DEFENSIVE AND COMPETITIVE BIDDING

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

1 level: Can be weak, ~7-16, (4)5+ suit.

2 level: sound, (10)11-16(17), good suit. 2m often not balanced

Responses: Transfer from 2 in opening suit to 2/3 our suit.

2NT = good raise 4+ supp after 1 level overcall

Reopening: Can be weaker

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

2nd: 15-18 with stopper

Responses: Sys on

Reopening: 4th: 11-14

(1x)-P-(1y)-1NT: 15-18

JUMP OVERCALLS (Style; Responses; Unusual NT)

Jump overcalls: weak, ~5-11, (5)6card suit

(sometimes constructive specific 55+)

2NT: Constructive specific 55+ (Reopening: 19-21 BAL)

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

Cue bid: Constructive specific 55+

Jump cue bid: Strong specific 55+

Reopening: 55+

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

X: Strong

2♣: Both majors, 4-4+ (or something like 4351)

2♦: 6c M (wide range)

2M: 5M 4m

2NT: 5-5+ both m

3m: NAT (wide range)

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

2NT: 15-18, sys on

X: Takeout, continuation: lebensohl/scramble

VS. Multi: X: 13-15 BAL/17+, 4m: 5-5 m+H

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

X: both M, NT: both m

OVER OPPONENTS' TAKEOUT DOUBLE

Transfer responses if opening 1M, XX: 10+

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	3rd from even, low from odd	3rd from even, low from odd
NT	4th best, high/second from weakness, coded 9/10	3rd from even, low from odd
Subseq	2nd/4th through declarer	1-3-5

K lead for count on 5+ level, vs 7c+ suit or 5-5/6-4

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AKx(x), Ax	AK(x), Ax
King	AK, KQ(x), Kx	AKJ10(x), KQ(x), Kx
Queen	QJ(x), Qx	KQ109(x), QJ(x), Qx
Jack	J10(x), Jx	QJ98(x), J10(x), Jx, AQJ(x)
10	KJ10(x), 10x	109(x), 10x, 10(x), HJ10(x)
9	KJ9(x), 9x, H109(x)	H109(x), HH9(x), 98(x)
Hi-X	Xx, xxXx, xxXxxx	Xx, Xxx, xXx, Xxxx, xXxx
Lo-X	xxX, xxxxX	HxxX, HxX, HxxXx

SIGNALS IN ORDER OF PRIORITY

		Partner's Lead	Declarer's Lead	Discarding
	1	Attitude	Count	Attitude
Suit	2	Count	Suit preference	Count
	3	Suit preference	Suit preference	Suit preference
	1	Attitude	Suit preference (if not	Attitude
NT	2	Count	obvious count is needed)	Count
	3	Suit preference	Count	Suit preference

Signals (including Trumps): Low-High: Encouraging/even, High-Low:

Discouraging/odd. If shown 5+ suit, middle=enc, high/low=suit pref

Suit pref in trump suit. Count signals show original count.

