


Defensive and Competitive Bidding
Overcalls (Style, Responses, Reopening)
General Style: Light NV , Sound Vuln Responses: 1 level overcall: 1NT = 8-12, 2cue/2NT = Good Raise 2 level overcall: 2NT+ = Transfers, Transfer into Oppo Suit = Stop Ask or raise, Transfer to Ps suit = Raise Reopening: 5-15HCP, DBL if 16+, Otherwise as direct seat
NT Overcall (2 nd /4 th Live, responses, reopening)
2nd seat: 15-18 (As over 1NT opening) 4th seat: 11-14 (m)
4th seat: 11-16 (M) (2♣ Stayman, range ask 2♦ = min, Other = Natural, Max) Other: Sandwich 1NT = 16-18, Balancing 2NT = 19-21
If they bid over our NT
If they X: XX = ♣ 2L = Xfers P = Strong or 2 suits (FXX) If they bid: 2NT = ♣ INV or weak suit, Other 2L = X-fers
Jump Overcall (Style, responses, unusual NT)
General Style: NAT & Wk Aggressive if NV , Sound if Vul Note: When Oppo open 1♣ we play 2♦ = 4+♦ 4+M as a 2♦ opening bid Note: 3M response is P/C
Direct & Jump cue bids (Style, responses, reopen)
Two suited hands: (1m)-2m = ART 5♥-5♠; (1m)-2NT = Lowest 2 suits; (1M)-2NT = 5♣-5♦; (1M)-2M = 5oM-5m; (1m)-4m and (1♥)-4♥ = Good 4M bid (like 3NT opening)
Vs NT (vs. Strong/Weak, reopening, PH)
X = Always Penalties vs Weak NT; 4M-5m vs Strong NT 2♣ = ♥/♠, 2♦ = 6+M, 2M = 5+M-4+m, 2NT = ♣+♦ 4th Seat: X = One suit, 2L = This suit & suit above
Vs Pre-empts (DBLs, cue-bids, jumps; NT bids)
(2L): DBL = T/O (LEB), 4♣/4♦ = ♣/♦+oM; (3any): DBL = T/O, 4♣/4♦ = ♣/♦+oM (4♣): DBL = T/O (2D = Multi): X = T/O ♠, 2L = Nat, 2NT = 16-18, ; 3♠ = ♣+♠, 3♥ = ♥+♦, 3NT = ♣+♦, 4♣ = ♣+♥, 4♦ = ♦+♠
Vs Artificial strong openings. i.e 1♣ or 2♣
1♦/♥ = ♥/♠; 1♠/1NT = 4♥/♠-5+m, 2♦ = ♥+♠; 2NT = ♣+♦; Other = Nat
Over opponents T/O double
General Rule: System remains on where possible RDBL = ART 8+BAL, 1♦/M-(DBL): 1NT to 2any = TRF , 2NT = SUPP; INV+, 3L = PRE

Leads and Signals			
Opening lead style:			
	Lead	In Partner's Suit	
Suit	3 rd /5 th	3 rd /5 th or ATT	
NT	2 nd /4 th (or ATT)	3 rd /5 th or ATT	
Subseq	3 rd /5 th or ATT		
Other:	If length known/cashout: Suit Preference		
Honour Leads:			
	Vs. Suit: Standard	Vs. NT: Standard	
Ace	AK(+), A(+)	AK(+), A(+)	
King	AK(+), KQ(+), K(+)	AK(+), KQ(+), K(+)	
Queen	KQ(+), Q(+), QJ(+)	KQ(+), Q(+), QJ(+)	
Jack	JT(+), J(+), HJT(+)	JT(+), J(+), HJT(+)	
10	T9(+), T(+), HT9(+)	T9(+), T(+), HT9(+)	
X	Xx, xxX, xxXx, xxxX	Xx, xXx(+), HxxX(+)	
Signals in order of priority (Vs Suits or NT)			
	Partner's Lead	Declarer's Lead	Discarding
1	Low = Encourage	Low=Lower suit	Low = Enc
2	Low = Even	Low = Even	Low = Even
3	Low = Lower suit		Low = Lower suit
Reverse Smith Peters vs NT. High asks for switch			
Doubles			
