

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
Aggressive, <b>FREQ</b> 4-card suit, Jump <b>RAISE=PRE</b> , New suit=F1 at 1-level, <b>CUE-BID RESP</b> usually promises <b>SUPP</b> , New suit <b>JUMP = FIT INV</b> , <b>MIXED RAISE</b> (3 of <b>OPPT</b> suit), <b>NT RESP=NF</b> and wide range, <b>2NT</b> after <b>1M-O/C</b> , is 4+card fit <b>INV+</b> , <b>4THX</b> implies at least 4 cards in unbid suit, <b>MAX DBL</b> , <b>SCRAMBLING 2NT</b>
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
2 <sup>nd</sup> POS+4 <sup>th</sup> LIVE: 15-18 HCP, responses as over <b>NT OPEN</b> except <b>TRF</b> into the <b>OPPT M = shortness</b>
Reopen: over 1m: 15-17 HCP, over 1M: 10-14 HCP, <b>2NT=20/21 HCP</b>
<b>ESCAPING FROM 1NT DOUBLED [2]</b>
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
<b>WEAK</b> ,5-card possible, <b>TRF</b> responses either lead directing or <b>NAT</b> (1m)-2NT: ♥+om, (1M)-2NT: ♦+♠ both any strength
Reopen: <b>INTERMEDIATE</b> jumps
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
<b>MICHAELS CUE</b> : (1m)-2sm: ♠+♥ (5+5+), 2♦ advance shows equal M lengths, (1M)-2SM:OM+m (55+); 2NT positive for m, 3♣ P/C, 3♦ INV for M, <b>CUE FG M</b> , (1m)-2NT:♥+om, (1M)-2NT:♦+♠, <b>JUMP CUE</b> <b>ASKS STOP</b> ( Ms only),(1♦=0-2+)-2♦: NAT,(1♦=0-2+)-3♦:♠+♥(55+)
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
<b>DBL=PEN</b> , 2♣ <b>STAY</b> , often 43+ Ms or 4M+5+m <b>STR</b> or short ♣, 2♦=♦+M, 2♥/♠=NAT, 3♣/♦ wide range, 3♥/♠= <b>PRE</b> in 4th seat and by <b>PH</b> : <b>DBL = 1m</b> or both Ms, 2♣ = ♣+M, 2♦ = ♦+M
<b>VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
<b>DBL</b> is T/O,(WK 2♦):4♣=♠+M,4♦=♠+♥,(WK 2M):4♣=OM+♠,4♦=OM+♥,(3♣)-4♣=♠+♥,(3♦)-4♦=♦+M,(3♠)-4♠=♦+M, (3♥)-4♥=♠+♥, (3M)-4m=OM+sm, <b>LEB</b> after (WK2x)-DBL-(P), or <b>DBL</b> in 4th 2N=NAT
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Over 1♣ or 1♣-(P)-1♦: <b>DBL=MS</b> , 1N=ms, 2♣=♦ or ♥, 2♦=♥ or ♠, 2♥=♠ or ♣, 2♠=♣ or ♦,2N=♠+♦ or ♥+♠, 3♣=♠+♣ or ♥+♦,over 2♣ : <b>DBL=MS</b> or ms, over 2♣-(P)-2♦: <b>DBL=♥</b> or ♠, rest as over 1♣
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
<b>TRF</b> incl. <b>RDBL</b> , pass may be a traditional <b>RDBL</b> , first pass then <b>DBL=PEN</b> , first pass then bid: another place to play, <b>FIT JUMPS</b> , 2N=FG raise

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	3rd/5th	3rd/5th	
NT	ATT, RNOW w/ 4+-card suits	3rd/5th, RNOW w/ 4+-cd suits	
Subseq	same	same	
Other: 2nd/4th + RNOW thru declarer, K from AK 5-level or higher, K may be led from AK when intending to shift to a singleton, though not mandatory			
K vs. NT asks for UB			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	A(+), AK(+)	no UB	
King	KQ(+), K(x)	asks for UB or CT [1]	
Queen	QJ(+), Q(X)	KQ(+), QJ(x), Qx(x)	
Jack	J10(+), J(x), KJ10(+)	QJx(+), J10(x),Jx(x), (A/K)J10	
10	109(+), 10(x)	J10x+, 10x(x), (H)J10+	
9	9(x)	109x+, 9x	
Hi-X	Sx, xSx	xSxx, xSx,	
Lo-X	xxS, xxSx, xxxS	HxSS, HxSSS	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Hi= DISCG, LO on A	S/P or count hi=odd	Hi = DISCG
Suit 2	S/P when shift		S/P
3	obvious		
1	xS,Sxx,HSx,xxSx,	S/P or count hi=odd	S/P
NT 2	HxSx, xxxS,HxxxS		Hi = DISCG
3	Hi = DISCG [1]		
Signals (including Trumps): 3-WAY SIGNAL[when we are known to hold at least 5 cards or with S/S in dummy or declarer's hand)			
Trumps: hi-lo is S/P			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Emphasize Ms;m unclear, may be light (9+ ) with classic shape <b>EQUAL</b>			
<b>LEVEL CONVERSION</b> , <b>CUE-BID</b> promises rebid,			
Over <b>RDBL</b> : Jump is <b>PRE</b> , pass is more than 1 place to play			
<b>SCRAMBLING 2NT</b>			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
1♣-(1♦)-DBL: 4♥, 1m-(1♥)-DBL:4♠, 1m-(1♠)-DBL: TRF to NT or ♣, 2-WAY <b>DBL</b> , <b>COMP DBL</b> , <b>ANTI L/D DBL</b> , most low-level <b>DBLs=TO</b> , <b>RESP DBL</b> at the 3-level and higher promise, useful values and usually some support for partner's suit, <b>RESP-EXT</b> , <b>MAX DBL</b> , <b>MAX-EXT</b> , <b>SPL DBL</b> [VUL vs NV asks for lower suit ]			