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

3 cards in unbid suits (10-11)12+ depending on distribution/17+ offshape

Responses: Cue bid: forcing

Reopening Can be weaker, ~8+

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

Tranfers, invitational in supported major if no other available bid,

Rosenkrantz XX

W B F CONVENTION CARD

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

1♣: BAL (weak/strong)/NAT with transfer responses

1♦: 4+♦ UNBAL

1M: 5+, 11+

1NT: (8)10-13(14) possible unbal in 1st-3rd NV. Otherwise 15-17

2♣: 20-21 NT/FG

2♦: weak 6c M/FG ♦

2M: 10-13 6c M

2NT: 22-24

2/1: FG

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

1♣: 2+ with transfer responses

1NT: 10-13 1st-3rd NV

2♦: multi, weak 6c M/FG ♦

SPECIAL FORCING PASS SEQUENCES

IMPORTANT NOTES

Many transfers in competitive auctions

PSYCHICS: Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU	Daniel GULLBERG – Emma ÖVELIUS			
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	7S	a) Weak/strong BAL When strong 1NT: 12-14/18-19 When weak 1NT: 14-16/17-19 b) 11-23 NAT	1♦/♥: 4+♥/♠, 1♠: ♦/NT trf/both ms, 1NT: FG BAL/♣, 2♣: 5+♣ 6-9, 2X: ~3-7 6c suit, 2NT: INV, 3m: inv 6c m, 3M: PRE	1♣-1red-1red+1: BAL 2-3M/11-15 UNBAL with 3M, 1♣-1red-1NT: strong bal. 1♣-1red-2NT=15+, 6+♣	Transfers after most overcalls
1♦		4	7S	4+♦ UNBAL (only 4 if 4441) 11-23	1M: 4+M, 1NT: 6-11, 2♣: FG 4+♣, 2♦: 8-11 (3)4+♦, 2M: 3-7 6M, 2NT: 4+♦ FG, 3♣: 4+♦ INV	1♦ – 1M – 1NT+ : TRF	Transfers after some overcalls
1M		5	7S	11-23	2m: FG, 2M: 8-11 3(+)M, 2♠ (if opening 1♥): 3-7 6♠, 2NT: INV+ w 4+support, 3M: mixed	1M-1♠/NT-2M: 5-4+ in M+♣ 11-15, 2♣: 14-16 6cM/any 16+ except 64 with m 1M-1♠/NT-2NT= 16+, 64 with m	TRF after dbl and a 1♠ overcall. Cue: 3-supp GT+. (Except over 1♠ overcall, then INV+ with ♣)
INT			7S	(8)10-13(14) 1st-3rd NV (14+)15-17 1st-3rd red and in 4th Can contain 5cM, 6c m, can be semibalanced (Weak NT can be unbal, not singleton M)	After weak 1NT: 2♣: ASK M. 2♦: ASK M FG. 2M: to play. 2NT: GT/one long m. 3m: INV, 3M: PRE After strong 1NT: 2♣: asking for M, 2♦/♥: TRF to ♥/♠, 2♠: BAL GT/6+♣ any strength, 2NT: 6+♦ any strength/weak 55m. 3♣: FG both m, 3♦: one 6cM, INV, 3M: Single M 3c oM	1NT-2♠-2NT: min, 3♣: accept of bal GT, 1NT-2NT-3♣: not accepting possible GT, 3♦: accept 1NT-3♣- 3♦: No 4cm, good hand, 3♥/♠: 4+♣/♦, 3NT: no interest, 4m: max, 5m	Dbl: negative, 2x: weak NAT, 2NT+:Transfer lebensohl After strong X: 2♣:♣/♦+♥/♦+♠/ both M, 2♦: ♦/both M, 2NT: both m
2♣	*		7S	20-21 NT/FG	2♦: waiting. 2M/3m weak, suggestion vs 20-21 BAL. 2NT: weak Ms	2♣-2♦-2♥: 25+ BAL/UNBAL 5+♥ 2♣-2♦-3♣+: ♣ hand	
2♦	*		-	Weak 6c M/FG ♦	2/3M: P/C. 2NT: positive ask, 4♣: trf to your suit, 4♦: bid your suit, 4M to play	Over 2N: 3♣: extras, 3red: min trf, 3♠+: ♦ hand	Dbl: P/C if M overcall
2M		6	-	10-13 6c M	2NT: forcing ASK. 3♣ over 2♠: ♥, 3♥ over 2♠: ♣		Dbl: penalty
2NT			7S	22-24	3♣: asking for 4/5 M, 3♦/♥: 5+ ♥/♠ FG, 3♠: TRF to 3NT, to play/5-4+m FG, 3NT-4♥: TRF 6+suit	2NT-3♣- 3♦: no 4+M, 3M: 4-5c M. 2NT-3red-3red+1: no supp, 3NT: supp, no slam interest, new suit: supp and cue	
3m		6	-	PRE	3m+1: Puppet to 3m+2, 3M: NF, 4om: ace ask	3NT/4M: choice of game, 4m/om: 5-5	Dbl: penalty
3M		6	-	PRE	4♣: ace ask, 4♦: general slam try	Over 4♣: stepwise 0, 1 without Q, 1 with Q,...	Dbl: penalty
3NT	*		-	To play/Gambling			
4m		(6)7	-	PRE	4NT: asking for aces		
4M		(6)7	-	NAT	4NT: asking for aces		
4NT						HIGH LEVEL BIDDING	
5m			-	NAT		Cue bid showing 1st or 2nd round controls, RKCB 1430	