

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Aggressive overcalls
Fit jumps in competition (single jumps)
Change of suit at 2 level nf
2N after 2/1 overcall forcing
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15/18 – system on; 11-15 balancing also system on
2N 18/20 in 4 th system on
JUMP OVERCALLS
Weak according to the vulnerability
2nt asks for shortage
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michaels (both minors or OM+m) – over 2M cue, 3c p/c; 2N asks for minor/range – rebid major and impossible major to show good hand
Over short c, 2c nat and 2d=Ms; over short d, 2d nat and 2h= Ms
Unusual notrumps lowest 2 unbid suits (even over short c or d)
OVER THEIR IN OPENER
Weak notrump (includes 14/16) Double=Penalty. Multi- Landy;
by passed hand x = Minor (longer) + hearts
Strong notrump (15/17) Double = Pen. Multi-Landy;
by passed hand x = 5 minor +4 hearts
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Takeout over wk style bids and over 3 level bids (leb slow)
Leaping and non-leaping M (if non-passed) not g/f
(3 any) 3nt then 4c = range ask 4d 15/17 etc.
(3 any) 3nt 4d transfer to play in either hearts or spades
(2d multi) x = 12/16 or strong; 2nt = 15/18 System on
(2d multi) 4m = that suit + h ((now oM for minor agreement))
(2d multi or wk) or (2h): jump to 3M slam interest
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ and 1d
OVER OPPONENTS' TAKEOUT DOUBLE
XX=business

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 rd of even 5 th of odd	same	
NT	4 th and 2 nd		
Subseq	Low from honour		
Other:	high DISC, or high ODD		
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK(+), A(+)	AK+, AQJ+, AQT+	
King	KQ(+), AK(+)	AKJT, KQJ+, KQT9	
Queen	QJ(+), KQ(+)	AQJ, (A)KQ+, QJ(+)	
Jack		(H)JT(+), J, Jx	
10		(H)T9(+), T(x)	
9		9(+)	
Hi-X	3 rd from even, Sx	xSxx, xSx, Sx	
Lo-X	Lowest from odd number cards		
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	high DISC low ENC except	high EVEN	At NT, first low=ENC
Suit 2			
3	high EVEN	suit pref	else and at suits, low=ODD
1	on K at NT		
NT 2	suit pref	suit pref	suit pref
3			
Signals (include Trumps): trump echo can be suit pref			
Suit pref where eg singleton on table			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Takeout doubles after opponents 1nt is doubled and removed			
Responsive doubles			
support doubles and xx (to 2h inclusive)			
t/o over 4h/s openings			
2d (multi) x (2h) x=h			

W B F CONVENTION CARD
CATEGORY:
NCBO: EBU
PLAYERS: Stefan Lindfors 404410 Rob Lawy 65531
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5 card majors; short club (2) 2/1
strong notrumps (14)15/17 (occasional singleton)
2h 2s openers = 5 Major 4 minor (4-9) 2NT relay
No reverses at 2 level or 3 level
1M 2c = clubs or balanced, 1M 2d=5 cards
Lebensohl (slow shows) over 1nt gets intervention and after wk2 gets X and multi gets X
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2nt after a reverse is the weakest option. Rebid of M eg 1d 1s 2h 2s = fl
NL and leaping Michaels (bid impossible suit to show extra)
Leaping M over multi anchors to h. eg (2d) x (2h) 4c =c +h
Drury 2c=3 2d=4 2nt if passed = more shape
Gazzilli over 1M 1nt 2c (asking) and 1h 1s 2c (asking) now 2d=8+pts 1M 1nt 2c 2d 2nt =6/4 3c asks for 2 nd suit 3M=C 1M 1nt 2c (or 1h 1nt 2c) now 2nt=minors <8pts. System off over intervention 1M 1NT 2NT =18/19

