DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS		W B F CONVENTION CARD			
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENING LI	EADS STYLE				
Aggressive, FREQ 4-card suit, Jump RAISE=PRE, New suit=F1 at	Lead In Partner's Suit		tner's Suit	CATEGORY: Red		
1-level, CUE-BID RESP usually promises SUPP, New suit JUMP =	Suit	3rd/5th		3rd/5th	n	NCBO:
FIT INV, MIXED RAISE(3 of OPPT suit), NT RESP=NF and wide	NT	ATT, RNOW	w/ 4+-card suits	3rd/5th	h, RNOW w/ 4+-cd suits	PLAYERS: Roy Welland - Sabine Auken
range, 2NT after 1M-O/C, is 4+card fit INV+, 4THX implies at least 4	Subseq	same		same		,
cards in unbid suit, MAX DBL, SCRAMBLING 2NT	Other: 2nd/4th + RNOW thru declarer, K from AK 5-level or higher, K may			AK 5-1	level or higher, K may	
	be led from AI	When intendin	g to shift to a sir	igleton,	, though not mandatory	
	K vs. NT asks					
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	LEADS					SYSTEM SUMMARY
2nd POS+4th LIVE: 15-18 HCP, responses as over NT OPEN except	Lead	Vs. Suit		Vs. N	T	
TRF into the OPPT M = shortness	Ace	A(+), AK(+)		no UB		GENERAL APPROACH AND STYLE
Reopen: over 1m: 15-17 HCP, over 1M: 10-14 HCP, 2NT=20/21 HCP	King	KQ(+), K(x)		asks fo	or UB or CT [1]	5-card M, 1-=2+ may be any BAL hand incl. any other 5-cd suit,
ESCAPING FROM 1NT DOUBLED [2]	Oueen	QJ(+), Q(X)			, QJ(x), Qx(x)	1 ♦/♥/♠-opening usually UNBAL
• •	Jack	J10(+), J(x),	KJ10(+)	. ,), J10(x),Jx(x), (A/K)J10	
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	109(+), 10(x)			, 10x(x), (H)J10+	aggressive COMP style
WEAK,5-card possible, TRF responses either lead directing or NAT	9	9(x)		109x+		Frequent non-PEN DBL
(1m)-2NT: ♥+om, (1M)-2NT: ♦+♣ both any strength	Hi-X	Sx, xSx		xSxx,		1NT: 14-16 HCP, 15-17 3rd VUL + 4th, Odd shapes OK
(m) and the first transfer and the secondary successions	Lo-X	xxS, xxSx, x	xxxS		HxSSS	
Reopen: INTERMEDIATE jumps		ORDER OF P		,		
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		ner's Lead	Declarer's Lea	d	Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE
MICHAELS CUE: (1m)-2sm:♠+♥ (5+5+), 2♦ advance shows equal M			S/P or count his		Hi = DISCG	FLANNERY 2 • (10-15 or 17*-19))
lengths, (1M)-2SM:OM+m (55+); 2NT positive for m, 3♣ P/C, 3♦ INV	Suit 2 S/P		O/1 Of COURT	<u> </u>	S/P	TRF resp. o/ 1&-opening, 1&-1& = FG (R), 1\(\struct / \psi / \psi - 1 N = FG (R) \)
for M, CUE FG M, (1m)-2NT:♥+om, (1M)-2NT:♦+♣, JUMP CUE	3 obvi				0/1	1 ♦-2 ♣ = NAT NF
ASKS STOP (Ms only),(1♦=0-2+)-2♦: NAT,(1♦=0-2+)-3♦:♠+♥(55+)		xx,HSx,xxSx,	S/P or count his	=odd	S/P	1♥-1♠ = like F NT may have 4+♠, 1♥-2♣= 5+♠ 9-13 HCP,
VS. NT (vs. Strong/Weak; Reopening; PH)		x, xxxxS,HxxxS	O/1 Of GGGHR III	_044	Hi = DISCG	1♥-2♦ = 3+-card raise 9-13 HCP
DBL=PEN, 2. STAY, often 43+ Ms or 4M+5+m STR or short .,		DISCG [1]			111 - 21000	1 ♣ - 2 ♣ = like F NT, if 2 ♠ < 9 HCP, 1 ♠ - 2 ♦ = 2-card raise 9-13 HCP
