DEFENSIVE AND COMPETITIVE BIDDING		LEAI	DS AND SIGN	JALS	W B F CONVENTION CARD
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	<b>OPENING L</b>				
1-level: Aggressive, 6-18, (4)5+ suit		Lead In Partne			
2-level: Sound, 9-17, 5+ good suit	Suit	3 <sup>rd</sup> from ev	en, low from	3 <sup>rd</sup> from even, low from	NCBO: Sweden
		odd		odd	svensk BRIDGE
Responses: New suit=F1, Double cue bid=6-9, 4+support	NT	Attitude		Attitude	PLAYERS: Erik HANSSON – Castor MANN
After 1M overcall: Transfers from cue to raise at 2-level	Subseq	Attitude		Attitude	
					EVENT: All events
1NT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)	LEADS	-		1	SYSTEM SUMMARY
15-18, Sys-On.	Lead	Vs. Suit		Vs. NT	
Balance position: 14-17	Ace	AKQ+, AK		AKQ+, AKJ+, AKx+	GENERAL APPROACH AND STYLE
	King		Г+, КQ+, АК	KQJ/T+, KQ+, AKJT+	1 = 12-14 BAL w/o 5cM or 10-23 4+ UNBAL
	Queen	QJT+, QJ9-	+, QJ+	QJT+, QJ+, KQT9+	1◆=4+◆ UNBAL 10-23
	Jack	JT+, Jx		JT+, AQJ+, Jx	1M=5+M 10-23
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	HJT+, Tx		HJT+, AQT, Tx	1NT=15-17 BAL 5cM or 6cm possible
$(1m)-2N=55+ \text{ om}+\mathbf{V}; (1M)-2N=55+ \text{ oM}+\mathbf{O};$	9		9+, KJ9+, 9x	HT9+, KJ9+, AJ9+, 9x	2♣= a)18-19 BAL or b) 24+ BAL or C) GF w/ ♣/M
(1♣)-2♦=55+ M's; Otherwise jump overcalls=NAT weak	Hi-X	xxXx, Xx,		TXxx, Xx, Xxx+	2 ♦ = a) 3-7 w/ 5-6cM or b) 22-23 BAL or c) GF w/ ♦
Responses: New suit F1, 2NT=INV+	Lo-X	xxxxX, xxX		Hxxx, HxxxX	$2M = 6cM 8 - 11 1^{st} / 2^{nd}; 3^{rd} 5 + M 0 - 11, 4^{th} 6 + M 10 - 13$
Balance position: Jump overcall=6+suit 11-14; 2N=20-21	SIGNALS IN	ORDER OF	PRIORITY		2NT=20-21 BAL
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		Partner's Lead Declarer's Le		u	3NT=7-8c solid major, side queens possible
(1♣)-2♣=5+♣ 10+; (1♦)-2♦=55+ M's; (1m)-3m=55+ ♠+om	1 Attit	1 Attitude Count		Attitude	
(1M)-2M=55+ oM+&; (1M)-3M=55+ m's	Suit 2 Count Suit prefer		Suit preferen		
		preference		Suit preference	
	1 Attit	ude	Count	Attitude	SPECIAL BIDS THAT MAY REQUIRE DEFENSE
VS. NT (vs. Strong/Weak; Reopening; PH)	NT 2 Cou	NT 2 Count Suit preferen		ce Count	1♣= 2+ (5♦2♣33 12-14 possible)
dbl=Penalty; if a passed hand=5+m 4cM	3 Suit	3 Suit preference		Suit preference	2♣= a) 18-19 BAL or b) 24+ BAL or C) GF w/ ♣/M
