

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
1 level: can be GOOD 4-card suit, 6+ - -18; 2 level can be stronger
RESPONSES: All NT bids = nat; 1-1= RF, TRF from Qbid on (bPH)
After 1 level: Fitjumps, Jump Q=4+ fit, 6+ - -9, mixed
After 2 level: 2-2=RF, TRF from Qbid on, also on bPH
JUMPS in a new suits = natural + fit for partner, RF Unless 2♥/♠
BALANCING: natural, Jump suit = 12+ - -17, 6+ suit; Q = Michaels
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
(1x)-INT=15+ - 18, SYSON. If Xed: XX = 1suiter, 2x = DONT
(1x)-P-(1y)-INT= 5-4 unbid suits.
BALANCING: INT = 10+ - 14(15), X + NT = 15-17, 2NT=18- 20
(1x)-P-(P) - INT = 10+ - 14(15); Q = stayman, natural, jumps = inv
(2♥/♠)-P-(P) - 2NT = 14 - 16. TRF to ♥/♠ = to play, 3♣ = Stayman
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Aggressive in M, ART 3♣, NF responses, Q = invitational to game
(1M)-2NT=5♣+5♦; (1M)-3♣=5♦+5OM; <b>Over (1M)-3♣= no ♣</b>
(1♦)-3♣=5♣+5♠; (1♣)-2♦=5♦+5♠, NF, 4Q/NT=1430 Rkcb m/M
Leaping Michaels: (2♦/♥/♠) - 4♣/♦ = 5+♣/♦ + 5-card major, RF
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
(1♣/♦) - 2♣/♦ = majors, <11 or 16+. Q = invit; ♥/♠ bids = to play.
(1♥/♠) - 2♥/♠ = 5♠♥ + 5♣. Any ♣ or OM = to play, 2NT = invit
(1x) - 3x = ? stop to play 3NT. (1m)-P-(1NT)-2♣/♦ = majors/6+ M
(1♣/♦) - P - (1♥/♠) - 1/2NT = unbid suits.; 2♣/♦ = 5-5 unbid suits
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
vs. STR(14+): X=4♥/♠+5+♣/♦; 2♦=6+♥/♠; 2♥/♠=5♥/♠+4+♣/♦;
(INT)-X-(P)-2♣/♦=bid minor/major; (INT)-2♣/♦-(X)-P = to play
vs. WK(<14):X=14+, =; 2♣=Ms, 2♦=6+♥/♠; 2♥/♠=5♥/♠+4+♣/♦;
(INT)-X-(P/XX) - ? : P = 6+ our hand; 2♣ = 0-6, no 5-c; 2x=0-6, 5+
(INT)-P-(2x)- X = 14+, says nothing about x suit. Rest NATURAL.
(INT)-P-(P) - ? : SYSON + rule of borrowed king.
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
vs.2♦ Multi:2♥/♠=NF TO vs. ♠♥(1eb+TRF); X/2NT=13-15/16-18
vs.2♥/♠ wk: X = TO(1eb+TRF); 2NT=16-18; 4♣/♦ = 5+♣/♦+5♠♥
vs. ART Pre: X=13-15,=; Q = TO; vs. Nat Pre: X=TO; Q=majors
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
vs.STR 1♣: 1♦/♥/♠=TRF to ♥/♠/♣; INT=♥+♠; 2♣=♣+♦; Natural
(1♣) - P - (1♦) - 1♥/♠ = natural; INT = ♥+♠; 2x = natural; X = ♦
vs. STR 2♣/♦: X=suit; 2♥/♠ = Natural; 2NT=minors
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
1♣-(X)-SYSON; 1♦-(X)-1♥/♠ = RF, Fitjumps; 2NT = weak raise
1♥/♠-(X)-2♥/♠ = 0-6, 3-card fit; 1♥/♠-(X)-2♦/♥=7+, 3♥/♠ unlim
XX = always at most 2-cards in partners suit.