2 ♦ = ♦ +M, 2 ♥ /A = NAT, 3 ♣ / ♦ wide range, 3 ♥ /A = PRE			NAV SICNAL IM	hon wo	are known to hold at	3NT opening = 4 M to be played from the other side
in 4th seat and by PH: DBL = 1m or both Ms, $2 = +M$, $2 = +M$			nmy or declarer's		are known to noto at	O/ comp:2-level raise NAT, other bids TRF, jump CUE=bid 3NT
III 4th seat and by Ph. DBL = 1111 of both Ms, 2* = *+M, 2* = ▼+M	Trumps: hi-lo is		inly of declarers	nanu)		Special bids: 1.4(x)-2.4.=5.4.+ms < FG, 1.4(1.4.)-2.4.= 5.4.+4.+.
	Trumps. III-10 is	3 3/1	DOUBLES			1♣-(x/1♦)-2♦=5*♥+4*♣, 1♣-(x/1♦)-2♥= 5*♣+4*♣
	DOUBLES					$\frac{ \mathbf{A} - (\mathbf{X} + \mathbf{Y}) - 2\mathbf{Y} = 5\mathbf{Y} + 4\mathbf{A}\mathbf{A}\mathbf{A}\mathbf{A}\mathbf{A}\mathbf{A} + (\mathbf{X} + \mathbf{Y}) - 2\mathbf{Y} = 5\mathbf{A}\mathbf{A}\mathbf{A}\mathbf{A}\mathbf{A}\mathbf{A}\mathbf{A}\mathbf{A}\mathbf{A}\mathbf{A}$
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOUT D	OUDI EC (Cerl	e; Responses; R	Paanani	ing)	144-(1★)-2★= 3 4+4 44, 144-(1★)-2★ = 3 4 IIIS, 144-(1★)-2★= 3 4 IIIS
DBL is T/O,(WK 2 •):4*=*+M,4 •= *+ *,(WK 2M):4*=OM+*,4 •=					ic shape EQUAL	$1 ♦ -(x) - 2 \$ = 5^* • + 3^* • , 1 • -(x) - 2 • = 5^* • + 3^* • 5 - 10 \text{ or } FG$
OM+ \diamond ,(3\$)-4\$=\$+\varphi,(3\$)-4\$=\$+\varphi,(3\$)-4\$=\$+\varphi},(3\$)-4\$=\$+\varphi,(3\$)-4\$=\$+\varphi},					ic snape EQUAL	1xy-(1N)-2N+ = TRF
(3M)-4m=OM+sm, LEB after (WK2x)-DBL-(P), o/ DBL in 4th 2N=NAT	LEVEL CONVERSION, CUE-BID promises rebid, Over RDBL: Jump is PRE, pass is more than 1 place to play				Over competition vs. NT: TRF	
VS. ARTIFICIAL STRONG OPENINGS- i.e. 14 or 24	SCRAMBLING 2NT				SPECIAL FORCING PASS SEQUENCES	
Over 1 ♣ or 1 ♣ - (P)-1 ♦ : DBL=MS, 1N=ms, 2 ♣ = ♦ or ♥, 2 ♦ = ♥ or ♠,	SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS				(1NT)-DBL-(any)-Pass: in principle F thru 2♣	
2♥=♠ or ♣, 2♠=♣ or ♦,2N=♠+♦ or ♥+♣, 3♣=♠+♣ or ♥+♦,over 2♣:	1♣-(1♠)-DBL: 4⁺ ♥, 1m-(1♥)-DBL:4⁺♠, 1m-(1♠)-DBL: TRF to NT or ♣, 2-WAY				1NT-(2any)-DBL: we won't let OPPT play undoubled on 2-level	
DBL=MS or ms, over 2.4-(P)-2.4:DBL=♥ or 4, rest as over 1.4	DBL,COMP DBL, ANTI L/D DBL, most low-level DBLs=TO, RESP DBL at the				The (Zany) DDL. We won't lot Of 1 1 play undoubled on Z-level	
OVER OPPONENTS' TAKEOUT DOUBLE	3-level and higher promise, useful values and usually some support for				IMPORTANT NOTES	
TRF incl. RDBL, pass may be a traditional RDBL, first pass then	partner's suit, RESP-EXT, MAX DBL, MAX-EXT, SPL DBL[VUL vs NV asks for				INI OKIMII NOTES	
DBL=PEN, first pass then bid: another place to play, FIT JUMPS,	lower suit 1				PSYCHICS:	
2N=FG raise	- Individual I				Often, NT opening in 3rd seat esp. NV vs. VUL suspect	
211-1 0 10130	<u> </u>					Official, but opening in sid seat esp. NV vs. VOL suspect

