

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1/2 Level; Reopening)
1level: can be GOOD 4-card suit, 6+ - -18; 2 level can be stronger
RESPONSES: All NT bids = nat; 1-1= RF, TRF from Qbid on (bPH)
After 1♥/♠: Fitjumps, 2NT/Jump Q=4+ fit, 10+/6+ - -9, mixed
Qbid by aggr(2 nd round) = flexible hand, RF(1♠); NAT(1NT); 6-4(P)
After 2 level: 2-2=RF, TRF from Qbid on, also on bPH
BALANCING: natural, Jump suit = 12+ - -17, 6+ suit; Q = Michaels
INT OVERCALL (2nd/4th Live; Responses; Reopening)
(1♠/♦)-INT=15+-18, 2♣=St(+Sm), Trf if Xed: XX=1suiter, 2x=dont
(1♥/♠)-INT=15+-18, Q=St. (1x)-P-(1y)-INT= 16-18, =(3x=St, nat)
BALANCING: 1NT = 10+ - 14(15), X + NT = 15-17, 2NT=18-20
(1♠/♦/♥♠)-P-(P)-INT=10+-14(15); 2♣/Q = stayman, as above
(2♥/♠)-P-(P) - 2NT=14-16, = -(P)-3♠/♦=TRF ♦/OM, Q=Stayman
JUMP OVERCALLS (Style; Responses; Unusual NT)
Aggressive in M, ART 3♣, NF responses, Q = invitational to game
(1M)-2NT=5♣+5♦; (1M)-3♣=5♦+5OM; Over (1M)-3♣= no ♣
(1♦)-3♣=5♣+5♦; (1♣)-2♦=5♦+5♠, NF, 4Q/NT=1430 Rkcb m/M
Leaping Michaels: (2♦/♥/♠) - 4♣/♦ = 5+♣/♦ + 5-card major, RF
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
(1♠/♦) - 2♣/♦ = majors; ♥/♠ bids = to play, 3♣/♦ = invit with ♥/♠
(1♥/♠) - 2♥/♠ = 5♣/♥ + 5♠. ♣/OM=nat, 3♦/Q = invit with OM/♣
(1x)-3x = ? stop for 3NT. (1m)-P-(1NT)-2♣/♦ = majors(♥>♠/♠>♥)
(1♠/♦)-P-(1♥/♠)- 2♣/♦/2NT = unbid constr/shape; 2♥/♠=natural
VS. NT (vs. Strong/Weak; Reopening and PH = same system)
vs. STR(14+): X=4♥/♠+5+♣/♦; 2♦=6+♥/♠; 2♥/♠=5♥/♠+4+♣/♦;
(1NT)-X-(P)-2♣/♦=bid minor/major; (1NT)-2♣/♦-(X)-P = to play
vs. WK(<14): X=14+, =; 2♣=Ms, 2♦ ₁₅₊ =6+♥/♠; 2♥/♠ ₁₁₋₁₄ =5+♥/♠;
(1NT)-X-(P/XX) - ? : P=6+; 2♣=St; 2♦/♥=5+♥/♠; 2♠/NT=6+♣/♠
(1NT)-P-(2x)- X = 14+, says nothing about x suit. Rest NATURAL.
(1NT)-P-(P) - ? : SYSON + rule of borrowed king.
