

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)</b>
Can be light at 1 level with a good suit, Ptr's resp=NF/m (1NT=8-11)
Generally sound overcalls at the 2 level
Reopening jump to - 2♦ = Michaels (♥+♠)
Reopening jump to 2M = exactly 6 cards & 12 - 13H
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15-18 HCP in direct seat, SYSON
Balancing 1NT = 10-13, (does not promise a stopper) SYSON
Reopening 2NT = 2 lowest unbid suits
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Weak except 1♣-2♦ = Michaels (♥+♠) in 2 <sup>nd</sup> or 4 <sup>th</sup> position
2NT=2 lowest unbid (Less than 7 losers)
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
(1X) - 3X and 1X - (1Y) - 3Y = Stopper ask
Michaels (Less than 7 losers) in 2 <sup>nd</sup> or 4 <sup>th</sup>
(1♣) - 2♣ = Natural; (1m) - 2♦ = Michaels (♥+♠)
(1M) - 2M = OM+m → 3♣ = P/C and 3♦ = invitational OM
<b>VS. NT (vs. Strong/Weak; Reopening; PH)</b>
2♣ = ♥+♠; 2♦ = 6cM, 2M = M+m, X = 4M+ longer m, 2NT = 55m(+)
(same if they open 1m - P - 1NT)
(same if we open 1m, opp o/c 1NT except X = points)
Vs wk NT, as for strong NT but X = points; ptr resp to 1NT or pass
Vs strong 2NT, as for strong NT but X = 55(+) minors
Versus gambling 3NT, as for weak NT
<b>VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Leaping Michaels 4m = 5m + 5OM / over Multi 4m = 5m + 5♥
Natural NJ over Multi but 3♥/♠ = Natural strong
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣/♦ or 2♣/♦</b>
Natural, jumps = PREEMPT
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
Jumps = weak; RDBL = 10+
2NT/M = fit + 10+, 2NT/m = 5m and less than 11HCP

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	3/5	3 <sup>rd</sup> but attitude if count	
NT	2 <sup>nd</sup> /4 <sup>th</sup>	known	
Subsequent	Low = Enc., 2 <sup>nd</sup> or 4 <sup>th</sup> through declarer.		
Other: 10 is not considered an honour for opening lead purposes			
<b>LEADS [ace for attitude and king for count or queen unblock (NT)]</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AKx	AKx	
King	AKJT K asks count	AKJT K asks unblock/count	
Queen	(A)KQTx; KQT9, QJ9	(A)KQTx; KQT9, QJT9, QJ9	
Jack	(H)JTxx; JT9x	(H)JTxx; JT9x	
10	(H)T9x	(H)T9x	
9	9x	9x	
High-low	Doubleton	Doubleton	
Low-high	Promises a third	Promises a third	
<b>SIGNALS IN ORDER OF PRIORITY UDCA (count and attitude)</b>			
	Partner's Lead	Declarer's Lead	Discarding
Suit	1 ATT, Low = Enc	Count, Low-hi = even	SP (Low = Enc)
	2 Count, Low hi = even	SP (Low = Enc)	Count (UD present)
	3 SP (Low = Enc)		
NT	1 ATT, Low = Enc	Count, Low-hi = even	SP (Low = Enc)
	2 Count, Low hi = even	SP (Low = Enc)	Count (UD present)
	3 SP (Low = Enc)		
Signals (including Trumps)			
Hi Low = odd # of trumps			
First discard (Small = Enc)			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
If shapely, may be light			
Support X and XX to 2M-1; Maximal			
1m - (1♥) - X, X = 4 spades and 1♠ = 5(+) spades			
If they bid our suit X by responder = big H; by opener = lead unless ....			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Negative doubles through 4M-1; Lighter double			
