DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)

6-16 aggressive at 1-level, 4c suit rare, Sound/good suit at 2-level.

RESP: New suit F1 unless 3rd hand acts; CUE is good raise;

Jump CUE is mixed raise; 2NT is 4+ raise; (1x) 1y (D) RD = Hx,

1NT = Hxx(x) support; TRF advances after (1m) 1♠ ; Fit jumps;

2m over neb.1m is NAT; (1m) P (1NT) 2x = NT DEF;

1NT OVERCALL (2nd/4th Live; Responses; Reopening)

15-18 (SYS ON); **4th live**: 16-18 (SYS OFF); **Reopen**: Over 1m

11-14 (SYS ON); Over 1M: 11-16 (SYS ON but 2♣ is also range ask)

JUMP OVERCALLS (Style; Responses; Unusual NT)

1x-(2M) 6+M, weak NV and 10-13 V; Raises PRE; CUE is mixed

2NT is INV+ raise.

2NT = 2 lowest unbid (♥+om over 1m=neb), 55+

(1♣=neb) 2♦ and (1♦=neb) 2♥ shows ♥+♠, 55+ ,

 (1M)-3♣= 5-5 OM+♣, (1♦)-3♣= 5-5 ♠+♣, NF

Reopen: 2NT = 19-21 BAL (SYS ON). 2M = abt 10-13.

DIRECT & JUMP CUE BIDS (Style; Response; Reopen)

(1m) 2m = ♥+♠, 55+, (2NT,3m ART, G/T+)

(1M) 2M = OM+♣, 55+, CONST (2NT=Leb, 3♣=INV)

(2M) 3M = ♣+♦, 55+, CONST. (1X) 3X = STOP ASK.

(1m=neb.) 2m = NAT O/C.

VS. NT (vs. Strong/Weak; Reopening;PH)

2♣ = ♥+♠, 54(44)+ (2NT and bids over DBL = ART)

2♦ = MULTI, WK or very STR w/ (5)6+ M (SYS ON)

2M = CONST, abt 11-15, w/ (5)6+ M (RESP as to 2M-opening)

By PH: DBL = ♥+♠, 44+ if not NV vs VUL.2m = m+M, 54+

(1wkNT) P (2x=NF) DBL = T/O; 2NT = NAT 15-18 (SYS OFF)

(1wkNT) P (2x=ART) DBL = abt 15+, rather BAL.

VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)

DBL = T/O, 2NT = 15-18 (SYS ON). 3NT = Gambling

4NT from both = usually two places to play

(2♣ nat) 3♣=5+♦+5M 3♦ = 5-5M; (2M) 3M= ♣+♦; 4m = m+OM, NF

4M = OM+one strong. **MULTI 2♦** D=13-15NT or 17+, 4m=m+♥ 55+

VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣

Generally Pass first w/ STR hands. PRE less disciplined than usual.

DBL = ♥+♠, (4)54+; NT = ♣+♦, 54+. Same after ART NEG.

OVER OPPONENTS' TAKEOUT DOUBLE

P then DBL = T/O. RD = 10+; RD then P = F2x/PEN.

1♥/♠ (D) 1♠ = F1; 1NT= good raise 2/1 = CONST NF; 2NT = INV+

After 1♣ (D) SYS/TRF ON

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	3rd from even/ low from odd	1st/3rd
NT	4th, high from bad holdings	1st/3rd
Subseq	2nd/4th w/ ATT through dec	1st/3rd
Other: Against 5+-level or 3-level+ preemptors and 3N gambling situations		
We lead Russinow H´s, K may be from KQ if you want count.		

LEADS

Lead	Vs. Suit	Vs. NT
Ace	Ax, AKx(+)	Ax, AKx, Axx+ (rarely)
King	AK, KQ(+), KQJ(+)	KQ or unblock (AKJT+)
Queen	Qx, QJ(+),	QJ(+) or unblock (KQT9+)
Jack	Jx, JT(+), often short	Jx, JT(+), AQJ(+), often short
10	Tx, T9(+) rare, (A/K)JT(+)	Tx, T9(+), (A/K)JT(+)
9	9x, (A/K/Q/J)T9+	Sx, , Sxx(+),(A/K/Q/J)T9+
Hi-X	1/3/5	Sx, , SSxx(+)
Lo-X	1/3/5	High or 4th (Txxx or better)

SIGNALS IN ORDER OF PRIORITY

		Partner's Lead	Declarer's Lead	Discarding
	1	U/D ATT	U/D CT	U/D ATT
Suit	2	U/D CT	S/P	U/D CT
	3	S/P		S/P
	1	U/D ATT	U/D CT	U/D ATT
NT	2	U/D CT	S/P	U/D CT
	3	S/P		S/P

Signals (including Trumps):

STD REMAINDER COUNT

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

Can be light w/ perfect shape. Emphasize M's over nebulous 1m-openings.

