

DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS		WBFC Convention Card 2.18 	
OVERCALLS (Style; Responses; 1/2 Level; Reopening)		OPENING LEADS STYLE			
1-level: 8-17, rarely 4-card		Lead			
2-level: sound		3rd/5th=even, low=odd			
Responses: PRE raises, jump CUE to 3-level=mixed raise, jump to 2NT=SUPP, INV+		NT		Category:	R E D
New suit NF, jump=fit-showing		Subseq		Country:	S W E D E N
After (1x)-1D/1M-(D), TRF from 1 NT to 2 below OC's suit		Other: Vs. suit we lead small from xxx; K at 5+ level asks count		Event:	All events
Reopening: may be weaker - CUE forcing		Vs. NT sometimes 4th is led when 3rd is a high small card		Players:	Bengt-Erik E F R A I M S S O N / Anders M O R A T H
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)		LEADS		SYSTEM SUMMARY	
2nd: 15-18, same responses as after 1NT-opening		Lead		GENERAL APPROACH AND STYLE	
4th live: 15-18, responses as above		Vs. Suit		Twoway 1C (Swedish club - 11-13 BAL or 17+ any distribution)	
Reopen: 11-16, maybe w/o stopper. 2C=ASK range and M, others as above		Ace		4-card D - usually unbalanced	
		AKx(+)		5-card majors - 1NT NF	
		King			
		AK, KQ(+), AKQ(+)			
		Queen			
		QJ(+)			
		Jack			
		J10(+)			
JUMP OVERCALLS (Style; Responses; Unusual NT)		10			
1-Suit: 2M VUL vs NV=intermediate, (1S)-3H=strong, others=weak		109(+), KJ10(+)			
2-Suit: 2NT=sound two-suiter (two lowest)		9		1NT Openings: 14-16	
Reopen: Intermediate but (1S)-3H=strong; (1D/M)-3C=two lowest; (1C)-2D=D+H		9x, H109(+)		2 OVER 1 ResponsesF1	
2NT=19-21, NAT		Hi-x		SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)		Sx, SxSx, HxSxxx		1C 11-13 BAL or 17+ any distribution	
Sound two-suiters 55+		Lo-x		2D 11-16, short D: 4414, 4405, (3415)	
Over NAT (=2+ cards) openings:		HxS(x), xxS, HxxxS, xxxxS		3NT 1st/2nd Pos=Solid C/D, 3rd/4th Pos=To play	
2X=two highest, 3X=highest + lowest		SIGNALS IN ORDER OF PRIORITY		4C/D Strong 4H/S-opening, solid suit or semisolid with outside ace	
Over short minor openings: 2m=NAT; 3m=NAT PRE					
VS. NT (vs. Strong / Weak; Reopening; PH)		Partners Lead			
ASPTRO: 2C=4+H & other suit, often canape, 2D=same with S		Declarer's Lead			
Responses: relay=pass or correct, 2NT=F1 (INV+), new suit=NAT, NF		Discarding			
Double by passed hand=overcall in a minor		Hi/Lo=odd			
		Hi/Lo=odd			
		Suit preference			
		Suit preference			
		NT: 1st			
		as above			
		2nd			
		3rd			
				1D-3C and 1H/S-3C/D are invitational raises	
		Signals (including Trumps):			
		Hi/Lo in trumps=odd; Original count (lo=even);			
		When discg in 5+c suit; high ODD=interest in		Many transfers in competition [1]	
		higher-ranking suit, high EVEN=lower-ranking			
				1NT-(DBL)-P PUP-RDBL then 2C=C+M, 2D=D+S, 2H=H+S	
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)		DOUBLES		RDBL PUP-2C with any 5+ suit	
Dbl=T/O thru 3D Against 3M: D=Bal/4441; 4m=NAT UNBAL, usually w 3-4 OM		TAKEOUT DOUBLES (Style; Responses; Reopening)		2m NAT with next higher suit	
Two-suiters: Cue=highest unbid + other		Opening values, 3+M unless 17+			
Jump cue to 4m=H+S; jump to 4m= bid suit+next higher		(1S)-DBL-(P)-1NT is negative, 0-6/7; CUEBID=F to suit agreement		SPECIAL FORCING PASS SEQUENCES	
		RESP DBL: 8+hcp, xx+ in OPP suit			
VS. ARTIFICIAL STRONG OPENINGS		LEB-variations; (1m)-DBL-(1M)-2M=NAT			
Weak jump overcalls		SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES		IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
Dbl=overcall in bid suit except (1m)-Dbl=54 M		1D-(1S)-DBL=4+ H, 6+; 1D-(1H)-DBL=exactly 4S, 6+;		Conventional defences vs ART systems/openings	
1/2NT=minors (1NT at least 5-4/4-5, 2NT at least 5-5)		1C-(1D/H)-DBL=TRF, 4+c, may have longer m		Checkback Stayman + 2D ART	
Vs im ART (not STR): 2NT at least 5-5 outside clubs		1C-(1S)-DBL=TRF to 1NT, does not promise hearts		Many lebensohl 2NT bids	
		Maximum overcall double			
OVER OPPONENTS' TAKE OUT DOUBLE		Most low-level doubles = T/O			
After 1C: 1D thru 2S=TRF; 2NT=both m; 3xy=PRE; 4m=TRF M				Psychics: Rare (occasional weak 3rd hand openings)	
After 1D/M: new suit at 1-level F1; 1NT thru 2 below opening suit=TRF;					
2NT/3C /3D = support, other jumps=PRE					
		DEFENSIVE AND COMPETITIVE BIDDING			