OPENING	ARTIFICIAL TICK IF	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING	
1 ♣		2	5♦	May be any BAL hand incl. any	1 ♦ / ♥ = 4 + ♥ / ♠ , 1 ♠ = FG (R) [3],1N=BAL 5-11 4M poss.	o/1.4-1.1.1 ♥=typically 10-13 w/o 4-cd SUPP	1 ♠=BAL 4-8 or desire to play NT	
				other 5-cd suit also 5422	2♣=54+msINV,2♦=5♠4+♥9-13,2♥=BAL or 5+♣ INV	1N=17-19 BAL,2♥/=11-13BAL w/4-cd SUPP	from other hand, 1NT=BAL 9/10	
					2♠=5+♦ INV, 2NT= BAL FG or ♣-PRE	2N=15+ raise w/SPL.3♦=UNBAL MIN with 4cd	o/comp TRF, jump CUE asks for 3NT	
1.		E(A)		UNBAL except 3rd, 4 cards	3♣/♦/♥=♦/♥/♠ PRE or GF,3♠=7+♣ asks 3N	SUPP, 3♥=17-19 BAL SUPP, o/1 -1♥ analog	o/comp TRF, jump CUE asks for	
1 ♦		5(4)	5♣	only if 4 \(\phi(441)\)	1N=FG (R) [4], 2♣=5+♣NF,2M=6+M 3-7,2N=L/R+[5] 3♣=mixed raise, 3♦=PRE	o/1 ♦ -1 ♥: 1NT/2 ♣/ ♦ =TRF, 2N=15+ 4cd SUPP o/1 ♦ -1 ♠: analog	3NT	
1♥		5	5♦	Often UNBAL except 3rd [19]	1 ♣=like F NT may or may not have ♠,1NT=FG(R)[6]	0/1♥-1♣: analog 0/1♥-1♠[18]:1NT/2♣/♦=TRF, 2♥=35(32)11-13	DRURY(FIT)	
1♥		3	5♥	Often GNBAL except 3rd [19]	2♣=5+♠ 9-13,2♦=3+SUPP 9-13,2♠=6+♠ 3-7, 2NT=	0/1♥-1♣[10].1N1/2♣/♥=1KF, 2♥=35(32)11-13 0/1♥-2♦:2N asks WK doubleton G/T,2♠/3♣/♦	o/comp TRF, jump CUE asks for	
					NAT INV, 3m= NAT INV,3NT= 12-14 SUPP	=TRF to \$/*/\$ S/T, jump=void+optional KCB	3NT	
1 🖍		5	5♦	Very often UNBAL exc. 3rd [19]	1NT=FG (R)[7], 2♣= like F NT, if 2♠ < 9,2♠=2♠9-13	0/1♠-2♣:2♦=3⁺♥, 2♥=6⁺♠, 2♠=4⁺m	DRURY(FIT) 2♥ response MIN,	
1 🖚			J.	very enterioreblic exercited	2♥=3+SUPP 9-13, 2NT=NAT INV, 3m/♥=NAT INV	1 1 4 -2 4 -2 v = waiting, 1 4 -2 v : analog 1 v -2 4	not hopeless, o/comp as above	
1NT			4♦	14-16HCP, 3rd VUL+4th 15-17	2♣=PUP to 2♠,2♠=TRF,2♠=BAL INV	1NT-2♣-2♦[8], 1NT-2♦-2♥[9],	o/comp 2N PUP to 3*,1N-(2x/3*)-	
1111			-4▼	Any 54/ 6322 or singl. H poss.	/6+* INV+/ 6+ INV, 2NT=S/O in * / (4441)	1NT-2♥-2♠[11],1NT-2♥-3♣/♦/♥=MAX♠-SUP	3any=TRF,TRF to their suit=S/S	
				FREQ up/downgrade, 44 majors	3♣=6+♦FG,3♦=5+♣4♥INV,3M=55/64 ms short M	worthless doubleton,	1NT-(3♦)-3♥/♠=5 ⁺ ♠1NV ⁺ /5 ⁺ ♥FG	
				often open 1C instead of 1N	4♣=GERBER, 4♦/♥TEXAS, 4♠=light S/T BAL	1NT-2NT-3.*=(R)[12]	1141-(04) 04/#=0 #1144 /0 41 0	