Takeout doubles (Style, Responses, Reopening)			
Style: Can often be off-shape and light e.g 4333 or 4225			
Responses: (2A)-X-(P)-2NT response = LEB (Slow shows)			
Reopening: v light in balancing seat especially if shortage			
Special, artificial & competitive DBLs/RDBLs			
Doubles: SUPP DBL if below 2♠ in most situs (not if over 1N), 1♣-(1♦)-DBL = 4+♥, 1m-(1♥)-DBL = 4♠+ (1♠ = 0-3♠), DBL of ART bids = Values			
Redouble: SUPP RDBL, Wish to compete if pre-empt, Otherwise RDBL = Values			

WBFC Convention Card		
Category	RED	
Players:	Louise Selway	Florian Weiß
NCBO:	Austria	Austria
System Summary		
General Approach and Style		
Opening: 5cM, 1♣ = 2+ with TRF responses, 1♦ = unbal		
Pre-emptive openings: 2♦/♥ = ART , 2♠ = NAT weak		
1NT opening: 14-16		
Aggressive: Light opening, pre-empting & responding style		
2 over 1: 2♣ = 2+ GF, 2M-1 = NAT GF or 3-7 HCP raise		
Special bids that may require defence		
ART Opening bids of note: 2♦ = 4+♦ and 4+M either can be longer; weak 2♥ = 4+♥ and 4+♠; Weak		
ART Responses of note: TRF s over 1♣ (1♣-1♠ = 5+♦/ 5-8BAL) 1♣-1NT = 9-12 BAL 1♣-2♦ = (5)6+M; weak 1m-2M = Reverse Flannery (Wk/INV) 1♥-2♦ or 1♠-2♥ = NAT;GF or 3+M; 4-7HCP, 1M-1NT = 4-13HCP 3Jump rebid in uncontested auctions = Pre-emptive		
Special forcing pass sequences		
Important notes		
Light/Variable in 3 rd , Psychics: Unlikely but possible		

	Min.	Description	Responses	Subsequent actions	Competitive & PH bidding
1♣	2	(8)10+HCP 4+♣s or 2+♣ BAL (can be 2♣-5♦)	1♦/1♥ = 4+♥/♠; 0+HCP, 1♠ = 5+♦; 0+HCP/5-8 BAL 2♣ = GF Relay 2♦ = 6+♥/♠; 0-7HCP 2♥ = 5+♠-4+♥; 4-7 2♠ = 5+♠-4+♥; 8-11(12) 2NT = 9-12 5+♣ Other = Pre-emptive	1m-2m 2♦ (1♣) = 5c♦, 2♥ = Min; BAL, 2♠ = Shortage <15 (2NT Asks), 2NT = Shortage Ask (NLMH), 3L = Strong SPL 1m-1M-1NT = 16+ (Not 4M); 1♣-1R-1L (also over 1♣-1♠-1N = 12-14) 2♣ = Forces 2♦; Then bids are Natural INV 2M = NAT INV, 2NT = BAL; INV, 3m = Longer Major; INV, 3M = 6M; INV 2♦ = GF; Staymanic (After 2L response, 3L = NAT; GF longer major) 2NT = F 3♣ (Other bids = Natural; GF) Bids = 4M, longer minor; GF 3L = Longer Minor; INV 1♣-1R-2♦/M or 1♦-1M-2oM = 6-4; 10-15; 1♦-1♣-2♣-2♥ = Either FSF or Weak with long spades 1♦-1M-2NT/1♣-1R-2NT = 15+ 4c SUPP (3♣ = Min, 3♦/♥/♠/NT = Max NLMH Shortage)	(DBL): System on over 1♣ XX = 8+BAL Over 1♦: XX/1♥/1♠ = Transfers (1♠ = X-fer to NT) (1♦): X = 4+♥ (1M): Negative X over 1♣, Over 1♥:1♠= 0-3 ♠, X=4+♠, Other = NAT (1NT): Natural (2any): DBL = T/O (then LEB), 2any = F1, 2NT-3♣ = X-fer (X-fer to their suit = 4oM, 3♠ = X-fer to 3NT) (3any): DBL = T/O, NLM