CUE is G/T+ (abt 10+hcp). RESP DBL LEB over (1x) DBL (2x).

(1x) D (1y) D = PEN; 2y = NAT NF. **(1x) DBL (RD)** Pass = PEN if x = 2+.

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

SUPP DBL//RD. G/T DBL. 1♣ (1♦/♥) DBL = 4+ ♥/♠. 1NT-(2X=Nat)-DBL

= T/O. **1NT**-(2X=ART)-DBL = Values, F 2NT/PEN

2♦-(2M)-DBL = P/C, 2♥/♠-(O/C)-DBL = PEN

Lightner DBL vs slams, vs undisturbed 3NT and by Preemptor.

DBL by 4M PRE NV vs VUL means he wants to bid again.

W B F CONVENTION CARD

CATEGORY: Green/(light red)

NCBO: Sweden

PLAYERS: F. Nyström - J. Upmark

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

5-card Majors (semi-F 1NT, 2/1 FG), 1♦= 4+♦ unbalanced

1♣ = NAT or NT-complement (TRF RESP, 1♦=4+♥ and 1♥=4+♠

may be very light. 1♣-1♠ is 4+♦ or bal 1♣-1NT= GF, bal or ♣

1♣-2♦/♥= G/T+ w/ one suited ♥/♠, 1♣-2♠= G/T+ w/ 54+ m)

1NT = 14⁺-17 hcp, 2NT 22-24 Bal, 3NT 1st/ 2nd Solid M

2♣= 20-21 Bal or GF

Multi 2♦ opening, 5-9 6(5) M or Strong w/ 5+♦

2♥/♠ Opening (10-13 w/ 6+ card suit)

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

1♣ Opening (2+ cards; NAT or NT-complement)

MULTI 2♦ Opening (A. weak B. strong w/ ♦)

2♥/♠ Opening (10-13 w/ 6+ card suit)

1♦/♥/♠ Response to 1♣ (TRF to ♥/♠/NT, may be very weak)

2♦/♥ Response to 1♣/♦ (G/T+ w/ 6+♥/♠)

2♠ response to 1♣= G/T w/ 54m+ or GF w/ 5-5+m)

1♣-(1M)-2M = FG w/ 5+ card OM

1♣-(1NT) 2♣=Both M, 2♦=5+♥, 2♥=5+♠, 2♠=both m

1M (1NT) 2♣ = 2(3)M and 5+OM; 2♦=♥ 2 under M=good raise

1M-1NT-2♣ and 1♥-1♠-2♣= 5+M and 4+♣ or most 16+ hands

3NT 1st and 2nd= Solid M, no outside A or K

SPECIAL FORCING PASS SEQUENCES

After 1NT (ART O/C) DBL; 1X (D) RD and 1X (1NT) DBL

FP up to 2NT or PENX. When FP applies, a direct bid shows

an unbalanced MIN.

IMPORTANT NOTES

4SFG; 3SF1; Non-jump 2NT rarely NAT in COMP ("slow"

LEB promises OM); New suit in COMP is F1 at 1 and 3-level

but NF at 2-level; Conv. when 4SF doubled

neb" = nebulous, a bid not promising more than 2 cards.

