DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS				W B F CONVENTION CARD	
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENING	LEADS STYL	<u>E</u>			<u> </u>	
Sound Style: 1-level 6-16	<del>-     </del>	Lead			ner's Suit	CATEGORY: Green	
2-level 11-16	Suit	1,3,5		1,3,5		NCBO: Sweden	
	NT	Att		1,3,5		PLAYERS: Simon Hult - Peter Bertheau	
	Subseq		ays in p suit)			<u> </u>	
		with Att through				<u> </u>	
<u> </u>		ount on 5-level a	and vs preempt	S			
1NT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)	LEADS					SYSTEM SUMMARY	
15-18	Lead	Vs. Suit		Vs. NT			
Reopening:11-16 (2C=stayman, (2NT=15-16))	Ace	AKQ+ A		Akx+ A		GENERAL APPROACH AND STYLE	
	King		QT+ KQ+	KQJ+ I		3+m Sound openings (11-12 bal can be passed)	
	Queen	QJT+ QJ			)J9+ QJ+	3-seat might be weaker	
	Jack		9+ JT+ Jx		XJT+ JT9+ Jx	5+M Sound openings (11-12 bal can be passed)	
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	HT9+ T9			79x+ Tx+	3-seat might be weaker	
Pre Sound style (may be very aggressive non vul vs vul)	9	KJ9+ 9x-	+	98x+ 9		1NT 15-17 (5-c M 6-c m possible)	
	Hi-X	Xx			Xxx Xx	2C 18-19 bal/any GF	
	Lo-X	,xxX xxx		HxX H	xxX HxxxX		
Reopen: 10-13 6+ suit	SIGNALS	IN ORDER OF	PRIORITY			2NT= 20-21 bal (5-c M 6-c m possible)	
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	F	artner's Lead	Declarer's	Lead	Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
1m-2m (Both M)	1 I	_ow=enc	Low=ever	1	Low=enc	2D multi	
1M-2M (oM+C)	Suit 2 I	ow=even	S/P		Low=even		
1M-2N (oM+D)	3 5	S/P			S/P		
1M-3C both m nf, 1M-3M both m F	1 I	ow=enc	Low=ever	1			
VS. NT (vs. Strong/Weak; Reopening; PH)	NT 2 I	ow=even	S/P				
X= Pen	3 5	S/P					
2C= Both M	Signals (inc	cluding Trumps)	:				
2D= One M		n is for shift, low					
2M=M+m		In Trumps we play high (give me a ruff)					
		···· F ··· J ···· B ·· (B ·	DOUBLI	ES			
By passed hand dbl is Max hand 10-11 bal							
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOU	Γ DOUBLES (S	tyle: Resnons	es: Reonenir	ισ)		
2M-4m (5+oM+m)		y be light with d		es, reopenn	·5/		
3m-4m (both M)	10 doi ma	y oc fight with d	istrioution			<u> </u>	
3m-4om (H+om)	+						
VS. ARTIFICIAL STRONG OPENINGS- i.e. 14 or 24						SPECIAL FORCING PASS SEQUENCES	
X= (Both M)	CDECIAL	ARTIFICIAL	e COMPETI	TIVE DDI 6	/DDI C	When we forced to game we play forcing pass	
			& COMPETI	TIVE DBLS	/KDLS	when we forced to game we play forcing pass	
NT=(Both m)	No suppert	abis				_	
OVER OPPONENTS' TAKEOUT DOUBLE	┥ ├──					IMPORTANT NOTES	
	┥┝──					INITUKIANI NUTES	
XX=10 points						<del> </del>	
	$\dashv$ $\vdash$					DOVOHICO V	
						PSYCHICS: Very rare	

OPENING	ARTIFICIAL TICK IF	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1*		3+,		If 3 (4333)(3433)(4423) 11-23	1D= 3+, 1M=4+ 1NT=NF 2C=GF, 2D=Multi, 2H=Bal inv/GTsupp 2S=inv 5+C 2NT=Nat GF 3C=pre 3X=short 5+C PaG	1C-(1X)-1NT-(2C= inv any (2D=GF) (3m=5+m inv)	
1 •		3+,		If 3 (4432) 11-23	1M=4+, 1NT=NF, 2C=GF, 2D=Multi, 2H=Bal/sup inv 2S=Mixed/gf D 2NT=Nat GF 3C=Nat inv, 3D=pre 3M=short 5+D PaG	Same as above	
1♥		5+,		11+, (may be light 3-seat)	1S=4+ 1NT=sf 2C=3+GF 2D=GF 2H=8-11 2S=Weak 6+, 2NT=10+ 4+H, 3C=Mixed, 3H=pre		Drury 2C= 3-c supp 8-11 2D= 4-c supp 8-11
1 🛦		5+,		11+, (may be light 3-seat)	1NT=sf 2C=3+GF 2D=GF 2H=GF 2S=8-11 2NT=10+4+S, 3C=7-94+S, 3D/H=6+inv, 3S=pre		Same as above
INT				15-17 5-c M, 6-c m possible	2C=stayman, 2D/H=Trf, 2S=6+C 2NT=6+D 3C=puppet, 3D=5-5m, 3M=short, 4C=H 4D=S		
2*				18-19 Bal/Any GF	2D= Relay (other bids NF vs 18-19) 2NT=both m weak		
2♦		(5)6+		One Major weak/ 22-24 bal/ GF 5+D	New suit F1, 2NT=asking	2D-(2NT)-3C= any min 3D=Max H, 3H=Max S	
2♥		5		5+M 4+m(5-5 if vul) 5-10	2N=ask inv+ 3C=p/c 3D=M supp inv+	2H-(2NT)-3m=min 3H=6-5, 3S=C 3N=D	
2.		5		Same as above	Same as above	Same as above	
2NT				20-21 (5-cM, 6-c m possible)	3C=Muppet stayman, 3D=5+H, 3H=5+S 3S=Minors, 4C=6+H slamtry 4D=6+S slamtry	2N-(3C)-3D= one/both M 3H no M, 3S 5, 3N= 5+H	
3.		(6)7					
3♦		(6)7					
3♥		(6)7					
3♠		(6)7					
3NT		7+M		Running Major			
4.							
4 <b>♦</b> 4 <b>♥</b>		-					
4 <b>∀</b> 4 <b>♠</b>		1					
4NT							
						HIGH LEVEL BIDDING	
	-					1430, Forcing pass when we forced to game.	
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