W B F CONVENTION CARD
<b>CATEGORY: Red</b>
<b>NCBO: Germany</b>
<b>PLAYERS: Roy Welland - Sabine Auken</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
5-card M, 1♣=2+ may be any <b>BAL</b> hand incl. any other 5-cd suit, 1♦/♥/♠-opening usually <b>UNBAL</b>
Open light (10+), <b>ART</b> resp, <b>TRF</b> resp to 1♣, <b>NAT</b> weak 2M, aggressive <b>COMP</b> style
Frequent non-PEN <b>DBL</b>
1NT: 14-16 HCP, 15-17 3rd <b>VUL</b> + 4th, Odd shapes <b>OK</b>
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
<b>FLANNERY</b> 2♦(10-15 or 17-19))
<b>TRF</b> resp. of 1♣-opening, 1♣-1♠ = <b>FG</b> (R), 1♦/♥/♠-1N = <b>FG</b> (R)
1♦-2♣ = <b>NAT NF</b>
1♥-1♠ = like <b>F NT</b> may have 4♠, 1♥-2♣= 5+♠ 9-13 HCP,
1♥-2♦ = 3+-card raise 9-13 HCP
1♠-2♣ = like <b>F NT</b> , if 2 ♠ < 9 HCP, 1♠-2♦ = 2-card raise 9-13 HCP
3NT opening = 4 M to be played from the other side
O/ comp:2-level raise <b>NAT</b> , other bids <b>TRF</b> , jump <b>CUE</b> =bid 3NT
Special bids: 1♣-(x)-2♣=5 <sup>+</sup> 4 <sup>+</sup> ms < <b>FG</b> , 1♣-(1♦)-2♣= 5♠+4♥
1♣-(x/1♦)-2♦=5 <sup>+</sup> ♥+4 <sup>+</sup> ♣, 1♣-(x/1♦)-2♥= 5 <sup>+</sup> ♠+4 <sup>+</sup> ♣
1♣-(1♥)-2♦= 5 <sup>+</sup> ♠+4 <sup>+</sup> ♣, 1♣-(1♥)-2♥= 5 <sup>+</sup> 4 <sup>+</sup> ms, 1♣-(1♠)-2♥= 5 <sup>+</sup> 4 <sup>+</sup> ms
1♦-(x)-2♣= 5 <sup>+</sup> ♥+3 <sup>+</sup> ♦, 1♦-(x)-2♥= 5 <sup>+</sup> ♠+3 <sup>+</sup> ♦ 5-10 or <b>FG</b>
1xy-(1N)-2N+ = <b>TRF</b>
Over competition vs. <b>NT</b> : <b>TRF</b>
<b>SPECIAL FORCING PASS SEQUENCES</b>
(1NT)-DBL-(any)-Pass: in principle <b>F</b> thru 2♠
1NT-(2any)-DBL: we won't let <b>OPPT</b> play undoubled on 2-level
<b>IMPORTANT NOTES</b>
<b>PSYCHICS:</b>
Often, <b>NT</b> opening in 3rd seat esp. <b>NV</b> vs. <b>VUL</b> suspect

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

When there is a singleton or void in dummy in the suit partner led we give U/D ATT. We also give U/D ATT on queen lead or when it looks like a cash-out situation. 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<sup>+</sup>♣4<sup>+</sup>♦ or any 3-suiter

2♦ = 5<sup>+</sup>♣4<sup>+</sup>♥

2♥ = one-suiter in ♣

2♠ = 5<sup>+</sup>♣4<sup>+</sup>♠ 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<sup>+</sup>♦4<sup>+</sup>♥ or any 3-suiter

2♦ = 5<sup>+</sup>♦4<sup>+</sup>♣

2♥ = 5<sup>+</sup>♦4<sup>+</sup>♠

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<sup>+</sup>♥4<sup>+</sup>♦ or 5♥(332) or 5♥(440)

2♦ = 5<sup>+</sup>♥4<sup>+</sup>♣

2♥ = 5<sup>+</sup>♥4<sup>+</sup>♠

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<sup>+</sup>♠4<sup>+</sup>♦ or 5♠(332) or 5♠(440)