1♦	4	(8)10+HCP 4441 w/ 4+♦ or 5+♦	2♣ = NAT or BAL GL 2♦ = 4+♦; GF 2NT = NAT; INV 3♣ = ♦; INV 3L = SPL Other = As 1♣	Over 1M-2M 2M+1 = Short suit GT (Next step ask) 3L = Long Suit GT 3M = To Play; PRE Over 1M-1NT or 1♥-1♠: Gazilli 2♣ = 6+M or most 16+, 2M = 5M-4♣ 10-15, Jump 3m = 5m <18 (Over 2♣: 2♦ = ART; 8+, (2♠ or) 2NT = minors; 4-7, Others = Nat; 4-7) (Over 2♣-2♦: 2♥ (always) = 6+M; 9-14, 2♠ = Clubs (2NT asks: 3♣ = 5-5, Other = Nat) 2N = Diamonds (3♣ asks: 3♦ = 5-5, 3M = 3♣, Other = Nat) 3♣ = Hearts (1♠-1N: 3♦ asks: 3♥ = 5-5, 3♠ = 3♣, 3N = 3♦) (1♥-1N: 3♦ = Worried about 3N, 3♥ = Fit) 3♦ = Spades (1♥-1N: 3♥ asks: 3♠ = 3♣, 3N = 3♦) (1♠-1N: 3♥ = Worried about 3N, 3♠ = Fit) 3M = 6M; INV (GF hands bid 2under), 3oM = 4oM (22); GF (1♥-1♠; 2NT = Either 6♥,3♠ or 4+♠, 16+ 3♣ asks then 3♥ = 6♠-3♠) (Over 1M-1NT-2NT = 6-4;17+, 3♣ Asks) (1M-1NT-3L = NAT but 14-16, 1♥-1♠-3♠ = 4=5=2=2;15-16), (3M Directly = Shapely)	(DBL): System on over 1♣ XX = 8+BAL Over 1♦: XX/1♥/1♠ = Transfers (1♠ = X-fer to NT) (1♦): X = 4+♥ (1M): Negative X over 1♣, Over 1♥:1♠= 0-3 ♠, X=4+♠, Other = NAT (1NT): Natural (2any): DBL = T/O (then LEB), 2any = F1, 2NT-3♣ = X-fer (X-fer to their suit = 4oM, 3♠ = X-fer to 3NT) (3any): DBL = T/O, NLM
1♥ 1♠	5	(8)10+HCP 5+♥ or 5+♠ Can be 4♥/4♠ in 3rd/4th position	1NT = (0)4-13HCP; SF 2♣ = NAT or BAL; GF 2♦ (1S) = NAT; GF 2M-1 = NAT; GF or 4-7 Raise 2M = 8-12 Raise 2NT = 4+M; GF 3m/3♥(1♠)/2♠ (1♥) = NAT; INV 3M = PRE 1♥-3NT = Void Spade 1♠-3NT = ANY 10-12 SPL; (4♣ = LMH Ask) 1♥-3♠ = ANY 10-12 SPL (3NT = LMH Ask) 4L = Void SPL	Swedish Jacoby 3♣ = Min (Then 3♦/♥/♠/NT = NLMH Short) 3♦ = No shortage (Then NLMH Shortage) 3♥/♠/NT = ♣/♦/oM Shortage Over 1M-2M 2M+1 = Short suit GT (Next step ask) 3L = Long Suit GT 3M = To Play; PRE Over 1M-1NT or 1♥-1♠: Gazilli 2♣ = 6+M or most 16+, 2M = 5M-4♣ 10-15, Jump 3m = 5m <18 (Over 2♣: 2♦ = ART; 8+, (2♠ or) 2NT = minors; 4-7, Others = Nat; 4-7) (Over 2♣-2♦: 2♥ (always) = 6+M; 9-14, 2♠ = Clubs (2NT asks: 3♣ = 5-5, Other = Nat) 2N = Diamonds (3♣ asks: 3♦ = 5-5, 3M = 3♣, Other = Nat) 3♣ = Hearts (1♠-1N: 3♦ asks: 3♥ = 5-5, 3♠ = 3♣, 3N = 3♦) (1♥-1N: 3♦ = Worried about 3N, 3♥ = Fit) 3♦ = Spades (1♥-1N: 3♥ asks: 3♠ = 3♣, 3N = 3♦) (1♠-1N: 3♥ = Worried about 3N, 3♠ = Fit) 3M = 6M; INV (GF hands bid 2under), 3oM = 4oM (22); GF (1♥-1♠; 2NT = Either 6♥,3♠ or 4+♠, 16+ 3♣ asks then 3♥ = 6♠-3♠) (Over 1M-1NT-2NT = 6-4;17+, 3♣ Asks) (1M-1NT-3L = NAT but 14-16, 1♥-1♠-3♠ = 4=5=2=2;15-16), (3M Directly = Shapely)	(DBL): TRF from 1NT to 2A, ReDBL = 8+BAL, 2NT = SUPP; GF, (1NT): Natural (2any): DBL = T/O (then LEB), 2any = F1, 2NT = X-fer (X-fer to their suit = 4oM, 3♠ = X-fer to 3NT) (3any): DBL = T/O, NLM BPH 1♥: 2♣/2♦ = 3/4+♥, BPH 1♠: 2♣ = 5+♥, 2♦/♥ = 3/4+♠