PSYCHICS: Occasionally

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣	V	2	1♠-4♠	a) 12-14 NT b) 17+-19 NT c) 11-22, NAT (4)5+ card, (4-card only if 4414).	1♦/♥ = 4+ card ♥/♠ (F1 but may be very WK); 1♠ = a) 6-11 "BAL" w/o M b) 5+♦(4*♦ longher ♣ possible if GF) c) GF GF bal. 1NT = FG bal or 5+♣. 2♣ = 5-9 w/ 5+♣ 2♦/♥=G/T+ w/ one suited ♥/♠, 2♠=G/T+ w/ 54+ m 3♣=Nat G/T 3♦=6+♣ no SHO or SHO ♦ 3M=6+♣, SHO M	1♦/♥ - 1M = usually bal w/ 2-3c M; 2M+1 and higher = = ART. 1♠ - 2♦ = 18-19 BAL; 2NT/3M = ART 1NT - 2♦ = 12-14 or 18-19 BAL - conv. rebids 1♦/♥ - 1M; Artificial bidding	1♠ = 6-9 if BAL 1NT = 10-11 BAL _
1♦		5(4)	4♠	Abt 11-22 hcp, unBAL, 4-card only if 4♦(441)	1NT = 6-11. 2♣ = GF w/ supp 2♥/♠ = Weak 5-9 w/ 6+M 2NT = Nat G/T 3♣= G/T w/ support 3♦ = PRE. 3M/4♣ = Void.	1M – 1NT,2♣/♦ = TRF ; 2M+1 and higher = ART 1NT – 2NT = GF 6+♦ or 4+♣; 2NT and higher = ART 2♦ -2♥, 14+ ask	1♦-2♦= Nat 5-8(9) hcp ____
1♥ ♠		5	4♠	Abt 11-22 hcp	1NT = Semi-F (may be WK 3-card raise). 2/1 = NAT FG. 2M = 8-11 3+ support. 3M = PRE 2NT = INV+ w/ 4+ support 3m = NAT, INV. 2♠ = WJS. 3♠/NT+ = Fit and some void	1♠/NT; 2♣ = nat or 16+; 2NT = 18-19N or 16+ weak 6+M 1♠ - 1NT; 2♣-♦ = ART (9)8 2♦/♥ - 2NT = GF ask NEG G/T. 4Suit FG.	2♣=Drury 3U =Mixed raise w/ SHO 2/1 = Usually 6+ cards
1NT			4♠	14+-17 5c M frequent, 6c m and 2245 possible, SPL-Honour occasionally.	2♣ = NF STAY. 2♦/♥ = 5+♥/♠ (4+ if G/T) 2♠ = ASK m. 3♣ = G/T 3♦/M= 4441, 4m = TRF ♥/♠	2♣ - 2x; 2NT=Puppert 3♣, 3♣=5+♦, 3♦=Bal S/T 2♣-2♦-3M = GF w/ 5+ OM (5332 or any 5422) 2♠ - 2NT/3♣; 3♦= Nat G/T 3M = SPL w/ ♣+♦.	
2♣	V	0	4♠	a) 20-21 NT b) 25+ NT c) FG w/ ♣,♥ or ♠ as longest suit.	2♦= puppet 2♥ (normally 4+♥ or bal) 2♥=5(4)+♠ 2♠ = one suited 6+m 2NT, FG w/ 5-5 M 3♣=6+♦, 3♦/♥/♠= 4441	2♦/♥-2M = 20-21NT; 2NT= Art GF 3♣=FG w/ ♣+1 -suit (3♦ asks); 3♥ = FG w/ only ♣; 3NT = FG w/ M-fit. 2♦-2♥-2♠= puppet to 2NT ____ 2♦/♥-2M-2NT= FG w/5+M + side suit	
2♦	V			MULTI, either a) WK 2M (abt 5-9 usualy) or b) STR, FG w/ ♦	2♥/♠/3♥ = P/C. 2NT = ASK, F1. 3m = NAT, F1. 3♠ = NAT, FG. 4♣ = "TRF to your M". 4♦ = "Bid your M".	2♥-2NT = FG, BAL w/ ♦. 2♠ - 2NT = "good" WK 2♥; 3NT = FG, BAL w/ ♦. 2NT - 3♣= Good WK 2M; 3♦/♥= = Bad WK ♥/♠; 3♠ = ♦ + side-suit; 3NT = ♦ one-suiter.	3m = NF
2♥ ♠		6		6+M, 10-13 hcp	2NT = INV+ usually w/ fit, 2♠/3m = NAT, F1 Raises = PRE. 3♠ (on 2♥) = FG w/ good 6+ suit. 4x = SPL w/ Fit.	2N – Continuation as after 1M-2N.	3m = NF
2NT			4♠	22-24 hcp	3♣ = STAY. 3♦/♥ = "JTB" (OP only accepts w/ fit). 3♠ = FG w/ ♣+♦, 54+ or 6+♦ 4♣ = NAT S/T. 4♦/♥= TRF	3♣ - 3♦; 3M = smolen; 3♣ -3♥;3♠ and 3♣-3♠;4♥ shows supp and S/T+ 3♣ -3X; 4m is a Nat S/T, may or may not have 4M	
3 ♣♦♥♠		(6) 7		Aggressive NV Sound V and 2nd seat Wide range in 3rd pos.	New suit = F1, 3♠-4♦; "pick a game 4♥/♠" 3x-4♣= S/T min/max RKCB 3♣-4♦= S/T min/max RKCB	**HIGH LEVEL BIDDING** CUE "up-the-line". RKCB-1430 (5NT = odd number + a void, 6x = even no + void in x). Frequent SPL and Auto-SPL. SERIOUS 3♠/NT. LAST TRAIN
3NT	V			1st/2nd solid 7+M, no A or K	4♣ = Ask for SPL, 4♦ = Ask for length, D=Pen, RD=Run	CUE in enemy suit is general S/T, not guaranteeing a control. 1♥-(3♠)-4♣= FG w/ ♥ supp
4 ♣♦	V			PRE	4♦ = RKCB, 5♣ over 4♦ is S/T+ (5♥ RKCB over 5♦). 4N = To Play, 4M = To Play	5NT often pick a slam.
4 ♥ ♠		7		Pre emptive, wide range 3rd	4♠ = Nat, 5m = Asks for Q in m, 5♥ asks for ♠ Q	In FP situations, "pass and pull" shows extras.
4NT	V			ASK specific Aces	5♣= no ace 5x=Ace of x, 5NT = ♣ ace, 6x= 2 aces	