X = TO if they O/C our 1NT at the 2 or 3 level			
X of splinter: VUL = lead the suit under, NVUL = possible save			
X of transfer shows suit, cue of the underlying is TO			
Relay (TRF) X after OPP's 3 level pre-empt over our 1M opening or O/C			
Lebensohl after OPP's 2 level pre-empt over our opening [E/F 1♥ - (2♠)]			

W B F CONVENTION CARD
<b>CATEGORY:</b> Natural Green
<b>NCBO:</b> SWITZERLAND
<b>PLAYERS:</b> Thomas Andersson - George Hashimoto
<b>EVENT</b>
April 11, 2021
<b>SYSTEM SUMMARY</b>
<b>15-17 NT; 5 card majors, better minor, UDCA</b>
<b>GENERAL APPROACH AND STYLE</b>
2/1 FG
5 card Majors in 1 <sup>st</sup> and 2 <sup>nd</sup> ; game tries
FNT over 1♥/♠ (off in competition or by PH)
Preempt quality variable dependent on vul & position
Balanced minimum opening 1 <sup>st</sup> and 2 <sup>nd</sup> = (11) 12 HCP
1NT opening = 15-17 H (5M or 6m possible)
2NT opening = 20-21 H (5M or 6m possible) → Puppet Stayman
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
3NT solid minor w/o outside control
2♣ (artificial + strong); Multi 2♦ (weak 2M, 22-23 balanced)
2M = 5M + 4(+)m / 5(+)m if VUL (5-10H)
WJS, fit jumps by PH, mixed raise in COMP. 3 <sup>rd</sup> / 4 <sup>th</sup> suit = F1/FG
Transfer Lebensohl/NT, otherwise Lebensohl
1M response may bypass longer diamonds (NO Walsh)
3 <sup>rd</sup> hand opening may be lead directing or weak
Vs 2 known 2 suited O/C, cheapest cue = raise (10+); next cue = 4 <sup>th</sup> suit GF; 4 <sup>th</sup> suit is NF or raise ptr's suit = NF
In COMP, after we open or O/C a M, cue/2NT shows 3/4 card support and invite or better 10(+) HCP
1NT after the OPP's have bid + responded = TO, 4 higher ranking suit & longer lower ranking suit, Cue/2NT = 55 < opening / > opening
XYZ/NT (on by PH) 2♣ = Trf to 2♦ TP or invitational 10-11;
2♦ = any FG; 2NT = nat invite, 3X = SI; 3NT = TP
<b>SPECIAL FORCING PASS SEQUENCES</b>
In FG situations, pass is forcing
In SI, pass of OPP's bid at 5 level = first round control, X denies control, bid = cue & 2 <sup>nd</sup> round control
<b>IMPORTANT NOTES</b>
<b>PSYCHICS: Rare</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU	AB=Asking bid, ATT=attitude, BBW=PRE Blackwood, CI=Italian controls, DNP=does not promise; F1=round force, FG=game force, NT, GT=game try, KC=key card, MSS=minor suit Stayman, NF=non forcing, OB=opening bid; O/C=overcall, OPP=opponent, P/C=pass or correct; PH=passed hand, PRE=Preempt, SI=slam interest, SP=suit preference, SPL=splinter, SYSON=system on, TP=to play, TRF=transfer; UPH=unpassed hand, WJS=weak jump shift			
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣ 1♦		3	4M-1	Natural, if balanced 12-14 (may be weaker in 3 <sup>rd</sup> ) or 18-19, rule of 15 in 4 <sup>th</sup> seat If unbalanced, rule of (19) 20	2m=F1 (11+ and fit, no 4 card M), 3m=PRE 1♦-2♣ =FG 1♣-2♦ & 1♦-3♣ = FIT & 8-10H (FJ if PH) 1m-2/3M or 1♣-3♦ = 4-7 & 6/7 card suit NF; 2NT=11-12 bal; 4m=PRE, 4M=TP	2NT/3m = min with 3/4m, 2X=stoppers up the line. NB 2NT does not promise stoppers  See also XYZ/NT but XYZ2NT=invitre	Inverted on in comp or if PH; 2♣/1♦ by PH is 5/6 & inv/weak  Fit jumps (10+) 5+fit 4 <sup>th</sup> by PH
