



WBF Convention Card 2.16

DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS			
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: aggressive, often 5-card	Suit	3rd/5th=even, low=odd	3rd/5th=even, low=odd	
Responses: PRE raises, high CUE & jump to 2NT=SUPP, INV+ New suit at 1-level and jump=F1	NT	as above	as above	Category: R E D
	Subseq	2nd/4th thru declarer	as above	Country: S W E D E N
After (1x)-1M-(D), TRF from 1 NT to 2 below M	Other:	Against suit we lead small from xxx: K at 5+ level asks count		Event: All events
Reopening: may be weaker - CUE forcing		Against NT sometimes 4th is led when 3rd is a high small card		Players: Mårten G U S T A W S S O N / Anders M O R A T H
				SYSTEM SUMMARY
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)	LEADS			GENERAL APPROACH AND STYLE
2nd: 15-18 same answers as after 1NT-opening	Lead	Vs. Suit	Vs. NT	Twoway 1C (Swedish club - 11-13 BAL or 17+ any distribution)
4th live: 15-18 answers as above	Ace	AKX(+)	AK(+)	RESP's 1M can be canape, 1C-1D; 1M can be canape if opener is strong
Reopen: 11-16 maybe w/o stopper, 2C=ASK range and M, others as above	King	AK, KQ(+)	KQ(+)	5-card majors - 1NT NF
	Queen	QJ(+)	QJ(+)	4-card D - usually unbalanced
	Jack	J10(+)	J10(+), AQJ(+)	
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	109(+), KJ10(+)	109(+), HJ10(+)	
1-Suit: 2 M VUL vs NV=intermediate, (1S)-3H=strong, others=weak	9	9x, H109(+)	9x, 98(+), H109(+)	
2-Suit: 2D=8-11, m+M; 2NT=sound two-suiter (two lowest) 2NT=19-21, NAT	Hi-x	Sx, SxSx, HxSxxx	Sx(+), HxSx, HxSxSx	1NT Openings: 14-16
	Lo-x	HxS(x), xxS, HxxxS, xxxS	HxS, HxSxS	2 OVER 1 Responses: F1
Reopen: Interm but (1S)-3H=strong; (1D/M)-3C=two lowest; (1C)-2D=D+H	SIGNALS IN ORDER OF PRIORITY			SPECIAL BIDS THAT MAY REQUIRE DEFENCE
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)		Partners Lead	Declarer's Lead	Discarding
Sound two-suiters 55+	Suit: 1st	Hi=Discg	Hi/Lo=odd	Hi=Discg
Over NAT (=3+ cards) openings: 2m=H+S; 3m=S+om 2M=OM+C; 3M=OM+D	2nd	Hi/Lo=Odd	Suit preference	Hi/Lo=odd
Over short minor openings: 2m=NAT; 3m=H+S	3rd	Suit preference		Suit preference
	NT: 1st	as above	as above	as above
VS. NT (vs. Strong / Weak; Reopening; PH)	2nd			
ASPTRO: 2C=4+H & other suit, often canape, 2D=same with S	3rd			
Responses: relay=pass or correct, 2NT=F1, new suit=NAT, NF	Signals (including Trumps): Hi/Lo in trumps=odd; Original count (lo=even);			1D-3C and 1H/S-3C/D are invitational raises
Double by passed hand=overcall in a minor	When discg in bid 5+c suit; high ODD=interest			Vs 1C: 2D=weak m+M (m=D if 1C=NAT)
	in higher-ranking suit, high EVEN=lower-ranking			Many transfers in competition
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	DOUBLES			
Dbl=T/O thru 3D by 2nd hand, thru 3S by 4th hand	TAKEOUT DOUBLES (Style; Responses; Reopening)			1NT-(DBL)-P PUP-RDBL then 2C=C+M, 2D=D+S, 2H=H+S
4m=better m T/O by 2nd hand over 3M Two-suiters: Cue=highest unbid;	Opening values, 3+M unless 17+ except (1M)-DBL-2C; 2D and after			RDBL PUP-2C with any long suit
jumpcue to 4m=H+S; jump to 4m= bid suit+unbid M	(1S)-DBL-(P)-1NT(negative=0-6/7); 2C: CUEBID=F to suit agreement			2m NAT with next higher suit
	RESP DBL: 8+hcp, xx+ in OPP suit			(1x)-1NT-(DBL)-2C NAT, may be rescue: then RDBL=D+H, 2D=D+S, 2H=H+S
VS. ARTIFICIAL STRONG OPENINGS	LEB-variations: (1m)-DBL-(1M)-2M=NAT			SPECIAL FORCING PASS SEQUENCES
Weak jump overcalls; (1C)-2D=55 m+M	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			
Dbl=overcall in bid suit except (1m)-Dbl=54 M	1D-(1S)-X=4+ H, 6+; 1D-(1H)-X=exactly 4S, 6+;			
1/2NT=minors destructive, 1NT at least 5-4/4-5, 2NT at least 5-5	1C-(O/C)-DBL=shows 8+; 1C-(1D/H)-DBL=TRF, 4+c, may have longer m			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
OVER OPPONENTS' TAKE OUT DOUBLE	Support doubles			Conventional defences vs ART systems/openings
after 1C: 1D thru 1S=TRF; 2NT=both m; 3xy=INV; 4m=TRF M	Maximum overcall double			Checkback twoway Stayman
after 1D/M: new suit at 1-level F1; 1NT thru 2 below opening suit=TRF;	Support DBL/RDBL when RESP has 4+suit and raise to 2M is available			Many lebensohl 2NT bids
2NT/3C /3D shows support, other jumps=PRE	Most low-level doubles = T/O			Psychics: Rare (occasional weak 3rd hand openings)
after 2D: 2M=opener can bid 3OM; Pass=suggests D; Rdbl=bid M				
OPENING BID DESCRIPTIONS				