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
2♦ _{Multi} : 2♥/♠=n; X/2NT=13-15/16-18, 3♥=♠+m; 3♠=♣+♦; 4m=+♥
2♥/♠ wk: X = to(Rubens); 2NT=16-18; Q=? stop, 4m= 5+m+5♠/♥
ART Pre: X=13-15, =; Q = TO; vs. Nat 3m: X=TO; 4♦=M, 4♣=M+m
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♠ or 2♣
vs. STR 1♠: 1♦/♥/♠=TRF to ♥/♠/♠; 1NT=♥+♠; 2♣=♣+♦; 2♦+ nat
(1♠)-P-(1♦)-X/1♥/♠ = as above; 1NT = ♥+♠; 2♦+ = natural
vs. STR 2♣/♦: X=suit; 2♥/♠ = Natural; 2NT=minors
OVER OPPONENTS' TAKEOUT DOUBLE
1♣-(X)-SYSON; 1♦-(X)-XX=♥, Trf, Fitjumps; 2NT = weak raise
1♥/♠-(X)-1♠/NT/2♣/♦=Trf, 1♥/♠-(X)-{2♦/♥}/R={7+}/0-6, 3♥/♠
XX ₁₀₊ = <3♥/♠. + 1 st X is TO. 1♥/♠-(X)-2♠/3♥=mixed, 4+fit, 6-9

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 rd and lowest	High from Xxx if raised	
NT	4 th (special honor leads)	Count	
Subseq	Att vs NT; 2 nd /4 th thru Decl	Count	
Other: Attitude shifts UNLESS high cards are known, then count(3 rd vs. suit)			
No rules if partner rates to have very little. Vs. NT AQ98+			
LEADS			
Lead	Vs. Suit	Vs. NT(Q,J,10,9=0/2 higher)	
Ace	AKx+ for attitude	AK+	
King	AK+, KQx+, Kx for count	AKJ+ or KQ10+	
Queen	QJx+, Qx, AKQ+ (count)	AKQ+, QJ10+, QJ9+	
Jack	Highest or KJ10+	AQJ+, KQJ+, J109+, J108+	
10	K/Q109+ or highest	0 or 2 higher	
9	9x or top of nothing	0 or 2 higher or AQ109+	
Hi-X	Usually doubleton	2 nd best from J/10 xxx, XXxx	
Lo-X	xxX, XXxx, xXxxX	from HxXx or HxxxX+	
SIGNALS IN ORDER OF PRIORITY – UDCA count and attitude			
	Partner's Lead	Declarer's Lead	Discarding
1	Low = E	Count (low = even)	1 st Italian=(odd=E)
Suit 2	Suit preference	Suit preference	Udca count
3	Suit preference	In trumps	
1	Low=E, count	Count (low = even)	1 st Italian=(odd=E)
NT 2	Count	Suit preference	Logic
3			
Count: 1)vs. NT a) T1 dummy ≥3 card; b) cant beat J or lower; c) King			
2) vs. Preempts and 5+ level; 3) In Cash-out situations; 4) Attitude is clear			
5) vs. Suit on King lead a) for a ruff; b) Qxx+ in dummy; 6) K/Q - (J/K) - A			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
From 9+ hep if perfect shape OR 17+ with a suit. TO of M implies 4OM.			
RESP: (1♦/♥/♠)-X-(P)-INT=Relay; (1♠)-X-(P)-1♦=Relay; 1♥=6-9, 1♠=0-6			
After relay: Noncheap Suit = 17-20, NF; Q = 20+ 3-card fit (return/♥ = wk)			
(1♥/♠)-P- (3♣/♦ _{Bergen})-X=TO vs. ♥/♠; (1NT ₁₄₊)-P-(2♦/♥)-X=TO vs. ♥/♠			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
1♠/♦/♥-(P/X)-1♦/♥/♠-(X/Bid)-XX/X = 3-cards in partner suit up to 2M			
1♥/♠-(P)-INT-(2x)-X = TO, extra, tricks; (1NT ₁₄₊)- X = 4♥/♠+5+m			
(1x)-1y-(Suit/Raise/INT)-X = TO+tolerance; (1♥/♠)-X-(2♥/♠)-X=4♠/♥			
Responsive X on ♣/♦ or (2M)-X-(3M); (1NT _{wk})-P-(2♣/♦/♥ _{TRF})-X = 14+;			
(1♥/♠)-P-(1NT)-X=TO. Opener bids again X=Pen. (1NT ₁₄₊)-2♦/♥-X-to M			
