


OPENING BID DESCRIPTIONS							
Ope ning	Tick if Art	Min No Card s	Neg Dbl Thru	Description	Responses	Subsequent Auction	Passed hand bidding /in competition
1♣	x	0	3♠	Two-way: 11-13) (semi)BAL or 17+ any	1♦ 0-7; 1M 8+, 4-c; INT/2NT/3NT 8-11/11-13/13-18 BAL no M; 2m NF 8-12 5-c, 2♥/2♠ ART FG no M; 3m 10-11 6-c; 3M 4-7 7-c; 4m TRF to 4M, good suit	1♣-1♦; P= 11-13; 1♥=20+p; 1NT=17-19; 2♣= 17-19 2-suiter 4+♥,not 4♠; 2♦=17-19,2-suiter with 4♠; 2♥=17-19 6+♥; 2♠=17-19 5+♦,4+♣; 2NT=17-19 5+♣,4+♦; 3♣♦=17-19 6+; 3♥♠=17-19 7 card	TRF in competition
1♦		4	4♣	11-16, not BAL, may have one card longer ♣	2♦ 10+; 2M FG; 2NT GF; 3♣ ART 8-10, 4+ SUPP; 3♦ 4-7 4+ SUPP	1♦-2♦: OP rebids ART	2♦ 6-10
1♥		5	3♠	11-16	3♣ 8-11, 4+ SUPP; 3♦ 10-12, 3+ SUPP; 3M 4-7 4+ SUPP, 2NT FG, 3+ SUPP, 3NT void ♦	1M-2M; REL=general G/T, others long-suit G/T 1M-2NT; 3♣=MIN, 3♦=BAL, 3♥/♠/NT=SPL♣/♦/oM	Drury, 2♣=Support
1♠		5	3♥	11-16	See above but 3NT void ♥	See above	See above
INT				14-16, 5-c M OK, 6-c m possible but rare	2♣=STAY; 2♦=PUP-2♥, 2M=INV, 3♣=Puppet Staym 3X=INV, 4m=TRF, 4NT=NAT	1NT-2♦; 2♥ then 2♠ S/O; 3X STR; 2NT=PUP-3♣	
2♣		5	3♠	11-16, 6+c or 5-c with 4-c M	2♦ ASK; 2NT NAT INV or SUPP INV+; 3ns 6-c FG, 4♦=RKCB	2♣-2♦; 2♥♠=4 card; 2NT=No M extras; 3♦♥♠=6-4 extras	
2♦	x	0		11-16, 3-suiter with short ♦, 4414 or 4405	2M/3♣ to play; 3M/4♣ INV; 2NT ASK then 3♣ = MIN; 3♦=MAX 4414; 3♥ = MAX 4405	-2NT; 3♣ then 3♦ ASK; TRF over OP's 3M	
2♥		6(5)		6-10, may be 5-c in 3 <sup>rd</sup> hand	2NT ASK, OP rebids according to our Jacoby (see 1♥)	Trf after (D)	
2♠		6(5)		6-10, may be 5-c in 3 <sup>rd</sup> hand	2NT ASK, OP rebids according to our Jacoby (see 1♥)	Trf after (D)	
2NT				20-21 BAL	3♣ STAY; 3♦♥ Trf OP accepts with 2; 3♠=minors	3♣-3♦; 3M=Smolen; 3♣-3♥, 3♠=4card, 3NT=S/T♥	
3♣		6		PRE (weak 1 <sup>st</sup> /3 <sup>rd</sup> NVUL vs VUL)	4om=RKCB, 4m INV		
3♦		6		PRE (weak 1 <sup>st</sup> /3 <sup>rd</sup> NVUL vs VUL)	See above		
3♥		6		PRE	4m=control		
3♠		6		PRE	See above		
3NT	x			Broken minor (NAT 4m opening)	4♣ P/C; 4♦=ASK CTL (5m= CTL om); 4NT=ASK suit		
4♣	x			Solid or semisolid ♥, 2-3 key-cards	4♦=ASK: 4NT extra ace, new suit = void		
4♦	x			Solid or semisolid ♠, 2-3 key-cards	4♥=ASK: 4NT extra ace, new suit = void		
4♥				PRE			
4♠				PRE			
HIGH LEVEL BIDDING							
Control bids (1 <sup>st</sup> or 2 <sup>nd</sup> round)							
RKCB 0314 (DOPE); Voidwood							
From agreed 3M, RELAY is Serious, asks for controls							