Opening	Artificial	Min.	Neg Dble thro	Description	Responses	Subsequent Auction	Passed Hand Bidding
1C	Yes	0	3D	11-13, (semi)BAL or	1D=0-7, NF	1D: 1M=NAT, 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(8-12)/2NT(12-14)/3NT=NAT, no M	Others 17+; 2NT=support; 2C=(semi)BAL or C	
1C					2m=8-13, NF, no M	(Resp 2D=relay; 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	2M=5-7, 6c
1C					2S=PUP 2NT, FG with BAL or C or D, no M	2S-2NT: 3C=NAT; 3D/M=D; 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=SPLC, 3m=SPLH/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=BAL; 3H=SPLC; 3S=SPLD	2NT=support, FG or INV with 4c
1S		5	3H	11-16	2NT=FG; 3C=8-11, 4c; 3D=10-12, 3c;	3NT=SPL OM; 4m/H=voidSPL w min/max	
1S					3M=3-7, 4c; 4m=voidSPL		
1S					2D/H=F1, 5c; 2C=promises rebid, 3c (may have 4c S)	2C: 2H=6c M, 2S=4c OM, 2D=denies 6c M/4c OM	2C/D/H=NF, 5c
1NT			3D	14-16, (semi)BAL	2C=STAY, promises not M if strong;	2C: then cheapest bid=ART, FG else 2M/NT=INV 5c+	
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; New suit=NAT, F1; 2NT=F1, NAT or D	2D: 2H=5C+4M; 2S=any SPL; 2NT=semiBAL	
2C						3C=11-13, 6C+4D/M; 3D/M=14-16, NAT+6C	
2D	Yes	0	3S	6-10, weak 2M	2M/3M=pass or correct; 2NT=ASK; 3m=NAT, FG	2NT: 3C=H VUL=max/NV=5-card; 3D=same w S	
2D				may be 5-card M NV	4C=ASK suit below M; 4D=ASK; 4M=NAT	3M=6-card, min	
2H		4		11-16, short D	2NT=ART, F1	2NT: 3C=min (then 3D=ASK) else 3D=4414;	
2H				4414, 4405, (3415)	2S/3C=S/O; 3D=FG; 3M/4C=INV	3H=3415; 3S=4405	
2S		6		8-11, bad suit	2NT=FG w support or INV+ w C; 3C/3D=INV+ w TRF suit	2NT-3C: 3D=FG w support; 3H=FG w C	
2S					3H=INV w support; 3S=PRE; 4m=SPL		
2NT				(20)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, indicates 2/3 topH	New suit=F1; 4m=slamtry in m		
3D		6		PRE, indicates 2/3 topH			
3H		6		PRE, loose	4m=CUE; 3S=F1		
3S		6		PRE, loose			
3NT	Yes			1st/2nd=solid m, else=to play	4m=pass or correct; 4NT=ASK; 5C=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 suit)

Last train

Splinter bids, voidwood

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

RKCB (DEPO) except that 4NT is positive by weak hand when C is trumps

Jump to 5NT = trump ASK

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