DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS					WBF and SBF Co	onvention
OVERCALLS (Style; Responses; 1/2 Level; Reopening)	OPENING LEADS STYLE					Card	
Sound; 1 Level resp F1, 2NT on 1 M 4-c SUPP INV; 7+ hcp	Lead			In Partner's Suit			
	Suit	1-3-5		1-3-5			
	NT	4 <sup>th</sup>		4 <sup>th</sup>			4.50
	Subsequent	Same as above		Same as a	bove	Category:	
1N OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)	Other:					NCBO: SW	F
16-18, same as after opening 1NT; 11-15 in 4 <sup>th</sup> POS						Event: OBS	
						02.	STRÖM Roland – RAGNARSSON Carl
JUMP OVERCALLS (Style; Responses; Unusual NT)	LEADS					SYSTEM SUMM	
Weak; 2NT 55 highest+lowest		Vs. Suit		Vs. NT		GENERAL APPROACH AND STYLE	
	Ace	AKxx, Axx		Same as vs suit			
DIRECT AND JUMP CUE-BIDS (Style; Responses;	King	KQxx, KQTxx Same as vs suit		s suit			
Reopen)	Queen	QJ(T)xx,		Same as vs suit			
Direct 55 2 highest, jump 55 2 lowest	Jack	JTxx,		AQJxx, JTxx			
	10	KJTxx etc, Tx		AJTx, KJTx, T9xx			
	9						
	Hi-x	Xx, xxXx		Attitude			
VC NT (Va Strong/Works Boongnings Bassed Hand)	Lo-x	xxX, xxxxX		Attitude		1NT Openings:	
VS. NT (Vs. Strong/Weak; Reopening; Passed Hand)	SIGNALS IN ORDER OF PRIORITY					2-over-1 Respo	nses:
Aspro (2 C = H + other, 2 D = S+m). D of strong NT one suit (not in $4^{th}$ POS), D of weak (max 15) NT, and in $4^{th}$ POS = PEN		Partner's Lead Declard Lead		er's Discarding		· ·	THAT MAY REQUIRE DEFENCE
	Suit: 1 <sup>st</sup>	low ENCRG	low EVE	N	low ENCRG		
	2 <sup>nd</sup>						
	3 <sup>rd</sup>						
	NT: 1 <sup>st</sup>	low ENCRG	low EVE	N	low ENCRG		
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)	2 <sup>nd</sup>						
D = take out; cue 2 suits, NT natural	3 <sup>rd</sup>						
	OTHER SIGNALS (INCLUDING TRUMPS)						
	Lavinthal, Preference						
						SPECIAL FORCI	ING PASS SEQUENCES
VS. ARTIFICIAL STRONG OPENINGS	DOUBLES						
	TAKEOUT DOUBLES (Style; Responses; Reopening)				ing)		
						IMPORTANT NO	TES THAT DON'T FIT ELSEWHERE
OVER OPPONENTS' TAKEOUT DOUBLE	SPECIAL, ARTIFICIAL AND COMPETITIVE						
Jump SUPP weak	DOUBLES/REDOUBLES						
	RESP, COMP and SUPP doubles						
						Psychics:	