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	3 <sup>rd</sup> and lowest	High from Xxx if raised	
NT	4 <sup>th</sup> from Honor or 5+ suit	Count	
Subseq	Attitude	Count	
Other:			
No rules if partner rates to have very little			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AKx+ for attitude	Asks for ATTITUDE	
King	AK+, KQx+, Kx for count	Asks UNBLOCK / COUNT	
Queen	QJx+, Qx	QJ9+, KQx, KQ10x+	
Jack	Highest or KJ10+	Highest or A/K J10+	
10	K/Q109+ or highest	A / K / Q 1098+ or highest	
9	9x or top of nothing	Usually highest	
Hi-X	Usually doubleton	2 <sup>nd</sup> best from J/10 xxx	
Lo-X	xxX, XXxx, xXxxx	from Hxxx+ or xxxXx+	
<b>SIGNALS IN ORDER OF PRIORITY - UDCA count and attitude</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Low = E	Count (low = even)	1 <sup>st</sup> Italian
Suit 2	Suit preference	Suit preference	Udca count
3	Suit preference		
1	Low = E	Count (low = even)	1 <sup>st</sup> Italian
NT 2	Count	Suit preference	Logic
3			
Count in some cases: 1)vs. NT a) hold-up; b) cant beat J or lower; c) King			
2) vs. Preempts and 5+ level; 3) In Cash-out situations; 4) Attitude is clear			
5) vs. Suit on King lead a) for a ruff; b) Qxx+ in dummy; 6) K/Q - (J/K) - A			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
From 9+ hcp if perfect shape OR 17+ with a suit. TO of M implies 4OM.			
RESPONSES: cheap=wk, jump=inv, INT=7-10; Q = F until suit is bid twice			
After cheap response: Suit = 17+ - 20, NF; Q = 20+ us 3-card fit (return=wk)			
(1♥/♠)-P- (3♣/♦ <sub>Bergen</sub> )-X = TO vs. ♥/♠; (INT <sub>14+</sub> )-P-(2♦/♥)-X=TO vs. ♥/♠			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
1♣/♦/♥-(P)-1♦/♥/♠-(X/Bid) - XX/X = 3-cards in partner suit up to 2M			
1♥/♠-(P)-INT-(2x)-X = TO, extra, tricks; (INT <sub>14+</sub> )- X = 4♥/♠+5+m			
(1x)-1y-(Suit/Raise/INT)-X = other suit(s)+tolerance for partner's suit			
Responsive doubles up to 3♠; (INT <sub>wk</sub> )-P-(2♣/♦/♥ <sub>TRF</sub> )-X = 14+;			
(1♥/♠)-P-(INT) -X = TO. If opener bids again X = penalty.			
X of dying INT auction =Opening+RHO suit. (1m)-P-(1NT)-X=4♥/♠+5om			

W B F CONVENTION CARD
<b>CATEGORY: Green</b>
<b>NCBO: Switzerland</b>
