



WBF Convention Card Rev 2.02

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses; 1/2 Level; Reopening)
8-17 hcp, usually 5-card suit
Preemptive jump raises
New suit non forcing
Jump shift and cue = F1
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)
2nd = 15-18, relay response
4th = 11-14, sys on
JUMP OVERCALLS (Style; Responses; Unusual NT)
1-Suit: Weak
2-Suit: 3♣ (highest), Unusual 2N (lowest)
Reopen good suit
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)
5-5 in highest+lowest
VS NT (vs. Strong / Weak; Reopening; PH)
no different system
2♣ = ask for Majors
2♦ = Multi (weak Major or strong minor)
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)
D=T/O, lebensohl after weak 2M
VS. ARTIFICIAL STRONG OPENINGS
D=♦+♠ 1♦=♦+♥ 1♥=♥+♠
1♠=♠+♣ 1N=♣+♥ 2♣=♣+♦
OVER OPPONENTS' TAKE OUT DOUBLE
transfer bids not forcing

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	(*) 2/4, rusinow, strong King	3/5	
NT	3/5, strong King	3/5, strong King	
Subseq			
Other:	(*) Only if we have not participated in the bidding.		
	Otherwise 3/5 with strong King.		
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK(x)	AK, AKx	
King	AKJx, KQJ	AKJ10, KQJx, KQ109xx	
Queen	KQ	KQ, KQx, KQ10x, QJ, QJx	
Jack	KJ10x, QJ, QJx, QJ109	KJ109, 10x, 109	
10	J10, J10x		
9	109x		
Hi-x	3		
Lo-x	2 or 4		
SIGNALS IN ORDER OF PRIORITY			
	Partners Lead	Declarer's Lead	Discarding
Suit: 1st	strength/length	Oddball/length	Strength
2nd	Length	Length	Length
3rd	Suit pref.		
NT: 1st			
2nd			
3rd			
Signals (including Trump) Attitude, oddball, count, suit preference			
low=encouraging/even			
high=discouraging/odd			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
10+ distributional, cue=F1, responsive doubles			
Reopening may be weaker			
SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			
Almost all D are T/O			
Responsive D			
Neg D, Support D			

Category:	Strong Club
NCBO:	Sweden
Event:	OBS-1
Players:	
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
Strong club 16+	
1♦ = 11-16 0+♦; 1M = 11-16 5+	
2♣ = 11-16 6+♣; 2♦ = 6-10 6+(5)M	
2M = 7-10 5-5 in M+m or 6-4 in Majors	
2N = 11-15 5-5 in minors	
1NT Openings: 14-16 hcp	
2 OVER 1 Respo Game Forcing if suit not rebid	
SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
1♣ = 16+	
1♦ = 11-16 0+♦	
2♣ = 11-16 6+♣	
2♦ = 6-10 6+(5)M	
2M = 7-10 5-5 M+m or 6-4 in Majors	
2N = 11-15 5-5 i minors	
3♣ = 9-12 solid 7+m	
3N = 9-12 solid 7+M	
ART vs 1N	
ART vs strong ♣	
SPECIAL FORCING PASS SEQUENCES	
1♣--(1x or 2♣)-p = F1	
When in GF	
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
Psychics:	

OPENING BID DESCRIPTIONS							
Opening	Artificial	Min.	Neg Dble	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣	x	0	4♠	16+ (17+ if bal) May be less with a good hand	1♦=0-8 (other=GF): 1♥=5+♠ or 12+bal; 1♠=5+♥ 2m=5+m; 2M/3m=4441 w/single in next suit 1N=9-11 bal; 2N=5-5 in minors	1♣-1♦; 1♥=4+ unbal 16-21 or 20+bal 1♠=4+ unbal 16-21; 1N=17-19 bal; 2♣=GF 2♦=16+marmic; 2M=3M+5-4 m OR 6+m	
1♦	x	0	4♥	11-13 bal OR 11-15 unbal, no 5M/6♣	1M=nat F1; 1N=7-11; 2m=nat GF unless rebid 2N=12-13 INV; 2M/3m=GF	1♦-1M; 1♠=nat 2♣=5+♣ and 4♦ 1♦-1N; 2♣=4-4 in minors	
1♥		5	4♦	11-15 5+♥	1♠=nat F1; 1N=0-12; 2♣=ART GF unless rebid 2N=4+supp 10+; splinter	1♥-1♠; 1N-2♣=ART (2♦=GF) 1♥-1N; 2m may be 3-card	
1♠		5	4♥	11-15 5+♠	1N=0-12; 2♣=ART GF unless rebid 2N=4+supp 10+; splinter	same as 1♥	
1NT			4♥	14-16 bal	2♣=stayman; 2♦/♥=transfer; 2♠=both minors 2N=ART; 3♣=INV; 3♦=slam inv with a minor		
2♣		6	4♥	11-15 6+♣	2♦=relay; 2M=nat F1; 2N=ART F1; 3x=nat GF		
2♦	x	0		6-10 6+(5)M	2M=P/C; 2N=ART F1; 3M=nat GF; 3M=P/C		
2♥		5		7-10 5♥+5m or 6♥+4♠	2N=ask; 3♣=P/C; 3♦=INV in ♥		
2♠		5		7-10 5♠+5m or 6♠+4♥	2N=ask; 3♣=P/C; 3♦=INV in ♠		
2NT	x			11-15 5-5 in minors	3♣=transfer to ♦; 3♦=ask		
3♣	x	0		9-12 solid minor			
3♦		6		pre			
3♥		6		pre			
3♠		6		pre			
3NT	x	0		solid 7-8-card Major			
4♣	x	0		8+♥, good hand			
4♦	x	0		8+♠, good hand			
4♥							
4♠							
4NT							
5♣							
5♦							
5♥							
5♠							
5NT							

HIGH LEVEL BIDDING
RKCB
Cuerbids (italian style)
splinter bids
void-showing bids