X of dying 1NT = TO vs. resp suit. (1m)-P-(1NT)-X=TO(2♣/♦=majors)			

W B F CONVENTION CARD
CATEGORY: Green
NCBO: Switzerland
PLAYERS: Stephan Magnusson
Dimas Nikolenkov
European Championship Ostende 2018
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5-card majors, 1♦=4+♦, unbalanced, 1♠=2+, 1NT = 11+ - 14, =
2♣ = 20-21, = or GF, 2♦ = wk 5+M / 22-23, 2♥/♠ = 5♥/♠+4+min
2NT = 5♣+5♦, weak. Rule of 19 1 st /2 nd , aggr in 3 rd
1♦-1M or 1♦-(1M)-X-(P)-Trfs; 1♠-1♦/♥-1♥/♠-2♥/♠=inv =4M
Light responses, Trf over 1♣. Wjs over 1♣/♦, Bergen over 1♥/♠
2-over-1 = GF, 1♠/♦ - 2♦/3♠ = 9+ - 12, no 4♥/♠, 1♥ - 2♠=invit
COMPETITIVE: 1x = 6+ - -18, can be 4 cards; 2x = solid
Aggr TO X, WJO in ♥/♠, precise Michaels, 2NT = 2 lowest
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1♠-(P/X/1♦)-1♦/♥=4+♥/♠; 1♠=5+, = no 4M or 5+♦; 1NT=GF
2♦ = weak 2♥/♠ or 22-23, =; 2♦ - (P/X) - 2/3♥/♠ = P/C
Unusual vs. unusual: 1♥/♠-(2NT)-3♣(♦) = RF♥(♠); 3M=to play
(1♠/♦)-2♣/♦=majors; (1♥/♠)-2♥/♠=5♣/♥+5♠; If Xed: P=no pref
(1♥/♠)-3♣ = no ♣ that is 5♦+5♠/♥
1NT - 3♥/♠ or 1♣ - 1♦/♥ - 1♥/♠ - 3♠/♥ = 3NT bid with 4♥/♠
(1x)-1y: 1-1=RF, 2-1 up to Q = NF, TRF from Qbid on, Fitjumps
All suit jumps in competition are in fit NF if 2♥/♠, RF otherwise
(1♠/♦)-1♥/♠-(P/X)- 3♣/♦ = mixed raise, 4+ fit, 6+ - -9
(1♠/♦)-1♥/♠-(Any)-2NT = 4+ fit, 10+ hep
1♥/♠ - (2Suit) - 2NT / Q = 4+ fit / =3 fit, invit+; New = RF
1♥/♠ - (1NT) - 2♣/♦ = DONT 5+♣/♦ + 5 in a higher suit
2NT+TRF slow shows apply to: 1) 1♠/NT-(2♦+) 2) (2♥/♠)-X
3) (2♦)-P-(2♥/♠) - X; 4) (1x)-INT-(2Any) - ?
5) 2♣-(2♥/♠)-?; 6) (1x)-INT-(2y)-?; 2NT-3♠=TRF 3NT; 22+, =
SPECIAL FORCING PASS SEQUENCES
Anytime partnership showed invitational+ values, PASS is F
1suit - (X) - XX - (Bid) - P; 1x - (1NT) - X = F to 2NT or X
1♠/♦-(P)-2♣/♦-(2♥/♠)-Pass=forcing; INT-(X)-Pass is NF
Notes: 1♠-1♦/♥-INT=18-19, = +St/4 TRF(1♦+2♥=4♥+4♠wk)
1♠/♥ - 1♦/♥/♠ - 1♥/♠/NT: 2♣ = wk in ♦ or INV; 2♦ = GF
2NT = TRF to 3♣; 3 level jumps = GF with good suit(s)
PSYCHICS: We open very light in 3 rd position

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		2	4♥	10+-22, balanced hands 15-19 1♣-TRF-Accept= 15-17,= 1♣-TRF M-1NT=18-19, = 2-3M	1♦/♥=4+♥/♠; 1♠=5+, = OR 11+,5+♦; 2♣=inv,9+ 1NT=13+GF, =(9-11 bpH); 2NT/3♣=2-6/6-9,5+♣ 3♦/♥/♠=SPL, 6+♣; 1♣-2♦/1♦-3♣=nat, inv,no 4M	1♣-1R/♠-1M/NT: 2♣=wk ♦/inv; 2♦=Relay 2M=4M,8-9, = 2/3OM=inv/cog(4♥/♠),3x=GF	1♣-(1♦)-2♦=5♥+5♠;(1NT)MuL 1♣-(red)-Syson,X=my bid,NT=♣ P-(P)-1♣/♦-(X)-2♥/♠ = Nat+fit
1♦		4	4♥	≠ hand, TRF rebids over 1M 1♦-1♥/♠-1NT-2♣=8+	1♥/♠=nat, RF; 1NT=6-10, =; 2♣=GF; 2♦=inv, 9+ 1♣/♦-2♥/♠=3-8; 1♣/♦-3♥/♠ = SPL, 11-14	1♦-1♥/♠:1NT=6+♦ or 16+; 2♦=♦+♥ 1♣/♦-1R/M-2NT: 3♣=?; 3M-1=Retrf;Spl10-11	1♣/♦-(1♥)-X=4+♠; 1♠=<4♠ P-1♥/♠- 2♥/♠ = 4-6; 2♦/♥=7-9 2♣=3+fit, 10+, Cheap jump shift = MiniSPLinter ALL new suit bids are in fit.
