

## DEFENSIVE BIDDING

<b>OVERCALLS (Style; Responses; 1/2 level; Reopening)</b>	
Sound to aggressive opposite unpassed partner, aggressive when partner has passed [1], 4-card suit = rare	
<b>RESP to 1x:</b> 2♣=ART F1 [2], 2♦ after (1m)-1♠ = 5+♥ [3]	
2 under overcall M = INV w/ 6+m, see also [4]	
<b>RESP to 2x:</b> New suit = F1, cue = F, often w/ support	
<b>1NT OVERCALL (2nd/4th Live; Responses; Reopening)</b>	
NAT, 15-18	<b>RESP</b> = As after opening 1NT
<b>In 4th hand Live:</b> NAT, 15-18 <b>RESP</b> = As after opening 1NT	
<b>Reopening:</b> NAT, 11-14 vs 1m & 11-16 vs 1M	
<b>RESP:</b> 2♣ = asks range and M else = SYS ON	
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>	
<b>1-Suit:</b> 3♦ & higher = PRE	
<b>2-Suit:</b> 2M after 1x = 4-card M & longer m CONST	
3♣ = 5-5 in highest [7]	
(1m)-2NT=55 ♥+om [5], (1M)-2NT = 55 m's [5]	
5-5 bids are normally either weak or strong [5]	
<b>Reopen:</b> same	
<b>DIRECT and JUMP CUE BID (Style; Responses; Unusual NT)</b>	
2X = 5-5 hi+lo [6]	
5-5 bids are normally either weak or strong [5]	
3♦ OR 3M = asks stopper with solid suit	
<b>VS. NT (vs. Strong / Weak; Reopening; PH)</b>	
<b>ACTIONS</b>	<b>RESPONSES</b>
D = Strong	2♣ = weak T/O, 2X = 5+suit, 2NT = FG
2♣ = ♥ + other	2♦ = P/C, 2NT = F1
2♦ = ♠ + other	2M = P/C, 2NT = F1
2M = NAT	2NT = F1
2NT = 55 m's or FG w/ 5-5 in M+m	
3X = PRE	
NOTE: w/ both M's we start by showing shortest M	
see also [9]	
<b>VS. PREEMPTS</b>	
X = T/O, cue = 5-5, jump to 4m = 5-5, 4m over 3M = 5+m&4+OM	
see also [10] 2NT = LEB after X of a weak 2-bid [11]	
<b>VS. ARTIFICIAL STRONG OPENINGS</b>	
D = shows suit/lead, 1NT = both M's, 2x = 6+x or 54+ in suits	
above x, 2NT = 55 in rounded or pointed	
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>	
RD = strong (10+), 1M-(D)-2 under = SUPP w/ 4-7 OR 11+	

## LEADS AND SIGNALS

<b>OPENING LEADS STYLE</b>			
	<b>Lead</b>	<b>In Partner's Suit</b>	
<b>Suit</b>	3rd/5th	same	
<b>NT</b>	3rd/5th (K = asks count/unblock)	3rd/5th	
<b>Subseq</b>	3rd/5th	same	
<b>Other:</b>	K vs 5-level contracts or higher = asks for count		
<b>LEADS</b>			
<b>Lead</b>	<b>Vs. SUIT</b>	<b>Vs. NT</b>	
<b>Ace</b>	AKx(+), AQx(+), Ax(+)		
<b>King</b>	KQx(+), AK, Kx	<b>Strong CT/UB</b>	
<b>Queen</b>	QJx(+), KQ, Qx	<b>KQ(+), QJ(+)</b>	
<b>Jack</b>	J10(+), QJ, Jx		
<b>10</b>	109(+), (A/K) J10(+)		
<b>9</b>	98(+), H109(+)		
<b>Hi-x</b>	1st/3rd/5th	<b>1st/3rd/5th</b>	
<b>Lo-x</b>	1st/3rd/5th	<b>1st/3rd/5th</b>	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	<b>Partner's Lead</b>	<b>Declarers Lead</b>	<b>Discarding</b>
<b>1</b>	Hi=DISCRG	Hi/lo=odd	Hi=DISCRG
<b>Suit 2</b>	Hi/lo=odd	Suit preference	Hi/lo=odd
<b>3</b>	Suit preference		Suit preference
<b>1</b>	as above	as above	as above
<b>NT 2</b>			
<b>3</b>			
<b>Signals (including Trumps):</b> Hi/lo=odd, sometimes Suit preference			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Opening values, tendency to promise 4OM unless 16+, may be off-shape vs 1m if 43/44 in M's.			
1NT by Advancer after a T/O X of 1♠ is NEG [8]			
CUE = F to S/A, RESP DOUBLES, LEB-type after 2M X [11]			
Reopening X may be made on less (about 2 hcp) w/ same RESP			
<b>SPECIAL DOUBLES</b>			
Initial X are often T/O, Responsive X, Neg X, Support X, MAX, Leaddirecting X, Later X are often for PEN			
See also [13] and [14]			