OPENING BID DESCRIPTIONS

Opening	Artificial	Min.	Neg Dble thr	Description	Responses	Subsequent Auction	Passed Hand Bidding
1C	Yes	0	3D	11-13, (semi)BAL or	1D=0-7, NF (opener may pass)	1D: 1M=NAT, NF. 17+ or 11-13 (occ. 3c)	
1C				17+ any distribution		Others=NAT 17+ (2m denies 4-card M)	
1C					1M=8+, 4+suit, may have longer m	1M: 1NT/2M=11-13; 1S=NAT 17+ or 11-13	
1C					1NT(8-11)/2NT(12-14)/3NT(14-18)=NAT, no M	Others 17+; 2NT=support; 2C=(semi)BAL or C	
1C					2m=8-13, NF, no M	(Resp 2D=relay; 2H=6+M; 2S=5+C; 2NT=5+D)	
1C					2H=ART, INV+ with both m and no M	2H: 2S=ART 17+; 2/3NT=weak; 3m=support F1	
1C					2S=PUP 2NT, FG with BAL or C or D, no M	2S-2NT: 3C=NAT; 3D/M=D w SPL; 3NT=NAT	
1C					3m=NAT, INV; 3M=4-7, 7+suit, 4m=TRF M		
1D		4	4C	11-16, unbal, may have 4D+5C	With support: 2D=10+; 3C=8-10; 3D=4-7	2D: 2H=max else 2S=BAL, 2NT=SPL C, 3m=SPL H/S	2D=6-10, 3+ support, jump in M=SPL
1H		5	3D	11-16	With support: 2M=6-10, 3c (REL=ART INV);	2NT: 3C=min else 3D=no SPL, 3H=SPL C, 3S=SPL D,	2C= REVERSE DRURY (FIT)
1S		5	3H	11-16	2NT=FG; 3C=8-11, 4c; 3D=10-12, 3c;	3NT=SPL OM; 4m/H=voidSPL w min/max	2NT=support, FG or INV with 4c
1S					3M=4-7, 4c; 4m=void SPL		3C= NAT; other jumps=SPL
1NT			3D	14-16, (semi)BAL	2C=STAY, does not promise M if strong;	2C: 2D-2M INV both M, others NAT FG	
1NT				may have 5-card M	2D=PUP 2H, weak/slamtry w any suit or FG both m	2D: then 2NT=PUP 3C (3D=S/O, 3M=SPL w m)	
1NT					2M/3m/3M=INV; 4m=TRF M	2S=S/O; 3x=slamtry, onesuiter	
2C		5	3S	11-16, 6+ suit or 5c + 4c M	2D=ask; 2M=NAT, F1; 2NT=F1, NAT or support	2D: 2H=5C+4M (any); 2S=any SPL; 2NT=semiBAL	
2C						3C=11-13, 4S+6C; 3D/M=14-16, 4-c+6C	
2D		0		11-16, short D	2NT=ART, F1	2NT: 3C=min (then 3D=ASK), else 3D=4414;	
2D				4414, 4405, (3415)		3H=3415; 3S=4405	
2H		6(5)		6-10. decent suit	2S=NAT F1, 2NT=ART F1, 3m=NAT F1, 3H=PRE.	2NT: 3C min else 3D=no SPL, 3H=SPL C, 3S=SPL D,	
2S		6(5)		6-10. decent suit	2NT=ART F1, 3m/H=NAT F1, 3S=PRE	3NT=SPL OM; 4m/H=voidSPL	
2NT				21-23 (semi)BAL, no 5c M	3C=PUP 3D; 3D=Stayman; 3M=NAT; 4m=TRF M	3C-3D: 3H=both m; 3S=5S+4H; 3NT=ASK suit	
3C		6		PRE, usually 2/3 topH	New suit=F1; 4m=RKCB for m		
3D		6		PRE, usually 2/3 topH			
3H		6		PRE, loose	3S=F1; 4C=RKCB for M		
3S		6		PRE, loose			
3NT	Yes			1st/2nd=solid m, else=to play	4C=pass or correct; 4NT=ASK; 4D=slamtry		
4C	Yes	0		4H op, solid suit or extra ace	Relay=slamtry	4M=min; 4NT=solid+ace; suit=voidSPL; 5M=max	
4D	Yes	0		4S op, solid suit or extra ace			
4H		7		PRE, loose	4NT=RKCB; 5M=general try; 4S=NAT; 5x=CUE		
4S		7		PRE, loose			
4NT	Yes			at least 6C+6D, about 3 losers	Just guessing		
5C		7		PRE, loose			
5D		7		PRE, loose			

HIGH LEVEL BIDDING

CUE=1st/2nd round controls are shown equally (except SPL in partner's 5+ suit)

Last train

Splinter bids

From 3 agreed M, relay may be ART (other=SPL). 3NT may be "serious" slam try.

RKCB (Double=0, Pass=1)

Jump to 5NT = trump ASK

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