2♣=both Ms; 2♦=6+M; 2M=5+M 4+m	Attitude: low	encouraging &	& high discour	aging	2 ◆ = a) 3-7 with 5-6cM or b) 22-23 BAL or c) GF w/ ◆
2NT=55+ m's; 3X=6+X 5-14	Count: high-le	ow=odd & lov	v-high=even		
			DOUBLES		
	,				
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOUT I	DOUBLES (S	tyle; Respons	es; Reopening)	SPECIAL FORCING PASS SEQUENCES
dbl=Takeout	X after openin	ng: takeout, 11	+ with 3+c in	unbid suits/17+	When we have forced to game
2NT=15-18, 3NT=to play	Responses: C	ue bid in M=C	F/INV both n	ı's	
(2/3M)-4m=55+ in m and oM	Cue bid in m=				
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1+ or 2+					IMPORTANT NOTES
VS. 1♣: dbl=44+M's; 1/2NT=both m's; 2♦=55+ M's	SPECIAL, A	RTIFICIAL	& COMPET	TIVE DBLS/RDLS	3 <sup>rd</sup> hand openings may be light
VS. 2♣: dbl=both M's; NT=both m's	1 NT-(dbl(per	n))-rdbl=weak	one-suiter		We are not very strict about our hcp-ranges
	Support r/dbl	//			Some transfers and 2NT as artificial in competition
OVER OPPONENTS' TAKEOUT DOUBLE	1m-(1♥)-dbl=				
TRF after 1M-(dbl)					
					PSYCHICS
					Occasionally

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OPENING	TICK IF ARTIFICIAI	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING		
1*		2	4♥	a) 12-14 BAL w/o 5cM b) 4+ & UNBAL 10-23 Only 4 & when 4-4-1-4	1 = 3+ F1; 1M 4+M F1; 1NT=GF relay; 2 = 5+ 5-10; 2 = 6+M 3-7; 2 = 5+ 4 = 5-10; 2 = 6+ NV; 2NT=55+m's 5-10; $3 = PRE$	-1M: 2♦=5+♣ 4+ ♦ 16+/6+♣ 16+ 2N=4cM UNBAL 16+	1-3 level overcalls: Transfers		
1•		4	4♥	4+◆ UNBAL 10-23 Only 4◆ when 4◆441	1M=4+M F1; 1NT=GF relay; 2♣=5+♣ 5-10; 2♦=3+♦ 5-10; 2M=6+M 3-7; 2NT=4+♦ 8-11; 3♣=6+♣ INV; 3♦=PRE; 3M/4♣=void SPL	-1M: 1N=16+ or 6+♦ 11-15 or 3cM 14-15 2N=4cM UNBAL 16+ 3♣=55+m's 13-15			
1♥		5	4•	10-23	1♠=4+♠ F1; 1NT=4-11; 2♣=GF relay; 2♦=5+♦ GF; 2♥=3♥ 8-11; 2♠=6+♠ 3-7; 2NT=4+♥ 8+; 3m=6+m INV; 3♥=4+♥ 3-6; 3♠=any void 12-14; 3NT/4m=void SPL	-1♠/NT: 2♣=16+ or 6+♥ 12-15 2♥=5+♥ 4+♠ 11-15	two-way drury		
1 🛦		5	4♥	10-23	1NT=4-11; $2 = GF$ relay; $2 = 5 + GF$ ; $2 = 5 + GF$ ; $2 = 3 = 8 - 11$ ; $3m/\Psi = 6 + m/\Psi$ INV; $3 = 4 + 2 - 3 - 6$ ; 3NT=any void 12-14; $4m/\Psi = $ void SPL	-1NT: 2=16+ or 6+ 12-15 2=5+ 4+ 11-15	two-way drury		
