

DEFENSIVE AND COMPETITIVE BIDDING	
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	
Overcall: 8-16(18), 5+cards, can be 4 cards at 1-level	
Responses: Suit at 1-level = NAT F1. 2x below cue = NAT F1.	
Transfers starting from cue up to support.	
Over 1M, Fit-jump responses and 2NT = mixed raise.	
Reopening: 8-14, 4+cards	
INT OVERCALL (2nd/4th Live; Responses; Reopening)	
(1x)-1NT = (15)16-18	
(1x)-(1y)-1NT = unbid suits	
(1x)-(pass)-1NT = 11-14, doesn't promise a stopper	
Responses: sys on	
JUMP OVERCALLS (Style; Responses; Unusual NT)	
Pre-emptive. Unusual NT shows two lowest unbid suits	
Responses: new suit F1	
In pass-out seat, 2NT is natural 19-20.	
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	
Direct cue: both Majors 5+5+ (if minor promising 3+) or other	
Major and either minor 5+5+ (if Major)	
Jump cue: Solid minor asking a stopper	
Responses: 2NT asking, 3m P/C	
VS. NT (vs. Strong/Weak; Reopening;PH)	
Strong NT: dbl = one m or both Ms, 2m = m + higher, 2M = nat.	
Weak NT: dbl = strong	
2♣ = Majors	
2♦ = One Major	
2♥♠ = 4+M5+m	
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	
Double is generally for take-out (up to 4♥). NT bids natural (except 4NT). 3-level cue = stopper ask. Jumps show values.	
Leaping Michaels over weak 2x openings.	
Over 3♣, 4♣ = ♠+red, 4♦ = ♦+♥. Over 3♦, 4♦ = ♠+other.	
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♠ or 2♠	
Dbl = ♥+♠	
1/2NT = ♦+♣	
OVER OPPONENTS' TAKEOUT DOUBLE	
Rdbl = 10+, many transfers	
1M-(dbl)-2NT+ = sys on	

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	1./3./5.	1./3./5.	
NT	1./3./5.	1./3./5.(Xxx after supporting)	
Subseq	1./3./5.	1./3./5.	
Other: Vs NT king strong lead – ask UB or CT; 4th if 3rd expensive			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	From AKx(x...)	Attitude	
King	KQ(x...) or AK	Strong	
Queen	Qx; QJ+	Qx; QJ+; KQx+	
Jack	Jx; JT+	AQJ+; J10+; Jx	
10	10x; 109+; KJ10+	10x; 109+; KJ10+	
9	9x; H109+;HH9+; (98x+)	9x; H109+;HH9+; (98x+)	
Hi-X	1./3./5.	1./3./5. (Xxx after	
		supporting)	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Count	Count	Odd/even
Suit 2	Attitude	SP	Count
3	SPS		
1	Count	Count	Odd/even
NT 2	Attitude	SP	Count
3	SPS	Rev Smith	
Signals (including Trumps): Reversed: H-L = odd/encouraging			
Occasional Reversed Smith echo (High asks continuing suit led)			
Odd/even 1 st discard: odd card encourages, even = suit pref.			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
T-o dbl: Strong(17+) or 3+cards all other suits (10-16)			
Responses: non-jump = 0-8, jump bid = 9-11(12), cue = (12)13+			
Re-opening dbl: = 15+ any shape			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Neg dbl, Resp dbl. Support dbl (up to 2♠).			
Lead discouraging dbl (of some cuebids)			
Invitational dbl if no other INV bid.			
Lightner			