1♥ 1♠		5 5	4M-1	10-21 in 1st or 2 <sup>nd</sup> may be weaker in 3 <sup>rd</sup> , rule of 15 in 4 <sup>th</sup> seat Rule of (19) 20	1NT=F1 (5-15); 2M=8-10; 2NT=GF(Jacoby); 3M=0-6; 3♣=FIT w/6-9; 3♦=FIT w/10-11; 3NT=3 w/13-15; 1♠-3♥ = 4-7 w/7 card suit NF SPL 10-14 w/3-5CI; 4M = PRE; 4OM is TP	After 2/1: Reverse DNP add'l HCP; rebid at 3 level =14+; 2NT is max 14 or 18-19; 3NT=15-17 "NT is the Game try	FNT OFF in COMP; PH 2♣/♦ Drury but 2NT=4c+SGL+ invite; Bergen; 1♥-2♠=FJ by PH but PRE in COMP
INT				15-17 HCP, 5M or 6m possible	2♣ = Stayman (DNP 4M, invite) 4 suit trf; with super accept 3X=natural SI→cue=fit 3NT denies (xx) 4♣=55M; 4♦/♥ = TRF; 4♠=55m	Super accept: /m=3+ max+ & 1H, /M: 2NT=4 max, 3M=4 min, 3X=3 max & control; After M TRF + 2 <sup>nd</sup> suit, 3M=fit, 3OM fit m, and 4♣=3cM and 4cm	Transfer Lebensoh SYSON after non penalty X DONT if X=points
2♣	√	0		Artificial strong GF or SF	2♦=negative; 2♥/♠=1ace r/b; 3m=1 ace r/b + K; 2NT=2K or 8+; 3M=KQTxxx; 3NT= 2 aces	3♣ by responder over 2M is second negative 2♣-2♦; 3M is NF (8.5 tricks)	OPP interfere: →DOPI or ROPI P=1 ace and X/XX = no aces
2♦	√	0		Multi 6cM 5-10H or 22-23 Bal	2NT=asks→3♣/♦/♥/♠=min ♥/♠, max ♠/♥ 2/3M=P/C; 3♣/♦ = Natural & invitational 4♣/♦=bid suit under/suit, 4M=TP		SYSON on, X of 2M O/C=P/C 4 <sup>th</sup> seat opening natural 6 card suit w/12-13H
2M		NVUL 5M&4m  VUL 5M&5m		5-10H, 5 card MAJOR and at least 4m NVUL  At least 5m if VUL	2NT=asks→3m=nat & min and 3♥/♠=♣/♦ max; 3♣=P/C 3♦ = Natural TP; 3M=to play 3♥ over 2♠ = natural RF to 3♠ 3/4M or OM=TP unless SPL(2♠-4♥ or 2♥-3♠)	2NT→3m = minimum with m →3♥/♠ = max with clubs/diamonds	3M is PRE 4M is PRE or to make  4 <sup>th</sup> seat opening or balancing jump to 2♥/♠ = 6 cards 12-13H.
2NT				20-21 HCP, 5M or 6m possible	3♣=Puppet; 3♦/♥=TRF; 3♠=TRF 3NT; 3NT=5♠+4♥; 4♣=55M; 4♦/♥ = TRF; 4♠=55m	3♠-3NT → 4m=Nat SI, 4♥/♠=5♣+4♦ / 5♦+4♣ (4NT/5m TP); 4NT=55m SI	
3♣ 3♦ 3♥ 3♠		7(6) 7(6) 7		3♣ may be 6 cards; constructive in second seat, variable in third seat depending on vulnerability	4♦ =BBW (1430) 4♣ = BBW (1430) 4♦ =Fit, cue bid or extending PRE over 3♦ New major = F1; 4M over 3X=TP		Raise is TP (PRE or to make) After X, new suit=lead directing After O/C, new suit is NF
3NT	√	7		Solid suit, no outside control	4♣=P/C; 4♦=Asks for shortage	4♦ = →4M=M, 4NT=none, 5m=om	After X, 4♣=P/C
4X		7(+)		Preempt natural, may have a second suit; May be 6-4 in 3 <sup>rd</sup> or 4 <sup>th</sup>	4NT = BW (1430)		Raise is PRE or to make
4NT	√			Both minors	5m=TP	<b>HIGH LEVEL BIDDING</b>	
5♣ 5♦ 5♥ 5♠		8		Natural, may have a second suit		RKCB, EKCB, BBW (1430) 5NTresponse to 4NT=void + 2KC; 6♣=void + 1 or 3 KC's 3NT is serious when FG in Major Opp interfere BW we play DEPO/REPO Queen ask: 5trump=no, 5NT=yes, no king, 6X=yes + cheapest king	
5NT	√			Both minors	6m=TP	1 <sup>st</sup> or 2 <sup>nd</sup> rd ctrl to 4♠	