

DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS		WBF Convention Card 2.18	
OVERCALLS (Style; Responses; 1/2 Level; Reopening)		OPENING LEADS STYLE			
1-level: sound (occ. weak with passed partner), seldom 4-card		Lead	In Partner's Suit		
2-level: sound, frequently only 5-card	Suit	primarily 1st / 3rd / 5th	primarily 1st / 3rd / 5th		
Responses: PRE raises, jump CUE to 3-level=mixed raise, jump 2NT=SUPP, INV+	NT	as above	as above	Category:	B L U E
New suit at 1-level F1, jump=fit-showing	Subseq	2nd / 4th thru declarer	2nd / 4th thru declarer	Country:	S W E D E N
After (1x)-1M-(D), TRF from 1 NT to 2 below OC's suit	Other:	From an interior sequence the third card is lead		Event:	OBS Invitational 2009
Reopening: may be weaker - CUE forcing		Against suit we lead small from xxx: K asks count; at 5+ level, when OP has 3-level+ PRE or shown 10+ cards in two suits		Players:	Mårten G U S T A W S S O N / Johan S Y L V A N
		Against NT sometimes 4th is led when 3rd is a high small card		SYSTEM SUMMARY	
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)		In partner's supported suit we may lead highest from xxxx		GENERAL APPROACH AND STYLE	
2nd: 15-18, same answers as after 1NT-opening & passed hand bidding				Strong 1â	
4th live: 15-18, answers as above	LEADS			RESP's 1é shows 8+ not UNBAL, 1â-1A; 1M is 4+c and F1, can be m-canape	
Reopen: 11-16, maybe w/o stopper. 2â=ASK range and M, others NAT	Lead	Vs. Suit	Vs. NT	5-card majors - 1NT NF	
	Ace	AKx(+)	AK(+)	Catch-all 1A - but see also 2A and 2NT	
	King	AK, KQ(+), AKQ(+)	KQ(+), AKQ(+)		
JUMP OVERCALLS (Style; Responses; Unusual NT)	Queen	QJ(+)	QJ(+), (KQJx)		
1-Suit: 2x VUL vs NV=intermediate, others=weak	Jack	J10(+)	J10(+), AQJ(+)	1NT Openings: 14-16	
2-Suit: 2NT=sound two-suiter (two lowest)	10	109(+), KJ10(+)	109(+), HJ10(+)	2 OVER 1 Responses: F1	
Reopen: Intermediate; (1A/M)-3â=two lowest; (1â NAT)-2A=A+é	9	9x, H109(+)	9x, 98(+), H109(+)	SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
2NT=19-21, NAT	Hi-x	Sx, SxSx, HxSxxx	Sx(+), HxSx, HxSxSx	1â 16+, 17+ if BAL	
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)	Lo-x	HxS(x), xxS, HxxxS, xxxxS	HxS, HxSxS	2A 11-15, 6+card, denies Major	
Sound two-suiters 55+	SIGNALS IN ORDER OF PRIORITY			2é/è 5-10, decent 6(5)-card suit	
Over NAT minor openings (=3+ cards or 1â in 4-4-3-2 or 1A in 3-3-2-5):		Partners Lead	Declarer's Lead	Discarding	2NT 10-13, 55+ m
2x=highest+other; 3x=ASKs for stopper	Suit:1st	Hi=Discg	Hi/Lo=odd	Hi=Discg	3NT 1st/2nd Pos=Solid â/A, 3rd/4th Pos=To play
Over short minor openings: 2m=NAT; 3m=é+è	2nd	Hi/Lo=Odd	Suit preference	Hi/Lo=odd	
VS. NT (vs. Strong / Weak; Reopening; PH)	3rd	Suit preference		Suit preference	1é/è-2NT (FG) / 3â (INV) / 3A (FG w 4333) are ART raises
ASPTRO: 2â=4+é & other suit, often canape, 2A=same with è	NT: 1st	as above	as above	as above	
Responses: relay=pass or correct, 2NT=F1, new suit=NAT, NF	2nd				Many transfers in competition [1]
Double by passed hand=overcall in a minor	3rd				
	Signals (including Trumps): Hi/Lo in trumps=odd; Original count (lo=even);				
	When discg in bid 5+c suit; high ODD=interest				
VS. PREEMPTS ( Doubles; Cue-bids; Jumps; NT bids)	in higher-ranking suit, high EVEN=lower-ranking				
Dbl=T/O thru 3A	DOUBLES				
Against 3M: D=BAL/4441; 4m=NAT UNBAL w (3)4 OM	TAKEOUT DOUBLES (Style; Responses; Reopening)				
Two-suiters: Cue=highest unbid+lower unbid	Opening values, 3+M unless 17+ except (1è)-DBL-(P)-1NT(negative=0-6/7);		SPECIAL FORCING PASS SEQUENCES		
Jump to 3new=PRE; jump to 4m=strong SAT (but 4â/A over 2é/è=two-suiter)	CUEBID=mostly F to suit agreement				
VS. ARTIFICIAL STRONG OPENINGS	RESP DBL: 8+hcp, xx+ in OPP suit				
Weak jump overcalls	LEB-variations: (1m)-DBL-(1M)-2M=NAT		IMPORTANT NOTES THAT DON'T FIT ELSEWHERE		
Dbl=overcall in bid suit except (1m)-Dbl=54 M	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES		Conventional defences vs ART systems/openings		
1/2NT=minors destructive, 1NT at least 5-4/4-5, 2NT at least 5-5			Checkback twoway Stayman		
OVER OPPONENTS' TAKE OUT DOUBLE	1â-(O/C up to 2A)-DBL=shows 5-7		Many (scrambling) lebensohl 2NT bids		
after 1â: 1A=5-7; Pass=0-4	(voluntary) Support DBL/RDBL when RESP has 4+suit and raise to 2M is available		Psychics: Rare (occasional weak 3rd hand openings)		
after 1A: 2m=NF	Maximum overcall double				
after 1M: 1NT thru 2 below opening suit=TRF;	Most low-level doubles = T/O		Want to read more? You'll find the system in a zipped word-file at:		
2NT/3â /3A shows support, other jumps=PRE			hem.bredband.net/b465698/		
after 2M: suit bids=NF	DEFENSIVE AND COMPETITIVE BIDDING				