## WBF Convention Card

CATEGORY: RED  
 NCBO: SWEDEN                      EVENT:  
 PLAYERS: MAGNUS LINDKVIST                      PETER FREDIN

## SYSTEM SUMMARY

### GENERAL APPROACH AND STYLE

Two-way 1♣ 11-13 BAL or any 17+ (may also be short ♦ and 11-16 w/ 3415, 4315, 4414, 4405), 1♦-opening is NAT 11-16 and not BAL (may be longer ♣), 5-card M's 11-16, 2♥ shows 4-card ♥ and longer ♣ w/ 11-16, Weak 2♦/2♠

**1NT Opening:** 14-16

**2 Over 1 Response:** ART

### SPECIAL BIDS THAT MAY REQUIRE DEFENCE

1♣ 11-13 BAL or any 17+ (11-16 w/ short ♦ and no 5+M/6+♣),

RESPONSES: 1♦ = NEG, 2m = 8-12 5+m, 2M = ART FG

3m = INV opposite 11-13 w/ 6+m, 3M = 4-7 w/ 7-card M

1♦ RESP: 1NT = FG(R), 2♣ = NF, 2♦ = F1, 2♥ = 6-10 w/ 55 in

M's, 2♠ = weak, 2NT = INV, 3♣ = INV, 3♦ = 3-9

1♥ RESP: 2♣ = FG(R), 2♦ = 11-14 w/ support, 2♠ = weak,

2NT/3m = ART raises, 3♥ = 3-7 4+support

1♠ RESP: 2♣ = FG(R), 2♦ = 5+♥ 6-12, 2♥ = 11-14 w/ support,

2NT/3m = ART raises, 3♠ = 3-7 4+support

2♣ 11-16, 5+♣ AND 4-card ♥ OR 6+♣    RESP: 2♦ = (R)

2♦ RESP: 2♥ = (R), 2NT = 5+♥ F1

2♥ RESP: 2♠ = (R)

2♠ RESP: 2NT = INV or better w/ support

3NTPRE in either m    RESP: 4♣ = P/C, 4♦ = ART slamtry

4m strong PRE in corr M    RESP: 1 step = strong (R)

(1X) - 2M jump overcall = 4-card M & 5+m, CONST

(1X) - 3♣ = 5-5 in highest unbid

Special after OPPT NAT 1NT-overcall [12]

### SPECIAL FORCING PASS SEQUENCES

When interference is below forced level. Sometimes when V vs NV OR after a PEN X OR after a strong RDBL OR cardshowing X

### IMPORTANT NOTES THAT DON'T FIT ELSEWERE

Special vs Multiopenings [12] and short m-openings, 2NT in competition is seldom NAT [11], Special after OPPT X of 4SF or stopperask [13]

**PSYCHICS:** Occasional (1NT in 3rd hand NV)