<b>PLAYERS: Stephan Magnusson</b>
<b>          Dima Nikolenkov</b>
6.05.2010
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
5-card majors, 1♦=4+♦, unbalanced, 1♣=2+, 1NT = 11+ - 14, =
2♣ = 20-21, = or GF, 2♦ = wk 5+M / 22-23, 2♥/♠ = 5♥/♠+4+min
2NT = 5♣+5♦, weak. Rule of 19 1 <sup>st</sup> /2 <sup>nd</sup> , aggr in 3 <sup>rd</sup>
Transfer rebids after 1♥/♠ response to 1♦ Opening
Light responses, TRF over 1♣. Wjs over 1♣/♦, Bergen over 1♥/♠
2-over-1 = GF by uPH, 1♣/♦ - 2♦/3♣ = 9+12, no 4♥/♠
COMPETITIVE: 1x = 6+ - -18, can be 4 cards; 2x = solid
Aggr TO X, WJO in ♥/♠, precise Michaels, 2NT = 2 lowest
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
1♣-(P/X/1♦)-1♦/♥ = 4+ ♥/♠; 1♠ = 5+, = no 4M or GF with ♦
2♦ = weak 2♥/♠ or 22-23, =; 2♦ - (P/X - 2/3♥/♠) = P/C
Unusual vs. unusual: 1♥/♠-(2NT)-3♣(♦) = RF ♥(♠); 3M=to play
(1♣/♦)-2♣/♦=majors;(1♥/♠)-2♥/♠=5♠♥+5♣;If Xed: P=no pref
(1♥/♠)-3♣ = no ♣ that is 5♦+5♠/♥
1NT - 3♥/♠ or 1♣ - 1♦/♥ - 1♥/♠ - 3♠/♥ = 3NT bid with 4♠/♥
After 1x overcall: 1-1 = RF, TRF from Qbid on, Fitjumps
All suit jumps in competition are in fit NF if 2♥/♠, RF otherwise
(1♣/♦)-1♥/♠-(P/X)- 3♣/♦ = mixed raise, 4+ fit, 6+ - -9
(1♣/♦)-1♥/♠-(Any)-2NT = 4+ fit, 10+ hcp
1♥/♠ - (2Suit) - 2NT / Q = 4+ fit / =3 fit, invit+; New = RF
1♥/♠ - (1NT) - 2♣/♦ = DONT 5+♣/♦ + 5 in a higher suit
2NT+TRF slow shows apply to: 1) INT-(2♦+) 2) (2♥/♠)-X
3) (2♦) Multi - 2♥/♠ = SWAP Exclusion; 4) (2♦)-P-(2♥/♠) - X
5) 2♣ - (2♥/♠) - ?; 2NT - 3♠ = TRF to 3NT; all 20+, =
<b>SPECIAL FORCING PASS SEQUENCES</b>
Anytime partnership showed invitational+ values, PASS is F
1suit - (X) - XX ; 1x - (1NT) - X = Forcing to 2NT or X
1♣/♦-(P)-2♣/♦-(2♥/♠)-Pass=forcing; 1NT-(X)-Pass=force XX
<b>IMPORTANT NOTES 1♣ - 1♦/♥ - 1NT = 18-19, = +St/TRF</b>
1♣/♦/♥ - 1♦/♥/♠ - 1♥/♠/NT: 2♣ = wk in ♦ or INV; 2♦ = GF
2NT = TRF to 3♣; 3 level jumps = GF with good suit(s)
<b>PSYCHICS:</b> We open very light in 3 <sup>rd</sup> position

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		2	4♥	10+–22, most balanced hands	1♦/♥=4+♥/♠; 1♠=5+, = OR 11+, 5+♦; 2♣=inv,9+	1♣-1R/♠-1M/NT: 2♣=wk ♦ or inv; 2♦=GF	2♥/♠ = natural + fit, constructive