2*	Х			Any FG or 20/21 BAL	2♦=S/O In ♥ or waiting,2♥=TRF,2NT=both ms WK	2.4-2.4-2.1 BAL or NAT	DBL = shortness in OPPT suit	
24				7, 1 0 0. 20,2 1 2,12	2♠=1-loser suit ♣,3♣=54 ⁺ Ms, 3♦/♥=TRF 1-loser suit	2.5 2 4 2 4 - 2 5/2 1 B/12 5/14/11	222 0	
2♦	Х			Flannery 5 ⁺ ♥4♠ 10-15 ⁻ , 17 ⁺ -19	2NT=(R), 3♣/♦=NAT F, 3♥/♣=PRE	o/2♦-2NT:3♣/♦=short, 3♥/♠=5422 MIN/MAX		
2♥		5		3-9 HCP very light 1st NV vs	2♠= NF,2N=♣ or fit-showing w/♣ or ART FG, 3♣=♦	o/2♥-2NT-3♣:3♦=ART FG no SUPP,3♥=INV	RDBL asks partner to double	
2▼				VUL, wide range 3rd	or fit-showing w/♦,3♦=INV⁺ raise,4♣=optional KCB	fit-showing w/♣,2♥-3♦-3♠ suggests 3NT	with shortness	
2.				same as above	2NT=♣ or ART FG or INV SUPP,3♣/♦=TRF NAT or	0/2♠-2NT-3♣:3♦=ART FG no SUPP,3♥=5♥ F	RDBL asks partner to double	
∠ क				came as above	fit-showing,3♥=INV fit-showing w/♣,4♣=opt. KCB	3&=INV SUPP	with shortness	
2NT				22-24 HCP BAL (5422) or	3.4=PUP to 3.4.3.4=4.4.4.3.4.4.4.4.4.4.4.4.4.4.4.4.	0/2N-3♣-3♦:3♥=4/5♠[14],3♠=4♥[15],3N=44M	With Shorthess	
2111				(6322) or singleton H possible	3♠=both ms, 4♣/♦/♥/♠=optional KCB in ♦/♥/♠/♣	o/2N-3♦:3♥ denies 4♥[16],4♣=4♥ + opt. KCB		
3♣				3-9 HCP very light 1st NV vs	new suit NF,4♣ PUP to 4♦, then 4 new = NAT	0/214 0 4 .0 4 doi:100 4 4 [10],4 4 4 4 1 0 pt. 100	RDBL asks partner to double	
3♦				VUL, 4M possible, wide range in	slam try, 4♦ = optional KCB, applies over all 3-lvl		with shortness over all PRE	
3♥				3rd, same for all PRE	preempts		With offertions ever all FIXE	
3♠				ora, same for all FRE	procimpio			
3NT				4M opening to be played from	4♣ asks for TRF, 4♦=general S/T			
3111				other side	4* asks for TKI, 4*=general 5/1			
4 ♣	 		 	NAT PRE				
4♦	1		 	NAT PRE				
	1		-	NAT PRE				
4 🗸	-		1	NAT PRE		HIGH I EVEN DIDDING		
4 A	-		1		F4 70 000 ENT 2 0000 C5 2 2 2	HIGH LEVEL BIDDING RKCB-1430, all exclusion KCB is optional, i.e. 1st step=no interest, pulling 3NT to		
4NT	1		 	asks for specific aces	5.=no ace, 5NT=2 aces, 6.=.a-ace	" "		
			1			4♣/♦ is treated as optional KCB in that suit, after fit in M is found 4♣ is often optional KCB for that M, slam bidding in (R) auctions [17]		
			1			TOD 151 that M, Slam bluding in (IV) auctions [17	1	
			 	1				
			1					
		I	·	1		1		