1♥		5	4♦	10 - 22, 1 st and 2 nd 5+ ♥ 3 rd seat can be 4-card suit	1♠/NT=RF; 2♣/♦=GF; 2♥=8-10,3♥; 1♥-2♠=9-12 2NT/3♣/♦/♥ = 4+♥ GF/6+ - -10/ 10 - 12/ 0-6	In 2-1: 2M=default; Jump 3NT=15-17, =2 fit 1♥/♠-3♣/♦-3♦=?; Rest = GF; 4NT+=E/RK	2♣=3+fit, 10+, Cheap jump shift = MiniSPLinter ALL new suit bids are in fit.
1♠		5	4♦	4 th seat if 6-card suit then 14+	1♥/♠-3♣/♥ = Undef SPL;1♥/♠3NT = 13-15, 4333	1M-1♠/NT-2♣-Gaz(2♦=8+, up to 3♦ weak)	ALL new suit bids are in fit.
INT			3♠	11+ - 14, = can have 6♣/♦	2/3♣=St;2♦-2NT=Trf;2NT=5♠+5♦ or ♦;	2♣+2♥=majors, NF; +2♠/NT=5♠/= invit	1NT-(X)-XX=1suit,2♣/♦/♥=dont
				1NT-2♠=1)= inv,2)6+♣,3)♦+♣	3♥/♠=12-17,4♥/♠; 4♣/♦=trf4♥/♠; 3♦=55♥♠inv	2♣+3♣=minor St; 3♥/♠= 5♥/♠+4♠/♥, GF	2♦+2♠=inv; TRF+Higher = TRF
2♣	√			20-21, = or Any GF	2♦=relay or 5+♥(if not +2♠); 2♥=5+♠;	2♣-2♦-2♥-2♠-2NT=20-21; 3x = ♥ + x suit	TRF + Jump = splinter
				2-2-2-2-2NT-natural, 4♣/♦=ST	2♠/3♣/♦/♥=HHxxxx in ♣/♦/♥/♠(Relay=? Short)	2♣-(X/Bid)-XX/X=GF; 2NT+=Rubensohl	2♣-2♦-2♥-3♥/♠=cog (5♥+?4♠)
2♦	√			4-10, 6(5) ♥/♠ or 22-23, = 2♦-2♠-3♣/♦=Good/bad w2♥	2NT = 15+,RF on after (2♥/♠); X/2/3♥/♠=P/C 3♣/♦ = Nat, GF; 4♣/♦ = TRF / Bid your suit.	2♦-2NT-?: 3♣/♦=min♥/♠; 3♥/♠=Max ♠/♥ 2♦-2NT-Any-4♣ = 1430 Keycards in major	2♦/M-(X)-XX=bid next, own suit 2♦-(X)-2♥/♠ or 2♦-(2M)-X=P/C
2♥		5		4+ - 10, 5♥+4+m 2♥/♠-2♠/3♥ = invit, NF, 13-16	2NT = ?(->3♣/♦); 2♠=nat, inv; 3♥/game=to play 3♣ = invit in ♣/♦, no M fit(15-17); 3♦=invit in M	2♥-2NT-3♣/♦:3♥=slamtry, 4♣/♦=1430 RK 2M-2NT-3♣/♦: 3New = GF	2M-(3♣/♦)-X=P/C, else X=Pen bph (2M)-3x-(3NT)=?cooperation
2♠		5		4+ - 10, 5♠+4+m	2NT=?(3♣/♦+4♣/♦=RK); 3♥=invit; 3♠/game=NF	2♠-2NT-3♣/♦:3♠=slamtry, 4♣/♦=1430 RK	4♣/♦ = I am captain, 4NT=♣+♦
2NT	√			4+ - 10, 5+♣+5+♦	3♥/♠ = RF ♣/♦ fit(1 st =weak, 2 nd /3 rd =short ♥/♠)	Also (1♥/♠)-2NT-(P/X)-3♥/♠=GT in ♣/♦	
STR 2NT				Usual start 2♦-2♥/♠-2NT = 22-23, = 2♣-2♦-2/3NT= 24-25/26-27, =	3♣=St+Smolen; 3♦/♥/♠ = TRF ♥/♠/NT; 4♣/♦=5+♣/♦+4♥,SI(4♥/NT⊗, 1/2 nd nons=⊗m/♥)	TRF + New suit = slamtry(4NT=signoff) TRF + 4NT = Quant; 3♠+ 4NT = 4♣+4♦,inv	Stayman- 3♠ - New= Q in ♠ fit Stayman- 3♥ - 4♣/♦=5+♣/♦+4♠ After CoKB: 1 st =SN(+1=?Aces)
3♣/♦		6		Preempt, wide range in 3 rd	4♣ = 1430 Keycard asking in preempt suit,	3x-4♣: 4♦=1; 4♥=0 4♠/NT=2/+Q;	Lead directing bids
3♥/♠		6		As above	3New = RF, GAME = TO PLAY; 5M=EKCB	+ new suit = ? Q/Spiral, 4NT=NF	
3NT	√			Gambling, solid ♣/♦, no void	4♣ = P/C; 4♦ = ? shortness; 4♥/♠ = to play		2♣-2♦-3♥/♠=6+♦+4♥/♠, GF
4♣/♦		7		Preempt	4♥/♠ = to play; 4NT = 1430 RKCB	1♥/♠-1♠/NT-2NT=6M+4oS, 14-16; 3♣=?	Raises to 4♣/♦ = SICK
4♥/♠		6		Preempt, in 3 rd /4 th = to play	4NT = 1430 RKCB; 4♠/5New = ? the suit above	1M-2NT-3♣/♥=15+/11-14 54/6322 or short	1 st 15+/2 nd 12-14 =?1 st =bal, short=nat.