<b>DEFENSIVE AND COMPETITIVE BIDDING</b>
<b>OVERCALLS (Style; Responses; 1/2 Level; Reopening)</b>
1-level may be weak, 2-level usually sound.
3-level CUE = support (usually 4-c), 8-10
2NT after overcall in M = support (usually 4-c), 11+
When 3 <sup>rd</sup> hand passes:
New suit F1, jump in new suit FG (fitshowing by passed hand)
When 3 <sup>rd</sup> hand bids:
New suit NF, fit-showing jumps, TRF after 1x (1M) DBL
<b>1N OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15-18 (12-16). SYS-ON
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Weak (2NT response F1)
2NT 5-5 two lowest, sound      Reopening 19-21 BAL
<b>DIRECT AND JUMP CUE-BIDS (Style; Responses; Reopen)</b>
CUE in 2 <sup>nd</sup> hand: 5-5, 2m = both M, 2M = oM+minor, sound
Jump CUE in 2 <sup>nd</sup> hand: If minor, 5-5 highest-lowest, sound
If Major, asking for stopper
Other CUEs = 5-5 with highest + one
<b>VS. NT (Vs. Strong/Weak; Reopening; Passed Hand)</b>
2♣ 2-suiter with 4+♥, second suit (any) often longer
2♦ 2-suiter with 4+♠, second suit (any) often longer
2NT 2-suiter with both minors or strong both Majors
<b>VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
DBL T/O through 3♠
Vs 2M/3M: CUE = Ask stopper/OM-minor
Vs 2m/3m: CUE = both Majors
Jump to 4m = two-suiter
<b>VS. ARTIFICIAL STRONG OPENINGS</b>
DBL = both Majors, at least 5-4
NT = both minors, at least 5-4
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
TRF after 1♣ (DBL)
TRF after 1M (DBL) from 1NT to 2M-1
TRF after 1♦(D) up to 1♠
3♣ ART, 4-c support, 8-10

<b>LEADS AND SIGNALS</b>				
<b>OPENING LEADS STYLE</b>				
	Lead	In Partner's Suit		
Suit	3 <sup>rd</sup> /5 <sup>th</sup>	3 <sup>rd</sup> /5 <sup>th</sup>		
NT	3 <sup>rd</sup> /5 <sup>th</sup>	3 <sup>rd</sup> /5 <sup>th</sup>		
Subsequent	2 <sup>nd</sup> /4 <sup>th</sup> thru declarer	3 <sup>rd</sup> /5 <sup>th</sup>		
Other:	On 5+ level, K asks for count			
<b>LEADS</b>				
	Vs. Suit	Vs. NT		
Ace	AK	AK		
King	KQ or AK bare	KQ or AKQ or AKJ10		
Queen	QJ or AKQ	QJ or KQ109		
Jack	J10	J10 or AQJ		
10	109/10x or KJ10	109/10x or HJ10		
9	9x or H109	98/9x or H109		
Hi-x	even	even or top of nothing		
Lo-x	odd	odd		
<b>SIGNALS IN ORDER OF PRIORITY</b>				
	Partner's Lead	Declarer's Lead	Discarding	
Suit:	1 <sup>st</sup>	Low encouraging	Low=even	Low=enc.
	2 <sup>nd</sup>	Low=even	S/P	Low=even
	3 <sup>rd</sup>	S/P		S/P
NT:	1 <sup>st</sup>	Same	Low = even	Same
	2 <sup>nd</sup>		Smith	
	3 <sup>rd</sup>		S/P	
<b>OTHER SIGNALS (INCLUDING TRUMPS)</b>				
Hi-low=odd (original count)				
From a 5-c suit, we may encourage with 4th best if low enough to be clear.				
When discouraging from a known 5+ suit:				
Smith: High = likes partner's lead: leader asks for shift.				
<b>DOUBLES</b>				
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>				
11+, 3+M unless 17+. CUE = F to suit agreement				
Most DBLs below game are T/O				
LEB variations				
<b>SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES</b>				
1♣-(1♦)-DBL=4+♥; 1♣-(1♥)-DBL=4+♠; 1♣-(1♠)-DBL=TRF to 1NT;				
1X-(DBL)-RDBL-(new suit)- DBL= T/O				
Psychics: Rare (occasional weak 3 <sup>rd</sup> hand openings)				

<b>WBFC Convention Card</b>	
	
Category:	Red
Players:	Sven-Ake Bjerregaard – Noah Apteker
<b>SYSTEM SUMMARY</b>	
<b>GENERAL APPROACH AND STYLE</b>	
Two-way 1♣: 11-13 BAL or 17+ any	
1♦ 11-16 4+, UNBAL (longer ♣ possible)	
1♥/♠ 11-16 5+	
2♦ 11-16 3-suiter with short ♦ (4-4-1-4 or 4-4-0-5)	
1NT Openings: 14-16	
2-over-1 Responses: F1 (does not guarantee rebid)	
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENCE</b>	
1♣ 11-13 BAL or 17+ any	
2♦ 11-16 3-suiter with short ♦ (4-4-1-4 or 4-4-0-5)	
3NT PRE, broken minor (NAT 4m opening)	
4♣/♦ Strong 4M-opening	
<b>SPECIAL FORCING PASS SEQUENCES</b>	
XY-NT (2♣ = PUP-2♦, then NAT INV; 2♦ = ART FG)	
<b>IMPORTANT NOTES THAT DON'T FIT ELSEWHERE</b>	
After 1NT (DBL = PEN):	
Psychics: Rare (occasional weak 3 <sup>rd</sup> hand openings)	