				1♣-TRF-Accept= 15-17, =	1NT=7.5-9, =; 2NT/3♣ = 2-6 / 6+-9, 5+♣	2NT=TRF ♣; 3OM= 3NT with 4♥/♠; 3x=GF	4 <sup>th</sup> suit = RF; 2♣ = to play
1♦		4	4♥	1♣-TRF M-1NT=18-19, = 2-3M	3♦/♥/♠=SPL, 6+♣; 1♣-2♦/1♦-3♣=nat, inv,no 4M	1♣/♦-1R/M-2M: relay =?(3♣=3-card fit)	P-(P)-1♣/♦-(X)-2♥/♠ = Nat+fit
				Unbalanced hand	1♥/♠=nat, RF; 1NT=6-10, =; 2♣=GF; 2♦=inv, 9+	1♦-1♥/♠: 1NT=4+♣; 2♣=6+♦; 2♦=♦+♥	
1♥		5	4♦	1♣/♦-2♥/♠=3-8; 1♣/♦-3♥/♠ = SPL, 11-14	1♣/♦-1R/M-2NT: 3♣=2 <sup>nd</sup> suit; 3M-1=Retrf		P-1♥/♠- Raise = 4-6; 2♦/♥=7-9
				10 – 22, 1 <sup>st</sup> and 2 <sup>nd</sup> 5+ ♥ 3 <sup>rd</sup> seat can be 4-card suit	1♠=nat, RF; 1NT=RF; 2♣/♦=GF; 2♥=8-10 + 3♥ 2NT/3♣/♦/♥ = 4+♥ GF/6+ - -10/ 10 - 12/ 0-6	In 2-1 Rebid of a major = catchcall;	2♣ = Drury, 10+,
1♠		5	4♦	As above	1♥/♠-3♣/♦-3♦=?, Rest = GF;		Cheap jump shift = MiniSPLinter
INT			3♠	11+ – 14, = can have 6♣/♦	1♥/♠-3♣/♥ = Undef SPL; 1♥/♠-3NT = 13-15, 4333	1♠-1NT-2♣/♦-Relay(+2level=wk,3level=Str)	<b>ALL new suit bids are in fit.</b>
				1NT-2♠=1)= inv or 2)6+♣	2♣=St;2♦-2NT=Trf;2NT=5♣+5♦ or ♦; 3♣/♦=inv	2♣:+2♥=majors, NF; +2♠=5♠ invit	1NT-(X)-XX=1suit, 2m=m+next
2♣	√			20-21, = or Any GF	3♥/♠ = 12+ - 17, 4♠/♥; 4♣/♦ = TRF to 4♥/♠	2♣:+3♣=minor St; 3♥/♠ = 5♥/♠+4♠/♥, GF	2♦+2♠=inv; TRF+Higher = TRF
					2♦=relay; 2♥/♠ 3♣/♦ = to play opp 20-21, =;	2♣-2♦-2♥-2♠-2NT=24+; 3x = ♥ + x suit	TRF + Jump = splinter
					3♥/♠ = Primary ♦+4♥/♠; 3NT = 5♣+5♦, 9+Trick	2♣-(X/Bid)-XX/X=GF; 2NT+= <b>Rubensohl</b>	
2♦	√			4–10, 6(5) ♥/♠ or 22–23, =	2NT = 15+,RF; 2/3♥/♠=P/C	2♦-2NT-?: 3♣/♦=min♥/♠; 3♥/♠=Max ♠/♥	2♦-(X)-XX=TRF ♥ OWN suit
					3♣/♦ = Nat, GF; 4♣/♦ = TRF / Bid your suit.	2♦-2NT-Any-4♣ = <b>Keycards in major</b>	2♦-(X)-2♥/♠=P/C;
2♥		5		4+ - 10, 5♥+4+m	2♠/3♦ = Nat, RF; Any ♣ = P/C; 2NT = asks	2♥-2NT-3♣/♥ / ♦/♠ = min/MAX with ♣/♦	
					Jump = SPLINTER	2♥-2NT-Any-4m/NT = 1430 RKCB in m/♥	
2♠		5		4+ - 10, 5♠+4+m	2NT asks; Any ♣ = P/C; 3♦/♥ = RF; Game=to play	2♠-2NT-3♠-4♦=1430 RKCB in ♦	
2NT	√			4+ - 10, 5+♣+5+♦	Responder places the contract. 3♥/♠ = natural RF		
STR 2NT				Usual start 2♣-2♦-2NT or 2♦-2♥/♠-2NT = 22-23, =	3♣ = St + Smolen; 3♦/♥/♠ = TRF ♥/♠/NT; 3NT = to play, 4♣/♦ = 5+♣/♦ + 4♥, slam inv	TRF + New suit = slamtry(4NT=signoff)	Stayman- 3♠ - New= Q in ♠ fit