4NT	√			11+ cards in minors	5♥/♠ = ? 1 st round control(also after 2NT) 5NT=no	1M-2NT - 3♦=void, 3♠=11-14, 10+ cards	1M-2N-3N/4♣/♦=5+M+5, 14+
5♣/♦		8		Preempt, us 9 tricks	SPECIALS over 1♣/♦/NT: P-1♣-1NT=9+-11, =	HIGH LEVEL BIDDING	
5♥/♠		8		11 tricks hand.	After 1♣-1♦/♥-1NT: 2♣-St, 2♦/♥/♠,NT,=TRF 1♣-1♦/♥-1/2NT = 18-19, = with 2 or 3 / 4♥/♠	4m/NT=RKCB 14/30/2 noQ/2+Q; 5NT=1+void; 6x=even+void(Spiral Q follows)	1 st or 2 nd round control thru 4♣, 5 level us to be 1 st round. Q in own suit = HHx+
				SPECIALS over 1♥/♠: 1♥-1NT-2♦-2♠=10+-12,fit/suit	1♣-1♦/♥-2♦/♠=3♥/♠, else ♣+♦ reverse	1 st or 2 nd round control thru 4♣, 5 level us to be 1 st round. Q in own suit = HHx+	3♠/NT is nonserious if nonjump(major suit fit is known). 3xminor = SICK
			Gazzilli after 1♥-1♠=NO 4♠	1M-1♠/NT-2♣-2♦=4s 1♠-1NT-2♣-2♥=6+♥+0-1♠, 1♠-1NT-2♥-2NT-3♣/♦ =NF 1♠-1NT-2♥-3♣=Relay to 3♦	1♣/♦-2♥/♠-2NT = ? shortness (3♥/♠ = min/no) 1♠-1R-2M-Rel=? (3♣=3M,3♦/OM=0-1 m/OM), 1♦-(P)-1♥-(1♠)-SYSON, XX=15+ with 3♥ 1♦-1♥/♠-1NT-2♣ = 8+, ART;	In minor suit slam auctions bid of 4♣/♦ is 1) SICK if fit first found at this level or bid the 3 rd time by the same hand OR could RKCB the round before 2) 1430 RK if a) Jump raise, b) after TRF to m, c) inv (no comp), d) jump rebid thereafter 4NT=to play, 4 New = ? Q/Spiral(1 st = no, rest = yes + ordered King)	
				1♥/♠-(Suit)-2NT=4 fit, invit+	1♦ - 1NT - 2♣/♦ = 15+, RF; 3♣/♦ = 11-14, NF		If opps interfere over RKCB & we can play in 5 of our suit = DOPI(X=0, P=1);
				1♥/♠-1♠/NT-3♣/♦=14-16, NF	1NT - 2♠ - 2NT/3♣ - 3♦ = 5♠+5♦ or 6+♣ GF		If we cant play in 5 of our suit = DEPO (X = even, P = odd); ROPI
				1♥-1♠-2♥-2♠=Relay to 2NT	1NT - 2♣ - 2♥/♠ - 3NT = TO PLAY with OM.		Responses to EKCB: 1 st = 0, 2 nd = 1 etc. (Relay=? for Q). If Xed: Pass=1 st , XX=2 nd