## OPENING BID DESCRIPTIONS

Opening	Artificial	Min.	Neg Dble thr	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♠	Yes	0	4♣	16+ any distribution, 17+ if BAL	1A=0-7	1A: 1M=F1, 4+, can have m-canape;	
1♠						2m=NF, 5+c, denies M; 2♣=FG with one m/both m;	
1♠						2♠=FG, BAL; 3X=NAT INV	
1♠					1♣=8+, not UNBAL (denies 5-c M or 6-c m)	1♣: 1♠=REL usally semiBAL; 2♠=♣, 2A=♠, 2♣=A	
1♠					1♠/1NT=8+, 5+c hearts/spades; 2m=8+, 6+c in one m		
1♠					2♣=8+, 40-54; 2♠=solid 7+c suit; 2NT=8+, 55+m;	2♣: 2♠=ASKs then numerical; 2♠: 2NT=ASKs then TRF	
1♠					3m=5-7, with HHx xxx x; 4m=TRF M, 4M=QJx xxx xx	2NT: 3♠=ASKs then 3M=SPL	
1A		1(0)	4♠	11-16, a) 11-13 BAL, b) 4441	2M=3-7, 6-c; 2NT=NAT INV but promises 4-4m		
1A				c) NAT, if 6+c also M, if 55m 14-16	3♠=INV with 5-5m, 6-c; 3A=INV (good suit) opposite 11-13		
1A				d) 4A+5♠			
1♣		5	3A	11-16	With support: 2M=6-10, 3c (REL=ART INV);	2NT: 3♠=min else 3A=BAL; 3♣=SPL♠; 3♠=SPLA	2NT=support, FG or INV with 4c
1♣		5	3♣	11-16	2NT=FG; 3♠=about 8 losers; 3A=FG 4333;	3NT=SPL OM; 4m/♣=voidSPL w min/max	CUE below 3M=INV with 3c
1♣					3M=3-7, 4c; 3OM/4m=voidSPL		
1NT			3A	14-16, (semi)BAL	2♠=STAY, does not promise M if strong;	2♠: then 2♠ or 2NT over 2♠=ART, FG else 2M/NT=INV	
1NT				may have 5-card M	2A=PUP 2♣, weak/ST w any suit or FG both m	2A: then 2NT=PUP 3♠ (3A=S/O, 3M=INV 6-c)	2A: then 2NT=PUP 3♠ (3M=INV, bad 6-c)
1NT						2♠=S/O; 3x=S/T 6-c	3x=INV with good suit
1NT					2M/3m=INV; 3♣/♠=SPL with both m; 4m=TRF M		3m=INV, bad 6-c
2♠		5	3♠	11-16, 6+ suit or 5c + 4c M	2A=ask; 2M/3A=INV; 2NT=F1, NAT iNV or FG w support	2A: 2M=11-16, NAT; 2NT=11-16, bad 6+♠;	
2♠						3♠=11-13, good 6+♠; 3A/M=14-16, SPL w good 6+♠	
2A		6		11-16, 6+ suit, no Major	2♣=REL, 2♠/NT=F1 with spades/ hearts; 3M=FG good suit	2♣: 2♠=♠ (then 2NT=ASK, 3m=INV) else ns=SPL	
2♣		6(5)		5-10	new suit=NAT, F1; 2NT=ASK; 3♣=PRE; 3♠/4m=SPL	2NT: responses as after 1M-2NT	
2♠		6(5)		5-10	new suit=NAT, F1; 2NT=ASK; 3♠=PRE; 4m=SPL	2NT: responses as after 1M-2NT	
2NT				10-13 55m	3♣=ART; 3♠=NAT NF; 4m=INV	3♣: 3♠=SPL; 3NT=SPI hearts	
3♠		6		PRE, indicates 2/3 topH	New suit=F1; 4om=slamtry in m		
3A		6		PRE, indicates 2/3 topH			
3♣		6		PRE, loose	4m=CUE; 3♠=F1		
3♠		6		PRE, loose			
3NT	Yes			1st/2nd=solid m, else=to play	4♠=pass or correct; 4NT=ASK; 4A=slamtry		
4♠		7		PRE, weak	4NT=RKCB; 4♣/♠=NAT; 4A=CUE		
4A		7		PRE, weak			
4♣		7		PRE	4NT=RKCB; 5M=general try; 4♠=NAT; 5x=CUE		
4♠		7		PRE			
4NT	Yes			at least 6♠+6A, about 3 losers	Just guessing		
5♠		7		PRE, loose			
5A		7		PRE, loose			

## HIGH LEVEL BIDDING

CUE=1st/2nd round controls are shown equally (except SPL in partner's suit)

## Last train

## Splinter bids

From 3 agreed M, relay asks for SPL (other=SPL). Cheapest bid=no SPL

RKCB (Double=0, Pass=1)

**Jump to 5NT = trump ASK**

5NT from 5X: General GS try after RKCB, else RKCB

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