



DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS			WBF and SBF Convention Card
OVERCALLS (Style; Responses; 1/2 Level; Reopening)	OPENING LEADS STYLE			 
Natural, 8-16 (17) HP, sometimes it happens that we overcall on 4 card suit but that only includes 1 in major.	Suit	Lead	In Partner's Suit	
	NT	1 st , 3 rd , 5 th	1 st , 3 rd , 5 th	
Against 1 club natural or 2 way club we play or system on. D = 16+ and the rest is the same as on the CC, except 1NT, always showing 14-16.	Subsequent	2 th 4 th	2 th 4 th	
1N OVERCALL (2 nd /4 th Live; Responses; Reopening)	Other:			Category: BLUE
15 – 18 and in reopening position 11-14 and no demand to have a stopper in the opening suit.	LEADS			NCBO: SWEDEN
Over 1 club natural or 2 way club is 1NT 14-16		Vs. Suit	Vs. NT	Event: ALL
	Ace	AKx	AKx	Players: NICHLAS ELIAZOHN – ARVID WIKNER
	King	AK. KQx	AKJ10 or KQJx	SYSTEM SUMMARY
JUMP OVERCALLS (Style; Responses; Unusual NT)	Queen	QJx, Qx	KQ109x	GENERAL APPROACH AND STYLE
Weak preemptive style, 5+ suit on the 2 level.	Jack	J10x, Jx	J10x, AQJx	Strong club with weak NT in non vul.
	10	109x, 10x, KJ10	109x, AQ109, AJ10x	Aggressive 2 spade opening in non vul.
2NT = Both lowest unbid suits.	9	9x, H109	98x or 2 higher cards	
	Hi-x	Even count cards	Even count cards	
DIRECT AND JUMP CUE-BIDS (Style; Responses; Reopen)	Lo-x	odd count cards	odd count cards	1NT Openings: 14 – 16 in vul and 4:th position / 11 – 13 in non vul
Direct cue-bid 55+ highest + one suit, good hand!	SIGNALS IN ORDER OF PRIORITY			2-over-1 Responses: GF / Invitational if the suit is rebid
Jump overbid asks for stopper (BROWN STICKER)	Suit: 1 st	Partner's Lead	Declarer's Lead	SPECIAL BIDS THAT MAY REQUIRE DEFENCE
	2 nd	Encouraging		
VS. NT (Vs. Strong/Weak; Reopening; Passed Hand)	3 rd	Length	Length	2 diamonds = Weak with one major, 6-10
D Penalty, good hand	NT: 1 st	Suit pref.		
2 ♣ Asking for Majors	2 nd		Length	2 heart = Both majors, 6-10
2 ♦ 6+ major weaker than 2 major	3 rd	Encouraging		
2 ♥♠ Natural	NT: 1 st	Length	Length	2 spade = 5+ spades and 0-7 HCP in non vul.
2NT Two suits	2 nd	Suit pref.		6 card suit and 11-13 HCP in vul.
	3 rd		Length	
	OTHER SIGNALS (INCLUDING TRUMPS)			2NT = Both minors, 55+ and 7-11 HCP
Reopening position: D = 6+ suit, 2 clubs = club + another suit, 2 diamond = diamond + one major, 2 heart = Both majors	Either we play for count if we want to ruff or suit preference.			
	DOUBLES			
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOUT DOUBLES (Style; Responses; Reopening)			
Against Multi: D = 13-15, 2NT is natural	D = Takeout. We almost always reopen if we have minimum and short suit which mean that we often pass for penalty.			
Double against weak 2 is takeout and 2NT is natural				
Cue bids usually asks for stopper				
				SPECIAL FORCING PASS SEQUENCES
				After our side has bid game or after 1x – (D) – RD, 1NT – (D) - RD
VS. ARTIFICIAL STRONG OPENINGS				
Against strong club: D = heart suit, 1 diamond is a spade suit, 1 heart is 4+ suit and a longer suit in a minor, 1 spade is 4+ suit and a longer lower suit, 1NT is 54+ in 2 suit, unknown, 2x is natural.	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			
	RD shows points. D is penalty if we have a trump suit together or we open with 1x and partner bids 2y. We also play penalty in (1x) – D – (3x) - D.			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
				We play a lot of penalty doubles
OVER OPPONENTS' TAKEOUT DOUBLE				
Bid on 1 level is natural, F1, bid on 2 level is NF, Jump shifts are GF with 6+suit, RD is 11+ balanced hand				Psychics: Rare