DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS				W B F CONVENTION CARD
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	<b>OPENING I</b>	EADS STYLE			
1-level: 7-16, 4+ suit (4c is rare!)		Lead		In Partner's Suit	CATEGORY:
2-level: 10-16, 5+ suit	Suit	1-3-5		1-3-5	NCBO:
Preemtive raises	NT	1-3-5		1-3-5	PLAYERS: Malin Helin / Daniel Eriksson
New suit on 1/2 level is forcing 1 round	Subseq				
	Other:				SWEDISH MIXED TEAM
1NT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)	LEADS				SYSTEM SUMMARY
15-18 2nd, 11-14 4th (reopening)	Lead	Vs. Suit		Vs. NT	
	Ace	Ax, AK+		AKx+	GENERAL APPROACH AND STYLE
	King	AK		KQ109x	STRONG CLUB with 5c M's and 12-14 NT
	Queen	Qx, QJ+		KQxx, QJxx	
	Jack	Jx, J10+, 3r	ď	same	
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	10x, 109+, 1		same	
1-suiter: usually weak, except (1x)-2D/2M= 6c 10-13	9	9x, 3rd		same	
2-suiter: $2N = both m's$ , good or bad	Hi-X	XX		same	
	Lo-X	XXX		same	
Reopen: (1x)-p-(p)-2D/2M= 6c 10-13, (1x)-p-p-2N=19-21	SIGNALS IN ORDER OF PRIORITY				
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		tner's Lead	Declarer's Lea	d Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Direct cuebid = good or bad two suiter, highest $+ 1$		= discg	Hi/low=odd	Hi = discg	
Jump cuebid asks for stopper			Suit preference		
	3 Suit preference		Suit preference	Suit preference	
		= discg	Hi/low=odd	Hi = discg	
VS. NT (vs. Strong/Weak; Reopening; PH)			Suit preference		
D=strength, 2C ask for M's, $2D=5+M$ , $2M=5c \le 4+m$	3 Suit preference		Suit preference	Suit preference	-
D-strength, 2C ask for W $s$ , $2D-5+W$ , $2W-5C \le 4+W$	Signals (including Trumps):			Suit preference	
		iding Trumps):			
	DOUBLES				
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOUT	DOUBLES (Sty	vle; Responses; l	Reopening)	
Vs 2x: D=TO, Lebensohl if possible, 2N=15-18, (2M)-3M=55 m	Opening valu	es 3+M or 17+			
(2M)-4m=55 m+oM	Responsive D				
Vs 3x: D=TO, (3M)-4m=5+c with 4c oM	1				
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1+ or 2+	7				SPECIAL FORCING PASS SEQUENCES
Vs strong C: 1-level=transfer, 2-level=DON'T	SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS				
	Reverse Pass/Double when opponents cuebids our shown 5+ suit				
	I.e. pass shows ask for lead in the suit and D not!				
OVER OPPONENTS' TAKEOUT DOUBLE					IMPORTANT NOTES
RD strong, usually 10+, except after 1D-(x)-?	┥┟────				
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	┨┠────				PSYCHICS: very rare, occasionally 3rd hand openings
					1 51 CHICS, VELY Late, occasionally 510 hand openings

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OPENING	TICK IF ARTIFICIAL			DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING		
1*		0	4H	Any 15+	1D =0-9, 1H=9+bal, 1S=5+H, 9+, 1N =5+S, 9+	1C-1D; 1H=any 18+	1C-(X)-? = Transfer		
					2m=5+c, 9+, 2H=any 4441, 9+, 2S=55 m, 9+		1C-(bid up to 2C)-? = Transfer		
1 ♦		2	4H	A/ 10-14, 4+	1D-2D=inv+, 1D-2M=6+ nonforcing		1D-(x/1H)-? Transfer		
				B/ 10-14, bal with 34/43/44 M					
1♥		5	4D	10-14, 5+	1M-1N=Forcing 1 round (incl weak support, 4-7)	1M-2N; 3C=min, 3D=max, bal/semibal	1M-(2N)-? Estoril		
		-			1M-2M=3c support 8-11, 1M-2N=4+ support 10+	1M-2N; 3H/3S/3N=max, singleton C/D/oM			
1 🖈		5	4H	10-14, 5+	1M-3m or 1S-3H = singleton, inv+				
INT			4H	12-14 balanced (not 44 M)	2C/D = Stayman, $2M = $ To play, $3C = $ m, $3D = M$		1NT-(2x)-? Lebensohl		
-		-			3M = 6 + FG, $4m = SAT$				
2*		5	4H	10-14	2D = asking, $2M = 5+ inv$ , $2N = F1$ (game/slamtry)	2C-2D; 2M=4c, 2N=max 6+ C			
		-			3D = 55 M  inv+, 3M = singleton/void	3C=min 6+ C, 3D/3H/3S=max single/void	ļ		
2♦		0	-	10-14	2N = asking	2D-2N; 3C=min, 3D=max, 44M			
		-		4441, 4405, 4315, 3415	234M=nat, 345C=nat	3M=max, 4c w 3c oM	ļ		
2♥		6	-	7-11	2H-2N=2+ support 12+	2M-2N; 3C=min, 3D=max, bal/semibal			
						2M-2N; 3H/3S/3N=max, singleton C/D/oM			
2		6	-	7-11	2S-2N=2+ support 12+				
2NT				12-14, ≥ 55 m	3m=To play, 3H=asking, 3S=6+c FG	2N-3H; 3S= singleton S, 3N=singleton H			
3*		6		preempt	3M=natural FG				
3♦		6		preempt	3M=natural FG				
3♥		(6)7		preempt	New suit=Q				
3♠		(6)7		preempt	New suit=Q				
3NT				To play, any distribution					
5111				10 play, any distribution			1		
4*		7		preempt					
4♦		7		preempt					
4♥		7		preempt					
4♠		7		preempt					
4NT				Ask for aces					
5*		8		preempt		HIGH LEVEL B			
5♦		8		preempt		Que bids = $1 \text{ st/2nd}$ round controls are shown e	qually except splinterbids		
5♥		8		preempt		Last train, splinter bids			
5♠		8		preempt		Roman Key Card Blackwood 1430, Voidwood 0314			
						Jump to 5NT = trumph ask			
						5NT from 5x = general GS try after RKCB, else RKCB			
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