When there is a singleton or void in dummy in the suit partner led we give U/D ATT. In all other cases we signal as follows: xS, Sxx, HSx, xxSx, HxSx, xxxxS, HxxxS Note:..2: Escaping from 1NT doubled RDBL shows a one-suiter 2m shows sm+hearts, 2M is constructive inviting partner to compete on the 3-level Pass forces RDBL. Then 2♣=♣+♦/♠, 2♦=♦+♠, 2♥=♥+♠ Note:..3: Continuations over 1♣-1♠ FG (R) 1N = BAL 11-13 or 17-19 2♣ = 5+♣4+♦ or any 3-suiter $2 = 5^{+} 4^{+}$ 2♥ = one-suiter in ♣ 2♠ = 5+♣4+♠ short ♥ 2N = 4225 or 5116 or 4117 3♣ = 4315 3 ♦ = 4216 3♥ = 4306 3♠ = 5206 3N = 4207**4**♣ = 5107 Note:..4: Continuations over 1 ♦-1NT FG (R) 2♣ = 5+ ♦ 4+♥ or any 3-suiter $2 \diamond = 5^+ \diamond 4^+ \diamond$ $2 \checkmark = 5^+ \diamond 4^+ \diamond$ 2♠ = one-suiter in ♦ short ♠ 2N = one-suiter in ♦ no shortness 3♣ = one-suiter in ♦ short ♣ 3♦ = one-suiter in ♦ short ♥ 3♥ = 8-card ♦ with two singletons Note:..5: Continuations over 1 ♦ -2NT L/R+ 3♣ = MIN or extras without a singleton 3♦ = singleton ♣, F to 4♦ 3♥ = singleton ♥ 3♠ = singleton ♠ Note:..6: Continuations over 1 ♥-1NT FG (R) $2 = 5^{+} 4^{+}$ or 5 (332) or 5 (440) $2 = 5^{+} 4^{+}$ $2 \checkmark = 5^+ \checkmark 4^+ \land$ 2♠ = one-suiter in ♥ short ♠ 2N = one-suiter in ♥ no shortness 3♣ = one-suiter in ♥ short ♣ 3♦ = one-suiter in ♥ short ♦ 3♥ = 8-card ♥ with two singletons 3♠ = 8-card ♥ with two singletons, suit can play opposite void Note:..7: Continuations over 1 ▲-1NT FG (R) $2 = 5^{+} 4^{+} \text{ or } 5 (332) \text{ or } 5 (440)$ 2♦ = 5+ ♦ 4+ ♣ 2♥ = one-suiter in ♠ 2♠ = 5+♠4+♥ short ◆ 2N = 5422 or 6511 or 7411 3♣ = 5431 3 ♦ = 5521 3♥ = 6421

