

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)</b>
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15-17 (11-16)
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Reopen:
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
2C = majors or 4/3 in M and longer m
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
(multi) 2NT = 16-18
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
D = suit
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
RD = positive in 2 <sup>nd</sup> pos, take out in 4 <sup>th</sup> pos

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead		
	1/3/5		
Subseq	2/4 RUS		
<b>LEADS</b>			
Lead			
Ace	AKx		
King	KQx		
Queen	QJx		
Jack	AQJ, JT <sub>x</sub>		
10	KJT AJT 109 <sub>x</sub>		
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Small = enc	Small = even	Small = enc
Sut 2	Lengh or lavint	lavinth	Small = even
3	Lengh or lavint		
1	Small = enc	small = even	Small = enc
NT 2	small = even	lavinth	small = even
3	Lavinth		
Signals (including Trumps):			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Up to 2S many take out			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Support D/RD almost obligated, not on 1NT			
RKC			

W B F CONVENTION CARD
<b>CATEGORY:</b> i.e. Green / Blue / Red / HUM / Brown Sticker:
<b>NCBO:</b>
<b>PLAYERS:</b>
EVENT (Open/Women/Senior/Transnational)
Lars and UllaBritt Goldberg
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
Pass = may include 12-13 and clubs
Strong club
1D/1H/1S = 11-15 4+
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
2♣ = precision style
2♦ = Multi
2NT = minors and weak
<b>SPECIAL FORCING PASS SEQUENCES</b>
<b>IMPORTANT NOTES</b>
Unbalanced with bad clubs are often reevaluated
<b>PSYCHICS: rare</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
PASS				Maybe 12-13 and 4-5 clubs			
1♣	X			16+ any distr	1D = 0-7, 1M = 8+ 4+ maybe longer m	1C-1D, 1H = 20+ any distr 1C-1D, 1H-1S = relay	1C (1x) D/RD = 5-7 any distr
1♦		4		11-15 (longer clubs possible)	Canape answer with 4M and 5+ m Jump = weak nat	Inverted raise	Qbid are support and invit+
1♥/1♠		4		11-15 (longer clubs possible)	Canape answer with 4S and 5+ m	1M-2m, 2x-2NT = GF	Drury
					2NT = support GF 3C = unbal support 7-10	1M-1NT, 2M = 14-15 6+	
					3M = preemptive Jump = weak nat		
INT			3S	14-16 (unbal possible)	2S = minor one or two strong or bad 3m = invit nat 3M = 6+ slamtry no singleton	1NT-2C, 2x-2S invite, 1NT-2C, 2x-H both M weak, 1nt-2C, 2x-3m = strong nat 1nt-2C, 2M-3aM = No biddable splinter and support	
2♣	X	5		11-15 5C+4M or 6C	2D = asking 2NT = support invit+ Jump = weak nat		
2♦	X		2S	Weak H or weak S	2M/3M/4M = p/c 2NT = asking 3m = nat NF		
2♥/2♠		6	No	10-13	2NT = asking 3m/3H = nat nf 4m = nat slamtry		
2NT	X		No	Weak 55 minors	3M = nat NF 4m = slamtry		
3NT	½ (x)			SAT 1/2 position	4m = Qbid 4M = p/C		