
10	K109+Q109+	K109+ Q109+AJ10+	
9			
Hi-X	Xx	Xx	
Lo-X	xxX	xxX	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Hi=D Low=E	Hi=odd Low=even	Hi=D Low=E
Suit 2	Hi=odd Low=even		
3			
1	Hi=D Low=E	Hi=odd Low=even	Hi=D Low=E
NT 2	Hi=odd Low=even		
3			
Signals (including Trumps):			
Lavinthal			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
1C-(1D)-x =4-4 in Maj			
1Min-(1H)-x=4S, 1S=5+S			
1S-(2H)-x = Penalty			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
SupportD/RD			

W B F CONVENTION CARD
CATEGORY: i.e. Green
NCBO: SWEDEN
PLAYERS: Peter Fredin Johan Sylvan
EVENT Open
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5533
1NT 15-17
2C = Weak in D or any strong
2D = Weak in 1 major
2Maj = 10-13 6+ card
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2C = Weak in D or any strong
2D = Weak in 1 major
SPECIAL FORCING PASS SEQUENCES
(3Min)-x-(5Min)-p=forcing
IMPORTANT NOTES
X-Y-NT Gazili after 1H-1Sp and 1H/S-1NT
MANCO
PSYCHICS: Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4S	11-21 (1C with 3-3 in Min)	2C = Nat GF 2D = 9-11 Unbal INV 2Maj = Weak 3D/H/S = Nat INV	2C-2D = 15+ASK 2H/S/3D = 11-14 SPL	
1♦		3	4S	11.21(1D with 4-4 in min)	2D = Nat GF 2Maj = Weak 3C = Unbal INV 3Maj = Nat INV	2D-2H = 15+ ASK 2S/3D/H = 11-14 SPL	
1♥		5	4S	11-21 5+	1NT could be 4-6/10-11 w supp 2C/D/H = NAT GF 2S = 7-9 2NT = INV+ w supp 3C/D = 7-9 SPL	2NT-3C = Min 3D=extras wo shortness 3H/S/NT = extras w short C/D/S	2D=good H raise
1♠		5	4H	11-21 5+	1NT could be 4-6/10-11 w supp 2C/D = NAT GF 2NT = INV+ w supp 3C/D/H = 7-9 SPL	2NT-3C = Min 3D = extras wo shortness 3H/S/NT = extras w short C/D/H	2D=good H raise
INT		2(1)	4S	15-17 BAL	2C = STAY 2D=TRF H 2H=TRF S 2S=Weak or strong one or 2 Min 3Min = NAT INV 3Maj = 4-1 in MAJ GF 4C/D = TRFH/S	2C-2D -3Maj= 4+ w 5+ other Maj	
2♣		0	4S	Weak 2D or any strong	2D= P/C 2H/S/3C/D=to play if 20-21 BAL 2NT= ASK 3Maj= NAT GF	2C-2D-3H=4H w 5+D 3S=5-5 in Min	
2♦		0		Weak 6-9 6+ Could be very weak 5+ green against red 1st position	2Maj/3H=P/C 2NT=ASK 3Min=NAT F1 3S= GF any 6+MAJ 4Min=TRF to your MAJ 4D= bid your Maj	2NT-3C=Min w H 3D=Min w S 3H=max wS 3S=Max w H	
2♥		6		10-13 6+	2NT=ASK INV+ 3Min= NAT GF 3S/4C/D= woid	2NT-3C=Min 3D=extras no shortness 3H/S/NT= Extras w short C/D/S	
2♠		6		10-13 6+	2NT= ASK INV+ 3Min/H=NAT GF 4C/D/H= woid	2NT-3C= Min 3D=extras no shortness 3H/S/NT=extras w short C/D/H	
2NT		2(1)		22.24 BAL	3C=STAYMAN 3D=TRF H 3H=TRF S 3S=Both Min 4Min= NAT 4H=4-6 in Min 4S=6-4 in Min	3C-3D-3Maj=4+ w 5+ other Maj 3D/H-3H/S Promise 3+ support	
3♣		6		PRE	4D=RKC1430 4Maj=CAB		
3♦		6		PRE	4C=RKC1430 4Maj/5C=CAB		
3♥		6		PRE	4C=SI 4D=ASK TRUMPH		
3♠		6		PRE	4C=SI 4D=ASK TRUMPH		
3NT		7		Solid 7+ Maj may have extra A	4C=ASK	4C-4D=Min 4NT=extra length 5new= Extra A	
4♣		7		PRE	NAT		
4♦		7		PRE	NAT		
4♥		6		PRE	NAT		
4♠		6		PRE	NAT		
4NT		0		ASKIN Aces	5C=0A 5D/H/S=A 5NT=CA 6C=2A		
5♣						HIGH LEVEL BIDDING	
5♦						Q-bids	
5♥						Splinter	

5♠					RKCB1430
					Woidwood if jump to 5-level in new suit
					5NT on 5x = General grand slam try, else RKCB1430