DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS				WBF and SBF Convention	
OVERCALLS (Style; Responses; 1/2 Level; Reopening)	OPENING LEADS STYLE				Card	
Style; aggressive, usually 9-12		Lead		In Partner's S	uit	
Responses; 2NT = transfer, new suit invitational	Suit	1/3/5		1/3/5		
Reopening; 9-12	NT	1/3/5		1/3/5		100
	Subsequent	high = odd, low = even				Category:
	Other:	King for unblock and count against NT and 4C+			C+	NCBO:
1N OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)						Event: OBS I
9-12 take-out						0201
	LEADS					Players: Tommy Strindfors - Jan Selberg  SYSTEM SUMMARY
JUMP OVERCALLS (Style; Responses; Unusual NT)		Vs. Suit		Vs. NT		GENERAL APPROACH AND STYLE
Style; 13-15 6+ suit	Ace	AKx		AKx		
Responses; 2NT = transfer, new suit invitational	King	KQ, AK		3 out of 5 highes	st	Natural with 2 way 1S
Unusual 2NT = 5-5 2 lowest	Queen	top		top or KQx		ma jumpshift is weak
	Jack	top		top or 3rd		mi jumpshift is invitational inverted raises
DIRECT AND JUMP CUE-BIDS (Style; Responses;	10	top or 3rd	or 3rd			aggressive overcalls
Reopen)	9 top or 3rd			top or 3rd		aggressive overcans
Direct cue-bid = 5-5 highest + 1, 2NT ask for 2 <sup>nd</sup> suit	Hi-x	2 or 4		2 or 4		
Jump cue-bid = asking for stopper	Lo-x	3 or 5		3 or 5		1NT Openings:15-17
	SIGNALS IN	ORDER OF PRIORITY				2-over-1 Responses:
VS. NT (Vs. Strong/Weak; Reopening; Passed Hand)		Partner's Lead			irding	at least invitational,
	Suit: 1 <sup>st</sup>	1	Lead	1		_ not necessarily
D = S+1  at least  4-4	2 <sup>nd</sup>	low = e	c, low =	even low =	e	natural SPECIAL BIDS THAT MAY REQUIRE DEFENCE
2mi = mi + H at least 4-4	3 <sup>rd</sup>			+		1S = natural 15+ or 12-14NT
2MA = 5+	NT: 1 <sup>st</sup>	1	1	1		2D = 12-14 at least 5 S
2NT = twosuiter	2 <sup>nd</sup>	low = e	c, low =	even low =	e	2D - 12-14 at least 3 3
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)	3 <sup>rd</sup>					
Double is usually balanced	OTHER SIGNALS (INCLUDING TRUMPS)					
Best mi is take-out	Oddball, high is positive					
2NT is usually 2 or 3 suiter	Oddoan, nigh is positive					
3NT for play						
4NT = transfer						
VS. ARTIFICIAL STRONG OPENINGS						
natural weak	DOUBLES					
mura wear	TAKEOUT DOUBLES (Style; Responses; Reopening)					
	13-15				SPECIAL FORCING PASS SEQUENCES	
					at game or slamlevel	
OVER OPPONENTS' TAKEOUT DOUBLE	SPECIAL, ARTIFICIAL AND COMPETITIVE					
Rdbl = 10+	DOUBLES/REDOUBLES				IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
new suit is not forcing	high frequency of take-out doubles					
						Psychics: