

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) <u>RD</u> = Hx, <u>1NT</u> = Hxx(x) support; TRF advances after (1m) 1♠; Fit jumps; <u>2m</u> over neb. 1m is NAT; (1m) P (1NT) <u>2x</u> = 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); <u>Over 1M:</u> 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; <u>Raises</u> PRE; <u>CUE</u> 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 K from AK or KQ for count. A denies K.			
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 4 th (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♦/♥) <u>DBL</u> = 4+ ♥/♠. INT-(2X=Nat)-DBL = T/O. INT-(2X=ART)-DBL = Values, F 2NT/PEN 2♦-(2M)-DBL = P/C, 2♥/♠-(O/C)-DBL = PEN <u>Lightner DBL</u> 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 1 st / 2 nd 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-INT-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	1♦/♥ = 4+ card ♥/♠ (F1 but may be very WK); 1♠ = a) 6-11	1♦/♥ - 1M = usually bal w/ 2-3c M; 2M+1 and higher =	1♠ = 6-9 if BAL
				b) 17+ NT	"BAL" w/o M b) 5♦(4*♠ longer ♣ possible if GF) c) GF	= ART. 1♠ - 2♦ = 18-19 BAL; 2NT/3M = ART	1NT = 10-11 BAL
				c) 11-22, NAT (4)5+ card, (4-card only if 4414).	GF bal. 1NT = FG bal or 5+♣. 2♣ = 5-9 w/ 5+♣	1NT - 2♦ = 12-14 or 18-19 BAL - conv. rebids	-
				2♦/♥=G/T+ w/ one suited ♥/♠, 2♠=G/T+ w/ 54+ m	1♦/♥ - 1M; Artificial bidding		
				3♣=Nat G/T 3♦=6+♣ no SHO or SHO ♦ 3M=6+♣, SHO M			
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	1M - 1NT, 2♣/♦ = TRF ; 2M+1 and higher = ART	1♦-2♦ = Nat 5-8(9) hcp
					2NT = Nat G/T 3♣ = G/T w/ support 3♦ = PRE.	1NT - 2NT = GF 6+♦ or 4+♣; 2NT and higher = ART	---
					3M/4♣ = Void.	2♦ - 2♥, 15+ ask	
1♥♠		5	4♣	Abt 11-22 hcp	1NT = Semi-F (may be WK 3-card raise). 2/1 = NAT FG.	1♠/NT; 2♣ = nat or 16+; 2NT = 18-19N or 16+ weak 6+M	2♣=Drury
					2M = 8-11 3+ support. 3M = PRE	1♠ - 1NT; 2♣-♦ = ART (9)8	3U = Mixed raise w/ SHO
					2NT = INV+ w/ support 3m = NAT, INV.	2♦/♥ - 2NT = GF ask	2/1 = Usually 6+ cards
				2♣ = WJS. 3♠/NT+ = Fit and some void	NEG G/T. 4Suit FG.		
1NT			4♣	14+ - 17	2♣ = NF STAY. 2♦/♥ = 5+♥/♠ (4+ if G/T)	2♣ - 2x; 2NT=Puppet 3♣, 3♣=5+♦, 3♦=Bal S/T	
				5c M frequent,	2♣ = TRF 2NT, G/T one minor or GF both minors	2♣-2♦-3M = SMOLEN	
				6c m and 2245 possible, SPL-Honour occasionally.	3♣ = Puppet STAY. 3♦/M = 4441, 4♣=5-5M	2♣ - 2NT/3♣; 3♦ = Nat G/T 3M = SPL w/ ♣+♦.	
				4♦/♥ = TRF ♥/♠			
2♣	V	0	4♣	a) 20-21 NT	2♦ = puppet 2♥ (normally 4+♥ or bal) 2♥=5(4)+♠	2♦/♥-2M = 20-21NT; 2NT= Art GF 3♣=FG w/ ♣+1	
				b) 25+ NT	2♣ = one suited 6+m 2NT, FG w/ 5-5 M	-suit (3♦ asks); 3♦ = FG w/ only ♣; 3NT = FG w/ M-fit.	
				c) FG w/ ♣, ♥ or ♠ as longest suit.	3♣=6+♦, 3♦/♥/♠= 4441	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 usually) or b) STR, FG w/ ♦	2♥/♠/3♥ = P/C. 2NT = ASK, F1. 3m = NAT, F1.	2♥-2NT = FG, BAL w/ ♦. 2♠ - 2NT = "good" WK 2♥;	3m = NF
					3♣ = NAT, FG. 4♣ = "TRF to your M".	3NT = FG, BAL w/ ♦. 2NT - 3♣ = Good WK 2M; 3♦/♥ =	
					4♦ = "Bid your M".	= Bad WK ♥/♠; 3♣ = ♦ + side-suit; 3NT = ♦ one-suiter.	
2♥♠		6		6+M, 10-13 hcp	2NT = INV+ usually w/ fit, 2♠/3m = NAT, F1	2N - Continuation as after 1M-2N.	3m = NF
					Raises = PRE. 3♣ (on 2♥) = FG w/ good 6+ suit.		
					4x = SPL w/ Fit.		
2NT			4♣	22-24 hcp	3♣ = STAY. 3♦/♥ = "JTB" (OP only accepts w/ fit).	3♣ - 3♦; 3M = smolen;	
					3♣ = FG w/ ♣+♦, 54+ or 6+♦	3♣ - 3♥; 3♣ and 3♣-3♣; 4♥ shows supp and S/T+	
					4♣ = NAT S/T. 4♦/♥ = TRF	3♣ - 3X; 4m is a Nat S/T, may or may not have 4M	
3♣♦♥♠		(6) 7		Aggressive NV	New suit = F1 (L/D raise by PH and over DBL).	HIGH LEVEL BIDDING	
				Sound V and 2nd seat	3x-4♣ = S/T min/max RKCB	CUE "up-the-line". RKCB-1430 (5NT = odd number + a void, 6x = even no + void in x).	
				Wide range in 3rd pos.	3♣-4♦ = S/T min/max RKCB	Frequent SPL and Auto-SPL. SERIOUS 3♠/NT. LAST TRAIN	
3NT	V			Solid 7+M	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♦).	5NT often pick a slam.	
					4N = To Play, 4M = To Play		
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		