W B F CONVENTION CARD	
	
CATEGORY: Green system	
NCBO:	Finland
PLAYERS:	Juho Granström
	Kari Patana
SUMMARY	
GENERAL APPROACH AND STYLE	
5 card M, 4 card ♦, short ♣, 14-16 NT.	
2♦ multi (reasonable 6cM / 25-27NT / GF 3-suiter)	
2/1 GF unless rebid. Lots of transfers and relays.	
We open nearly all 11 HCP hands and many weaker.	
1♣ = 2+♣, any 11-13/17-19 bal. w/o 5cM; or nat unbal	
1♦ = 4+♦, unbal., may have 4♦4♣	
The systemic opening for 11-13/17-19 5♦332's is	
1♣ (but in 3 rd /4 th hand we may open 1♦).	
SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
Transfers over 1♣	
1♦-2♦/♥ = transfer to 6+c major, weak or GF	
1♥-1♠ = F1, 0-4♠, and 1♥-1NT = F1, 5+♠	
1♠-2♦ = 5+♥, and 1♠-2♥ = GF 5+♦	
1♦/♥/♠-2♣ can be short	
2♣ = 20-24 or 28+ bal.; most unbal GF hands	
2♦ = weak 2 in M; 25-27 bal.; GF 3-suiter	
2NT = 5+♦5+♣, weak or GF	
4♣ = good 4♥ opening	
4♦ = good 4♠ opening	
Variations of Gazilli in following sequences:	
1♦-1M; 1NT (see Note 5)	
1♥-1♠; 2♣	
1M-1NT; 2♣	
SPECIAL FORCING PASS SEQUENCES	
If our 1NT gets pen dbl'd, pass forces redouble.	
After 1x – (dbl) – rdbl pass is forcing below 2NT.	
After 2♣ opening.	
IMPORTANT NOTES	
We play Turbo. Any form of Blackwood is very rare.	
In competition, 2NT is rarely natural.	
PSYCHICS: Rare	

OPENING	ARTIFICIAL TICK IF	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣	X	2	4♠	Any 11-13 or 17-19 bal w/o 5M or natural 4+♣, unbal., (9)11-22	1♦/♥ = 4+♥/♠, 1♠ = no 4cM, 1NT = R, Note 4 2♣ = 5+♣ NF, 2♦ = 5+♦ GF, 2M/3♣ = weak	1♣-1♦/♥-1M = 11-13NT/3c 10-15, 1♣-1♦/♥-1NT = 17-19, 1♣-1♦/♥-2♦ = R, Note 2	1NT = nat. max 2♦ = weak
1♦		4	4♠	natural 4+♦, unbal., (9)11-22	1♥/♠/NT = nat., 2♣ = inv+ relay, 2♦/♥ = 6+♥/♠ weak or GF, 2♠ = constr. ♦ raise, 3♣ = good suit	1♦-1M-1NT = R, Note 3; 1♦-1♥-2♣ = min, 3♥; 1♦-1♠-2♥ = min 3♠; 1m-1”M”-2NT = !	2-level nat.
1♥		5	4♠	5+♥, can be balanced, (9)11-22	1♠ = 0-4♠ 3-12, 1NT = 5+♠ F1, 2♣ = inv+ relay, 2♦ = 5+♦ inv+, 2♠ = weak, 2NT+ = support like 1♥ but 1NT = semif. 2♦ = 5+♥ weak or strong, 2♥ = 5+♦, 3♣ = 6+♦ inv or 5♦332 SI	1M-2♣ and 1♦-2♣, see Note 3 1M-1x-2♣ = R, See Note 5	2-level nat. Fit jumps
1♠		5	4♥	5+♠, can be balanced, (9)11-22			
1NT				14-16, 5M-332 or 4M5m-22 or 6m-322 possible	2♣/♠/NT = asking, 2♦/♥3♣/♦ = transfer, 3M = short (31)(54), 4m = SA Texas xfer to m+2.	1NT-2♣-2NT3♣ = both Majors, transfers after this. See Note 1.	
2♣	X			20-24/28+ bal.	2♦ = relay, 2M = 5+M, 2NT3♣ = transfer,	2♣-2♦-2♥ = Kokish	
				GF 1-suiter or 2-suiter	3♦ = 5+♦5+♠, 3M = short (31)(54)		
2♦	X	0		Weak 2 in M or 25-27 bal.	2M = 0-3c P/C, 2NT = asking, 3m = nat GF	2♦-2NT-3m = max., 2♦-2NT-3M = min.	
				or GF 3-suiter	3M = both Majors, 4m = asking for Major	See Note 7.	
2♥		5		5+♥5(4)+m, weak	2♠ = 6(5)+♠ F1, 2NT = asking, 3♣ = P/C,	2♥-2NT-3m = min., 2♥-2NT-3M/NT = max	
					3♦ = 3+♥ inv+, 3♥ = weak		
2♠		5		5+♠5(4)+m, weak	2NT = asking, 3♣ = P/C, 3♦ = 6+♥ inv+,	2♠-2NT-3m = min., 2♠-2NT-3M/NT = max	
					3♥ = 3+♠ inv+, 3♠ = weak		
2NT	X			5+♦5+♠, weak or GF	3m = preference, 3M = nat. GF		
3♣		(6)7		weak			
3♦		(6)7		weak			
3♥		(6)7		weak			
3♠		(6)7		weak			
3NT	X			Minor suit pre-empt at 4-level			
4♣	X			good 4♥ opening			
4♦	X			good 4♠ opening			
4♥		(7)8		weak			
4♠		(7)8		weak			
4NT	X			6+5+ minors 3-4 losers			
5♣				weak		HIGH LEVEL BIDDING	
5♦				weak		Turbo: If M agreed, 4NT shows even KC. If m agreed, depending on situation, either 4m or 4m+1 shows even KC. (4NT can be control in m+1)	
5♥						Cue bidding style: 1 st or 2 nd round controls up-the-line.	
5♠						If no suit or a minor suit agreed, a jump to 4NT is often NAT slam INV	

