



DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			WBF and SBF Convention Card
OVERCALLS (Style; Responses; 1/2 Level; Reopening)	OPENING LEADS STYLE				 
Aggressive 1-level ; Sound 2 level		Lead	In Partner's Suit		
	Suit	1-3-5	1-3-5		
Responses: Transfer from 2x , sound simple raises , transfer raises are weak or INV+	NT	3-5	1-3-5		
	Subsequent	2-4	same		
	Other:	Vs NT King ask for unblock / count			Category:
					NCBO: Sweden
					Event: All
	LEADS				Players: Jonas Petersson – Krister Ahlesved
1N OVERCALL (2 nd /4 th Live; Responses; Reopening)		Vs. Suit	Vs. NT		SYSTEM SUMMARY
Vs 1M : 11-16 HCP 4OM + 5+ minor	Ace	AKx, Axx	AKx		GENERAL APPROACH AND STYLE
Vs. 1m 15-18 HCP Two way stayman	King	AK , AKx ,KQx	AKJTx,KQTx		Strong club with nebulos 1D
Reopening : 11-16 HCP ; trf	Queen	QJx	AQJx, KQxx,QJx		Relay styles in GF situations
	Jack	JTx,	JTx,		
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	KJTx , T9x	KJTx , T9x		
Normaly weak	9				
	Hi-x	even	even		
	Lo-x	odd	odd		
	SIGNALS IN ORDER OF PRIORITY				1NT Openings: 14-16 and 8-11 in FAV VUL
DIRECT AND JUMP CUE-BIDS (Style; Responses; Reopen)		Partner's Lead	Declarer's Lead	Discarding	2-over-1 Responses: ART
	Suit: 1 st	ATT	Count	ATT	SPECIAL BIDS THAT MAY REQUIRE DEFENCE
	2 nd	Count	Oddball (NT)	Count	1D = 11- 16 maybe short
	3 rd				1NT = 8-11 in FAV VUL
	NT: 1 st				2D = weak with 4S and 5+ minor
	2 nd				2H = weak with 44+ M
VS. NT (Vs. Strong/Weak; Reopening; Passed Hand)	3 rd				2NT = 8-12 with 55+ in minors
ASPTRO	OTHER SIGNALS (INCLUDING TRUMPS)				Transfer bid in COMP bidding
DbL 15+	ATT : low=ENC and Count: low=EVEN				
Reop. D=12+ PH : DbL= minor overcall	Oddball : Low pos and high neg				
	Ace lead at 5 level ask for ATT and King ask for count				
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)					
	DOUBLES				
(2M) 4x = OM + m	TAKEOUT DOUBLES (Style; Responses; Reopening)				
2NT = 15 – 18Hcp					
					SPECIAL FORCING PASS SEQUENCES
	Lebensol INT/2NT				
VS. ARTIFICIAL STRONG OPENINGS					
ASPTRO					
1NT = both minor					IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
2X = weak	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES				
OVER OPPONENTS' TAKEOUT DOUBLE	DBI maybe transfer				
Rdbl = maybe transfer	SUPP DbL				
	MOD DbL				Psychics:
	One trick DbL vs slam				