Note:..1:Signals vs. NT at trick 1

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3♠ = 5530
3N = 6430
4♣ = 6520
4 + 7420
4 = 6610
4♠ = 7510
Note:..8: Continuations over 1NT-2 - 2 ◆
2♥ = 4♠ FG or 5+♠ INV
2♠ = 4♥ FG
2N = 5 ★ 4 ♥ FG
3♣ = 55 majors short ♣
3♦ = 55 majors short ♦
3♥ = 4♥ choice of games
3♠ = 4♠ choice of games
3N = 44 majors
Note:..9: Continuations over 1NT-2 ♦ -2 ♥
2 = 5^{+} 4^{+}
2N = 5+♥4+♠
3 = 5^+ \vee 4^+ \diamond
3 ◆ = 6+♥ slam-try or choice of game
3♥ = 5+♥ 4+♠ INV
3♠ = 6+♥ any splinter
4♣ = optional exclusion key card in ♣
4♦ = optional exclusion key card in ♦
4♥ = optional exclusion key card in ♠
Note:..10: obsolete
Note:..11: Continuations over 1NT-2♥-2♠
2N = 5+ A4+♣
3 = 5^{+} 4^{+}
3♥ = 6+♠ slam-try or choice of games
3♠ = 6+♠ any splinter
Note:..12: Continuations over 1NT-2NT-3♣
3♦ = 4414
3♥ = 4144
3♠ = 1444
3N = 4441
Note:..13: Continuations over 2NT-3 ♥ -3 ♠
3N = short ♠
4♣ = short ♣
4 ♦ = short ♦
4♥ = short ♥
4♠ = short ♠, doesn't want to get passed in 3N
Note:..14: Continuations over 2NT-3 -3 + -3 ♥
3N = 2 , \text{ then } 4 / = 4/5 + 5 / , 4 / = 4/5 + 4 / 
4 = 4 \square MAX, partner treats it as optional key card
4♠ = 4♠ MIN
Note:..15: Continuations over 2NT-3♣-3♦-3♠
3N = \text{denies } 4 \checkmark, 4 / 4 = 4 \checkmark + 5 / 4, 4 \checkmark / 4 = 4 \checkmark + 4 / 4
4♣= 4♥ MAX, partner treats it as optional key card
4♥ = 4♥ MIN
Note:..16: Continuations over 2NT-3 ♦ -3 ♥
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3♠ = forces 3N
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3N = 54 majors, then 4♣ asks for TRF to 5-cd suit

4♣ = 4♣+5♥ slam-try

4 **♦** = 5 **♦** + 4 **♥** slam-try

4♥ = 55 majors NF

4♠ = 55 majors slam-try F1

2NT-3♦-3♥-3**♠**-3NT

4♣ = 5♥+5♣

4♦ = 5♥+5♦

4♥ = **5**♥+**4**♣

4 = 5 + 4

Note:..17: slam bidding in relay auctions

After discovering partner's distribution we can sign off in game or make a slam-try. With 17⁺ HCP opener is obliged to make another move over the sign-off by responding KCB in his longest suit.

In these auctions 4♦ is an end signal asking partner to bid 4♥ and then pass the next bid, first 4♦ and then 4NT however is quantitative. All other bids are optional KCB, the principal of longest suit/lowest game applies.

Exception: 4♥ is never KCB for ♥ and 4♠ never KCB for ♠, instead we swap with a lower bid.

Note:..18: continuations over 1 ♥-1 ♠

2♠ = 5+♥+4♠ 15+-17-

2N = 5♥+5m or 4522 20+

3♣ = 5+♥+4♠+3♣ 20+

 $3 = 5^{+} + 4 + 3 = 20^{+}$

Note:..19: Opening 1M with BAL hands

With 5M(332) we have a choice of opening 1M or 1*. We tend to open 1* in an attempt to show a BAL hand. But this decision can be overruled by factors like suit quality and small doubletons or considerations regarding which side the final contract should be played from. 35(32) distributions are more likely to be opened $1 \checkmark$, since we can bid $1 \checkmark -1 4 -2 \checkmark = 5 \checkmark +3 4 NF$.