Notes

Note 1.

Responses to 1NT opening:

2♣ = Stayman, doesn't promise strength or Major (weak with both M's; or inv+ ja 4card M; or inv and 5♠; or GF and 54+ M's; or GF and 3 card M).

2♦ = no M

2♥ = 4+♥ 4+♠, weak

2♠ = inv, 5♠, can have 4♥

3m = nat, GF

2♥ = 4-5♥, no 4♠

Pass = weak

2♠ = inv, 5♠

3♣ = SI, puppet

3♦ = GF, 3♥

2♠ = 4-5♠, no 4♥

3♣ = SI, puppet

3♦ = GF, 3♠

2NT = 4♠4♥, minimum

3♦/♥ = transfer, can be weak

3NT = to play

3 = 4♠4♥, maximum

3♦/♥ = transfer, can be weak

3NT = to play

2♠ = range-check

2NT/3♣ = min/max.

3♣/pass = to play

3♦/♥/♠ = short suit, GF, 6+♣

3NT = to play

2NT = minor suit stayman

3m = better minor

3M = short suit, GF

3NT = 2-2-(54)

3♣ = transfer

3♦ = forced

3M = short suit, GF, 6+♦

3NT = no shortness, SI, 6+♦

3♦ = puppet

3♥ = forced

3♠ = GF, 6+♦, short ♣

3NT = no shortness, SI, 6+♣

Note 2.

1♣-1♦-2♦ = a) 17+ 6+♣ b) 17+ 5+♣4+♠ c) 16(15)+ 3♥

2♥ = minimum, any shape

2♠ = 5+♥

2NT = semi-bal, 4-5♥

3♣ = GF 3+♣

3♦ = 4♥-5+♦

3♥ = 6+♥5+♦

3♠ = 6+♥5+♠

3NT = "to play"

1♣-1♥-2♦ = a) 17+ 6+♣ b) 17+ 5+♣4+♦ c) 16(15)+ 3♠

2♥ = 5+♠

2♠ = minimum, any shape

2NT = semi-bal, 4-5♠

3♣ = sets ♣

3♦ = 4♠-5+♦

3♥ = 5+♥6+♠

3♠ = 5+♦6+♠

3NT = "to play"

Note 3.

