



DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			WBF and EBL Convention Card
OVERCALLS (Style; Responses; 1/2 Level; Reopening)	OPENING LEADS STYLE				 
Sound at the 1-level (11-17) but could be aggressive (7+) if NV.		Lead	In Partner's Suit		
Overcalls with 4-card suit are rare.	Suit	1-3-5	1-3-5		
RESPONSES: New suit = F1, cuebid=good raise+, jump cuebid =	NT	4 th best	4 th best		
INV with 4-card support, jump raise = PRE	Subsequent	2 nd /4 th through declarer	2 nd /4 th through declarer		
	Other:	King vs 5-level asks for count			Category: Blue
					NCBO: Sweden
					Event: Sweden OBS
1N OVERCALL (2 nd /4 th Live; Responses; Reopening)	LEADS				Players: Nicklas Eliazohn-Hans Göthe
15-18, 12-16 in 4-th position. Responses as after 1NT opening.		Vs. Suit	Vs. NT		SYSTEM SUMMARY
	Ace	AKx	AKx		GENERAL APPROACH AND STYLE
JUMP OVERCALLS (Style; Responses; Unusual NT)	King	KQx(Akx)	KQx,AKQx		Strong ♣ 17+, 5+majors unless 15-17 BAL or 4414.
Weak except for (1♠)-3♥	Queen	QJx, Qx	AQJx, QJx, KQJx, Qx		Weak at 2-level except 2♠=Nat 12-17
2NT = 5+5+ lowest suits	Jack	J10x, Jx	AJTx,KJTxx,J10x, Jx		
	10	109x, 10x	H109x		
	9	H109(x...), 9x	109x, 9xx		
DIRECT AND JUMP CUE-BIDS (Style; Responses; Reopen)	Hi-x	Even	(Odd)		
All 2-suited overcalls are constructive	Lo-x	Odd	(Even)		
Direct cuebid = 5+5+ highest suits	SIGNALS IN ORDER OF PRIORITY				1NT Openings: 12-14
Jump cuebid = 5+5+ highest and lowest		Partner's Lead	Declarer's Lead	Discarding	2-over-1 Responses: 10+ Nat
	Suit: 1 st	Low=ENCRG	High/low=Odd	Low=ENCRG	SPECIAL BIDS THAT MAY REQUIRE DEFENCE
	2 nd	High/low=Odd	High/low=Odd	High/low=Odd	3NT = Pre-empt with a long minor.
VS. NT (Vs. Strong/Weak; Reopening; Passed Hand)	3 rd				4♣/♦ = Strong pre-empt with ♥/♠
D = strong	NT: 1 st	Low=ENCRG	High/low=Odd	Low=ENCRG	
2♣ = 2suit with 4+♥; 2♦ = 2suit with 4+♠; (2 nd suit often longer)	2 nd	High/low=Odd	High/low=Odd	High/low=Odd	Constructive 2-suited overcalls:
2NT=ms	3 rd				Direct cuebid = 5+5+ highest suits
	OTHER SIGNALS (INCLUDING TRUMPS)				Jump cuebid = 5+5+ highest and lowest
Constructive bids against weak NT					2NT = 5+5+ lowest suits
	DOUBLES				SPECIAL FORCING PASS SEQUENCES
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOUT DOUBLES (Style; Responses; Reopening)				
D = takeout, NT = 15+, Cuebids = 2-suiter with the highest suit	May be light (10+) with classic shape (8+ for reopening)				
	(1x)-D-(1y): 2x = F1, 2y/3y = natural, D = Penalty double				
	(1♠)-D-(P)-1NT = weak				IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
VS. ARTIFICIAL STRONG OPENINGS					Lebensohl used after OPPS bidding one suit up to 2♦/♥/♠
D shows the suit. 2NT=constructive 2suiter without ♣.					
	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES				
OVER OPPONENTS' TAKEOUT DOUBLE	1♦-(1♠)-D, 1♦/♥/♠-(single jump overcall)-D =T/O				
RD = 9+	1♣-(overcall or jumps)-D = T/O				Psychics: Sometimes