				2♣-2♦-2♥-2♠-2NT= 24+, =	4♥/♠ = short + 5-5 minors; 4NT = flat force invit	TRF + 4NT = Quant; 3♠ + 4NT = 4♣+4♦,inv	Stayman- 3♥ - 4♣/♦=5+♣/♦+4♠
3♣/♦		6		Preempt, wide range in 3 <sup>rd</sup>	4♣ = Keycard asking in preempt suit, 3New = RF	3♠ + 4♣=6+♦; 4♦=6+♣; 4♥/♠=5♣/♦+4♦/♣	
3♥/♠		6		As above	GAME = TO PLAY.		Lead directing bids
3NT	√			Gambling, solid ♣/♦, no void	4♣ = P/C; 4♦ = ? shortness; 4♥/♠ = to play		
4♣/♦		7		Preempt	4♥/♠ = to play; 4NT = 1430 RKCB	1♥/♠ – 1♠/NT – 2NT = GF; 3♣=?, 3♦=6+m	
4♥/♠		6		Preempt, in 3 <sup>rd</sup> /4 <sup>th</sup> = to play	4NT = 1430 RKCB; 4♠/5New = asks the suit above	<b>1M – 2NT – 3♣/♠ = 15+ /11-14 + shortness;</b>	Relay asks (♥=♣, ♠=♦, NT=OM)
4NT	√			11+ cards in minors	5♥/♠ = bid 7♣/♦ with 1 <sup>st</sup> round control.	<b>1M – 2NT – 3♦ asks doubleton(♥=♣,♠=♦)</b>	<b>1M-2NT-3♥ = not min, = hand</b>
5♣/♦		8		Preempt, us 9 tricks	<b>SPECIALS over 1♣/♦/NT:</b>	<b>HIGH LEVEL BIDDING</b>	
5♥/♠		8		11 tricks hand.	After 1♣-1♦/♥-1NT: 2♣-Stayman, 2♦/♥=TRF	4NT = RKCB 14/30/2 without Q/2+Q; 5NT = even + useful void; 6x = 1 + void	
				<b>SPECIALS over 1♥/♠:</b>	1♣-1♦/♥-1 / 2NT = 18-19, = with 2 or 3 / 4♥/♠	1 <sup>st</sup> or 2 <sup>nd</sup> round control thru 4♣, 5 level tends to be 1 <sup>st</sup> round. Q in own suit = HHx+	
				1♥-1NT-2x-2♠=10+-12,fit/suit	1♣/♦ – 1♥(TRF)/♠ – 2♣/♦ – 2♥ = NF if new suit.	3♠/NT is serious if nonjump(major suit fit is KNOWN). 3x minor = 1430 RKCB	
				1♥/♠-1NT-2♣-2♦ = Relay,	1♣/♦ – 2♥/♠ – 2NT = ? shortness (3♥/♠ = min/no)	4♣/♦ bid in 1) forcing situation 2) as jump support 3) after 1♣/♦ + NT or jump	
				1♠-1NT-2♣-2♥=5+♥+2♠, NF	1♣/♦ – 1R/♠ – 2M – Relay = ?(3♣ = 3-cards in M)	rebid is 1430 RKCB in ♣/♦. If followed by 4NT = to play.	
				1♥/♠-(Suit)-2NT=4 fit, invit+	1♦ – 1NT – 2♣/♦ = 15+, RF; 3♣/♦ = 11-14, NF	If opps interfere over RKCB & we can play in 5 of our suit = DOPI(X=0, P=1);	
				1♥/♠-1NT-3♣/♦-cheap=waitin	1NT – 2♠ – 2NT/3♣ – 3♦ = 5♣+5♦ or 6+♣ GF	If we cant play in 5 of our suit = DEPO (X = even, P = odd); ROPI	
				1♥/♠-3♣/♦-3NT = asks short	1NT – 2♣ – 2♥/♠ – 3NT = SLAMTRY.		