2♦ = 5<sup>+</sup>♠4<sup>+</sup>♣

2♥ = one-suiter in ♠

2♠ = 5<sup>+</sup>♠4<sup>+</sup>♥ short ♦

2N = 5422 or 6511 or 7411

3♣ = 5431

3♦ = 5521

3♥ = 6421

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+♥4+♦  
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+♠4+♣  
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♥

3♠ = 3♠, then 4♣/♦ = 4♠+5♣/♦, 4♥ = opt. key card in ♠, 4♠ = to play  
3N = 2♠, then 4♣/♦ = 4/5♠+5♣/♦, 4♥/♠ = 4/5♠+4♣/♦  
4♣ = 4♠ □ MAX, partner treats it as optional key card  
4♠ = 4♠ MIN

Note...15: Continuations over 2NT-3♣-3♦-3♠

3N = denies 4♥, 4♣/♦ = 4♥+5♣/♦, 4♥/♠ = 4♥+4♣/♦  
4♣ = 4♥ MAX, partner treats it as optional key card  
4♥ = 4♥ MIN

Note...16: Continuations over 2NT-3♦-3♥

3♠ = forces 3N  
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♥, since we can bid 1♥-1♠-2♥ = 5♥+3♠NF.

## COMPETITIVE DOUBLE (COMP)

A double in a competitive auction that conveys the message, "I am unwilling to pass, but have no satisfactory descriptive bid." The typical COMP DBL contains useful values for both offensive/defensive purposes.

**Specify** the types of marginal hands with which partner of the COMP DOUBLER is expected to pass the double, e.g. "Generally pass a COMP DBL with a doubleton in the opponents' suit and no long suit and/or three-card support for doubler's suit." Please list the types of situations in which you use the COMP DBL.

## RESPONSIVE DOUBLE (RESP)

When the opponents have bid and raised, naturally or artificially: a double by advancer after aggressor's takeout double or overcall. This DBL is primarily for T/O, but will generally be strong enough to accommodate a penalty pass should partner hold an awkward balanced hand.

**Specify** any special agreements, e.g. RESP DBLs show length in any unbid major, but only suggest length in any unbid minor; or RESP DBLs at the three-level or higher promise useful values and some tolerance for partner's suits, no special shape.

## RESPONSIVE DOUBLE EXTENDED (RESP-EXT)

When the opponents have bid and raised, naturally or artificially: A double by opener after responder's NEGATIVE DBL,

West	North	East	South
1♣	1♠	DBL	2♠ ???

or a double by aggressor after advancer's RESPONSIVE DBL.

West	North	East	South
1♣	1♠/DBL	2♣	DBL
3♣	???		

Please **specify** any special agreements.

**Note:** If you use any material variations, enter the NAME in "QUOTES" and explain further.

## MAXIMAL OVERCALL DOUBLE (MAX)

A type of competitive double used by either side when both sides have found a fit and there is no room for any other game try. The double shows a hand at least strong enough to invite game. These are prototypes:

West	North	East	South
1♠	2♥	2♠	3♥
???			

West	North	East	South
1♥	1♠	2♥	2♠

This double is most often used in high-level competitive situations where a pass by the doubler would not be forcing, e.g.

West	North	East	South
1♥	1♠	4♥	4♠ ???

West would have a good hand interested in bidding 5♥ but unwilling to do so unilaterally. East is invited to take out the double with exceptional distribution.

The double may be used simply as a variant of the classic NEG DBL, e.g.

West	North	East	South
1♦	4♥	???	

when the bidding has bypassed the partnership's normal, structured range for a NEG DBL.

### LEAD-DIRECTING DOUBLE (L/D)

A double of a potential final contract that requests or forbids a particular opening lead. You need not mention doubles that arise strictly from the logic of the situation and that are independent of partnership understanding. Since variations are virtually limitless, you are asked to list any specific partnership treatments as well as any agreements based on experience; e.g. DBL of 3NT when we have each bid a different suit asks opening leader to lead his own suit; DBL of 3NT by a player whose partner has taken the only action(s) for the partnership suggests a lead in another suit, usually dummy's; Unsolicited DBL by a pre-emptor suggests interest in ruffing.

**Note:** Specific conventional doubles, such as the FISHER DOUBLE (not listed in this guide) are best introduced without using a NAME, i.e. write out the partnership agreement instead.

### ANTI LEAD-DIRECTING DOUBLE

A double of an opponent's bid in a suit mentioned in a natural sense by your side, at a stage in which it is clear that you would no longer wish to contest the auction. This sort of double sends the message: "I would be happier if you led some other suit; my holding in the suit I am doubling is unusually weak." If you use this treatment, you must alert your opponents to the ramifications of your (and partner's) failure to double. You may enter this treatment in the form shown without further explanation.

### SPLINTER DOUBLE

A double of an opponent's splinter bid that is unrelated to the short suit. By agreement, this double might show values in either the higher or lower of the two remaining suits, or it might send the message: "Do not make your normal lead, i.e. in dummy's "fragment" suit.

**Specify** your precise arrangements, including the cases where double simply shows interest in a save.

You may enter this treatment only if you supply the detail described above either on the card or in a SUPP SHEET [—] NOTE.