2♣ relay over 1♦/♥/♠, either NAT INV, or GF relay (or INV w/ SUPP over 1♦)

Continuations:

2♦ = minimum, no 4c OM (no 4♣ over 1♦)

2♥ = any strength, 4+c in OM (4+♣ over 1♦)

2♠ = 16+, 4+♦ (4+♠ over 1♦)

2NT = 16+, 1-suiter

3x = 16+, 4+♣ (4+♥ over 1♦)

Note 4.

1NT relay over 1♣, either INV 5+, or GF relay

Continuations:

2♣ = minimum, unbal 5+♣ or 4-4-1-4

2♦ = bal 11-13/17-19

2M = 16+, NAT unbal (4)5+♣ 4+M

2NT = 16+, 1-suiter 6+♣

3x = 16+, 5+♣4+♦

Over interference, double is generally T/O, and Rubensohl applies.

Over penalty double, pass forces rdbl (either to play, or weak 2-suiter) and rdbl = 1-suiter.

Note 5.

Variations of Gazilli:

1♦ - 1♥; 1NT = either most 17+ hands; or 10-16, 5+♦4+♣ 0-2♥

Resp's 2♣ = 8+, over which 2♦ shows weak type, 2♥ = GF 3♥ and others ART GF w/o 3♥.

1♦ - 1♠; 1NT = either most 17+ hands, or 10-16, (4)5+4♥ 0-2♠

Resp's 2♣ = 8+, over which 2 shows weak type, 2♥ = GF 3♠ and others ART GF w/o 3♠.

1♥ - 1♠; 2♣ = either most 17+ hands, or 10-16, 5+♥4+♠

Resp's 2♦ = 8-12, over which 2♥ shows weak type, and others GF, possibly ART.

1♥ - 1NT; 2♣ = either most 17+ hands, or 10-16, 5+♥3+ 0-2♠

Resp's 2♦ = 8+, over which 2♥ shows weak hand type, 2 GF with 3+♠, 2NT GF 1-suiter, 3m NAT GF.

1♠ - 1NT; 2 = either most 17+ hands, or 10-16, 5+♠4+♥

Resp's 2 = 8-12, over which 2♥ shows weak hand type, and others ART GF.

Note 6.

2NT good raise in the following sequences:

1♣-1M-1; 2NT, and 1♦-1M; 2NT, and 1♥-1NT (=5+♠); 2NT.

2NT shows 17+ with support.

Note 7.

2♦ = multi: either weak 2 in a major (reasonable 6c suit), 25-27 NT or GF 3-suiter.

2♥ = P/C

2♠ = weak two in ♠

2N = 25-27

3♣ = short ♣, 4+ all other suits

3♦ = short ♦, 4+ all other suits

3♥ = short ♥, 4+ all other suits

3♠ = short ♠, 4+ all other suits

2♠ = P/C, may be invite in ♥

2N = 25-27

3♣ = weak two in ♥

3♦ = short ♣, 4+ all other suits

3♥ = short ♦, 4+ all other suits

3♠ = short ♥, 4+ all other suits

3N = short ♠, 4+ all other suits

2N = asking

3m = max of weak two in M

3M = min of weak two in M

2N = 25-27

4♣ = short ♣, 4+ all other suits

4♦ = short ♦, 4+ all other suits

4♥ = short ♥, 4+ all other suits

4♠ = short ♠, 4+ all other suits

4♣ = asking opener to transfer to his M

4♦ = asking opener to bid his M

(2M)

dbl = pen

(dbl)

pass = 6+♦

rdbl = asking for major; could be some strong hand

2M = 5+M, NF

2N = asking (UPH) or 5+♦5+♣ (PH)

3♣ = NF

(2N/3m)

dbl = penalty

3m = nat, NF

3M = P/C