1NT			4♥	15-17 (semi)BAL 5cM or 6cm possible 13-17 3 <sup>rd</sup> seat NV	2♣=Stayman; 2♦/2♥=TRF to ♥/♠; 2♠=INV to 3NT or 6+♣; 2NT=6+♦; 3♣=Ask for 5cM; 3♦=55+m's GF; 3M=SPL M w/ m's; 4♣/♦=TRF to ♥/♠; 4M=TP	-2♠: 2♦-2♥: 44+M's weak; 2♠=5♠ INV; 2N=INV, doesn't promise 4cM	(2♦-3♦): Transfers		
2*	V		4♥	a) 18-19 BAL w/o 5cM b) 24+ BAL c) GF w/ <b>*</b> or M	2♦/♥=TRF to ♥/♠; 2♠=TRF to 2NT; 2NT/3♣=TRF to ♣/♦; 3♦=55+m's; 3M=SPL M w/ 54(+)m's; 4m=64m's slamtry	-2♠-2NT: 3♣=Ask for 5cM; 3♦=4-4-(4-1); 3♥=4-1-4-4; 3♣=1-4-4-4	(2♦-3♦): Transfers		
2•			-	a) 3-7 5-6cM b) 22-23 BAL c) GF w/ ◆	2/3M=P/C; 2NT=INV+; 3m=NAT NF; 3NT=TP; 4♣=TRF to your M; 4♠=bid your M; 4M=TP	-2NT: 3♣=bad; 3♦=min w/ ♥; 3♥=min w/ ♠; 3♠=max w/ ♥; 3NT=max w/ ♠	3 <sup>rd</sup> /4 <sup>th</sup> seat: 22-23 BAL or GF w/ ◆		
2♥		6	-	8-11	New suit=NAT F1; 2NT=INV+ 4♣=Mini RKC; 4♦=pick a M	-2NT: 3♣=min; 3♦=max; 3♥=6♥ 4♣; 3♣=6♥ 4♦; 3NT=AKQxxx	3 <sup>rd</sup> seat: 5+♥ 0-11 4 <sup>th</sup> seat: 6+♥ 10-13		
2 🛦		6	- '	8-11	2NT=INV+; 3♣=5+♥ INV+; 3♦=NAT F1 3♥=6+♣ GF; 4♣=Mini RKC; 4♦=pick a M	-2NT: 3♣=min; 3♦=max; 3♥=6♠ 4♣; 3♠=6♠ 4♦; 3NT=AKQxxx	3 <sup>rd</sup> seat: 5+♠ 0-11 4 <sup>th</sup> seat: 6+♠ 10-13		
2NT			4♥	20-21 (semi)BAL 5cM or 6cm possible	3♣=Ask for 4/5cM; 3♦/♥=TRF; 3♠=54+m's OR 6+♦; 4♣=6+♣; 4♦/♥=TRF; 4♠=55+m's weak	-3♠: 3♦=atleast one 4cM; 3♥=no 4/5cM; 3♠=5c♠; 3N=5c♥			
3X		6	- 1	PRE	3◆=Ask for 3cM; 3M=NAT F1; 4♣=Mini RKC in X (4◆ if X=♣); 4◆=pick a M if X=M; 4M=TP		4 <sup>th</sup> seat: 7+X 10-13		
3NT	$\checkmark$	7		7-8c solid major, side queens possible	4♣=Ask for SHO; 4♦=Ask for extras; 4M=P/C; 4N=Ask for 8 <sup>th</sup> card	-4•: 4M=7cM min; 4N=0M queen; 5m=m queen; 5M=8c suit	3 <sup>rd</sup> /4 <sup>th</sup> seat: to play		
4♣/♦		6	- '	PRE	4♦=Mini RKC in ♣; 4M=TP; 4NT=RKC	HIGH LEVEL BII	DDING		
4♥		6	-	PRE	4▲=TP; 4NT=RKC; 5m=cue bid	RKC 1430 in M; RKC 0314 in m; 4♠ RKC in ♥ Then ask for specific Ks and Qs stepwise			
4♠		6	-	PRE	New suit=cue bid; 4NT=RKC				
4NT			<u> </u>	Ask spec aces	5♣=0 ace; 5♦/♥/♠=♦/♥/♠-ace; 5NT=♣-ace	Splinters; 1st, 2nd cues up the line. Interference over RKC: Pass=1 <sup>st</sup> step, (r)dbl=2 <sup>nd</sup> step, DEPO			
5♣/♦	<u>ر                                    </u>	7	<b>[</b> - '	PRE					