1N	14-16	Any 5(332) Any 6m(322) Any 5(422) singleton rare	2♣/2♦/2♥ = STAY/TRF, 2♠ = 6+♣ or range ask 2NT = 5 card stayman 3♣ = 6+♦; Weak or GF 3♦ = 6+♦; INV 3♥/3♠ = Shortage 5+♣ 5+♦ 4♣/♦ = ♥/♠	Over 1NT-2♣-2♦: 2♥ = Weak ♥/♠, 2♠=INV 5+♠, 3♣/♦ = NAT, 3M = Smolen Over 1NT-2♦-2♥: 2♠ = Any INV, 2NT/3♣ = ♣/♦, 3♦ = 6+♥ (min -> complete, max-> cue (3NT = 2c♥ support)); ST = 5♥-5♠ INV Over 1NT-2♠: 2NT = 14 to bad 15, 3♣ = good 15 to 16 Over 1NT-2♥-2♠: As above but all bids = GF & 3♦ = 5♠-5♥ GF Over 1NT-2NT: 3♣ = No 5M (then 3♦ = (31)(54), 3M = 4oM), 3♦ = 6m, 3M = 5M Over 1NT-3♣ F 3♦ then 3M = Shortage	(DBL): P = FXX (Then bids = 4c suits) 2L = X-fer, XX = ♣ (2any): DBL = T/O, 2NT+ = Rubensohl,(Slow shows) LM (3any): DBL = T/O, NLM
2♣		Game-Forcing or 23+bal	2♦ = Waiting 2L = Natural 2NT = Minors	Over 2♣-2♦: 2♥ F 2♠ => 2NT = 25+ 3L = ♥; Breaks are weak + shapely (2NT = ♣+♦) 3♣ = 6+♣ or 5♠-4M 3♦ = 6+♦, 3M = 4M-5♦	(2any): (3any): DBL = T/O, See High level bidding
2NT	20-21	May be creative	2NT = Muppet Stayman 3♦/♥ = X-fer 3♠ = Xfer to 3NT 3NT = 5♠-4♥ 4♣/♦ = ♥/♠ Slam Try 4M = Minors; SPL	2NT-3♣-?: 3♦ = 4cM, 3♥ = No 4/5 card M (3♠ relay then 3N = 33(43), 4m = NAT, 4M = 3 card suit with 4♣-4♦), 3♠ = 5♠, 3NT = 5♥ 2NT-X-fer: Complete = No fit (Bids = NAT, 4M = Mild ST), 3NT = 3 card, Bids = 4 card + cue, 4M = big fit; min 2NT-3♠-3NT: 4♣ = NAT ST (4M = cue, 4NT = to play), 4♥ = Both majors ST (4N = 6 card KC), 4♠ = Both majors; Slam Force (4N = 6 card KC), 4N = Specific Ace Ask, 5L = Exclusion 4 ace BW (0/1/2/3). 2NT-4♣/♦: Next Step = Interest 2NT-4M: 4NT = 6 card KC	

Pre-emptive bidding		High level bidding	
Bid Meaning	Responses	4NT = RKCB 1430	Applies in any situation where a trump suit has been set
2♦ = 4+♦ and 4+M; weak	2M = P/C, 2NT = INQ (3♣=min, 3♦ = Nat; Longer ♦, 3M = Nat, longer M), 3♣ = TRF to major; GF, 3M = Nat forcing	4NT = 6 card KC	Where 2 suits have been shown and there isn't space to set one below 4NT
2♥ = 4+♥ 4+♠; Weak	2NT = Ask (3♣ = Min, 3♦ = 5-5, 3♥/♠ = Longer ♥/♠, 4m = Void)	5NT = Pick a slam	In most confused auctions 5NT is Pick a slam.
2♠ = Weak (aggressive NV)	2NT = Shortage Ask 3L = NAT Forcing		
3any = Weak (aggressive NV)	Bids = NAT, 4NT = BW 4C over 3M = Slam Try	4NT = Natural	If uncontested and no fit or if contested and naturally bid NT
3NT = Good 4M opener	4♣ = X-fer to major 4♦ = Bid your major, 4M = P/C, 4NT = Quant, 5m = Control Ask (5M = no, 6M = 2 nd , 5N = 1 st round)	SPL and Cue-bids	Italian cue-bidding style
4any = Weak (aggressive NV)	4NT = RKCB		
4NT = Specific Ace ask	5♣ = None, 5any/6♣ = That Ace, 5NT = 2 Aces		