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2		4432/4423 or 4+clubs	2c g/f 2d = wk nt 2nt = 18/19 1c 3c pre-empt 5+c 2d = limit raise in clubs. 2nt = 12/13 pts Strong jumps over 1c/d/h to 2 level g/f	After 1nt rebid 2c invite forces 2d to play or for invite 1x 1h 1nt 2s=44M	
1♦		4			2d = g/f (now 2h = wk n/t 2nt 18/19 pts); 1d 3d pre-empt 2nt 12/13 3c = limit raise in diamonds	After 1nt rebid 2d rebid is g/f 1x 1y 1nt 2c 2d 3nt = 4/3/3/3	
1♥		(4)5			Jacoby 2nt Jump shifts at 2 level are strong (fit if passed) Bergen 3c = 3 card support 10/12. 3d = 9/11 4 card support 1M 3nt 13/15 4333 1M 2c may have 2 clubs only	1M 2M 2nt fl 1x 1M 2M 2nt g/f 1x 1y 2nt 3c to sign off 3d g/f After Jacoby 2nt bid, 3c min (now 3d asks 3h =short C; 3s =short D; 3nt = short M), 3d = extras but no shortage. 4-level 5/5, good controls extras.	Drury if passed hand (2d =4 9-11) Fit jumps if passed UCB + 2nt to show 4 card fit If Jacoby+ intervention, make bid as per scheme eg 3d now x= good hand no short, Pass=min
1♠							
INT		2 (1)		(14/) 15/17 (18-20 4 th)	Stayman 4 suit transfers jumps to 3M = short 3 cards other M 1nt 3c 5 card puppet: 1nt 3d = Minors. 1nt 3M = short in that suit 3 card other Major 1nt 4 level 2 up (to play in M but slam int in minors)	Transfer breaks 3 or 4 cards (2nt max or bid good suit 2of 3 high cards in suit). 1nt 2c 2d 3h = 5/5 n/f. 1nt 2c 2d 3s /gf 1nt 2d 2h 3h or 1nt 2h 2s 3s = slam interest	After double, xx business if x not pen (and system on). Otherwise xx is wk shows 5 card suit, and asks for 2c. if oppo intervene at 2 level over 1nt 2 up transfers still apply
2♣	ART	0		Big hand 22+ or equivalent	2d (neg/relay) 2h/s = 2+Controls good suit (5) 3 level minor 6(5) cards 2c 2nt 8+points gets 3c baron 2c = 3other is semi solid; . 2c 3nt = solid suit	2c 2d 2h forces 2s Kokish 2nt 24/25. 2c 2d 2h 2nt = minors wk 2c 2d 2h 3c/d wk	Over suit intervention, X by responder penalty; over X, then XX shows 5-7
2♦		6(5)		6(5) card M wk wk only multi (4-10)	2s/3h pass/correct 4M to play 3c forcing with clubs 3d forcing with diamonds 4c asks for suit below, 4d asks for suit	Over 2N: 3c wk h 3d wk s 3h/3s= better 2d 2nt 3nt=2of 3 top hons.	2d (2s) x =p/c.
2♥/2♠		5/4		Wk. M+m 5/4	2nt relay 3c = p/c other suits n/f	Over 2N: 3c/3d = min with suit 3h max c 3s max d	after x: 2nt is pick, 3c/d /h to play
2NT				20/21	3c 5 card puppet 3R transfer 3s = minor suit stayman. 2nt 4 level 2 up transfer	3c 3d either 4M or 3s (3h=s, 3s=h) 3c 3d 4h 5/5M not slam 3c 3d 3M 4c/d = fit M suit shown 3c 3h 3s agrees h; 3c 3s 4h agrees s 3h 3s 4h slam int.	
3♣/3♦/3♥/3♠		7(6)		Pre-empt	Change of suit forcing		
3NT		0		Running suit, little else	4d for shortage		
4♣/4♦/4♥/4♠		7		Pre-empt			
4NT		1		Show Aces by bidding them	5c none, 5N two		
5♣		7		Pre-empt		HIGH LEVEL BIDDING	
5♦		7		Pre empt		(1M) 4 same = big 6/5 4nt less big	(DOPI and ROPI over interv)
5♥		7				Use 4nt in situations where bidding is cramped	
5♠		7				(1M) 4same M big 6/5/6 minor (1M) 4nt less big	
						4nt = RKC 41/30 Show kings or bid one missing. 5nt 2KC +Q +void After M and suit agreement 3nt = serious try	