

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses; 1/2 Level; Reopening)
1-level overcalls: (6) 8-16 5+suit. Seldom 4-card overcalls. Cue-bid = Strong raise+. INT = 9-13. Fit jumps if 1M-overcall. 2NT = Strong raise if overcall is a major. New suit = F1.
2-level overcalls: Sound, 5+suit, if only 5-card suit, usually strong suit. (1m) p (INT) = INT-defence on.
INT OVERCALL (2 nd /4 th Live; Responses; Reopening)
INT = 15-17, balanced. Same responses as INT-opener. Re-opening: 11-16. 2♣ = Asks for majors and range.
JUMP OVERCALLS (Style; Responses; Unusual NT)
2NT = 5+5+ lowest unbid suits. Jump overcalls = PRE.
DIRECT AND JUMP CUE BIDS (Style; Responses; Reopening)
(1♣)-2♣ = 5+♠5+♦. Natural if 2+♣ (1♠/1♦) 2♦ = 5+♥5+♠. Natural if 2+♠♦ (1M) 2M = Constructive, highest + one.
VS. INT (vs. Strong/Weak; Reopening; Passed Hand)
DBL = PEN, strong hand or tricks. 2♣ = Asking for major, usually at least 4-4 in the majors. 2♦ = MULTI; weak overcall in a major or some strong un-bal hands. 2♥/2♠ = Constructive, 12-15ish 5+suit. 2NT = Both minors. Passed hand: Dbl = 4+ 5+♣/♦. 2♦ = Natural.
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT-bids)
(2M) 3M = 5+♣5+♦. (3m) 4m = 5+♥5+♠
VS. ARTIFICIAL STRONG OPENINGS
DBL = 4+♥4+♠. NT = ♣+♦
OVER OPPONENTS' TAKE-OUT DOUBLE
RDBL = 10+, usually no support for partner's suit.

LEADS AND SIGNALS			
OPENING Leads style			
	Leads	Partners suit	
Suit	1-3-5	1-3-5	
NT	ATTITUDE	1-3-5	
Subsequent	1-3-5. 2/4 through declarer. ATT vs NT.		
If suit, usually 3rd from six and 5 th from seven. King vs 5-level or higher asks for COUNT.			
LEADS			
Lead	VS Suit	VS NT	
Ace	Ax, AK+	Ax, AK+	
King	Kx, AK, KQ+.	Kx, AKJT(+) KQ+	
Queen	Qx, QJ+	Qx, KQT9(+) QJ+	
Jack	Jx, JT+	Jx, JT+, AQJ+	
10	Tx, HJT(+) T98+	Tx, HJT(+) T98+	
9	9x, HT9(+)	9x, HT9(+)	
Hi-X	Xx, xxXx, xxXxxx	ATTITUDE	
Low-X	xxX, xxxxX.	ATTITUDE	
SIGNALS, in order of priority.			
	Partners lead	Decl. lead	Discarding
SUIT	1 Low = ENC	Low = Even	Low = ENC
	2 Low = Even	(Suit preference)	Low = Even
	3 (Suit preference)		(Suit preference)
NT	1 Low = ENC	Low = Even	Low = ENC
	2 Low = Even	(Suit preference)	Low = Even
	3 (Suit preference)		(Suit preference)
DOUBLES			
TAKE-OUT DOUBLES (Style; Responses; Reopening)			
10+ if perfect shape. Responses: Cue-bid forcing one.			
SPECIAL DBL/RDBL and COMP DBL/RDBL			
Lightner dbl, Responsivse dbl, support dbl and rdbl. Invitational dbl.			

WBF CONVENTIONCARD
Category: Green
NCBO: Sweden Events: All events
Markus BERTHEAU - Erik WIBERG
SYSTEM SUMMERY General approach and style
5533, 15-17 NT. Aggressive style. Frequent use of non-penalty doubles. 2♣ = 18-19 balanced. 2♦ = 22-24 balanced or any FG. Might open aggressive in 3rd seat.
1 NT opening: 15-17
2 over 1: Game-forcing.
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
2♣ = 18-19 balanced. 2♦ = FG or 22-24 balanced.
Forcing pass After 1X (Dbl) Rdbl and when we have forced to game.
Important notes that not fit elsewhere:
Psychis: Rare.

				TEAM SWEDEN U26: Markus BERTHEAU – Erik WIBERG			
Opening bids	Tick if ART	MIN of cards	NEG DBL TRUH	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣		3	4♥	10-22, normally 1♣ if 33 in minors. <i>Might be weaker in 3rd seat.</i>	1X = Natural, usually bypass diamonds if weak. 2♣ = 6-10 5+♣. 2♦ = 6+♥ weak or strong. 2♥ = 6+♠, weak or strong. 2♠ = FG 5+♣. 2NT = Nat, game-try.	1♣-1X; INT = Might still hold 4-card major.	
1♦		3	4♥	10-22, normally 1♦ if 44 in minors. <i>Might be weaker in 3rd seat.</i>	2♥/♠ = 3-7 6+♥/♠. 2♦ = FG with support. 3♣ = G/T 5+♦. 3♦ = PRE.	1♦-1♥; 1♠ = (4)5+♦ 4+♠ (4144 or 5+♦) 1♥-1♥; INT = may hold spades.	
1♥		5	4♦	10-22 <i>Might be weaker in 3rd seat.</i>	INT = 3-11, may hold a weak raise. 1M-3m = 6+m game-try. 1♥-2♠ = 3-7 6+♠	1♥/1♠-2NT; 3♣ = Minimum, 3♦ = Extras, no shortness. 3♥/3♠/3NT = Stepwise shortness. 4♣+ cue, no shortness.	2♣ = Good raise in openers suit.
1♠		5	4♥	10-22 <i>Might be weaker in 3rd seat.</i>	2♥/2♠ = 8-11 3♥/♠. 2NT = INV+ 4+♥/♠. 3♥/3♠ = PRE		
INT			4♥	(14) 15-17, including 5M332, 6-card minor and 5m422's.	2♣ = STAY. 2♦/♥ = TRF 5+♥/♠. 2♠ = 6+♣. 2NT = 6+♦. 3♣ = PUPPET STAYMAN. 3♦ = 55m's FG+. 3♥ = Splinter 3♠ = Splinter. 4♣/4♦ = TRF to 4♥/4♠.		
2♣	√	2		18-19 BAL	2♦ = 4+♥ 2♥ = 4+♠ 2♠ = Puppet to 2NT.	2♣-2♦; 2♥ = 2-3♥. 3♥ = 4+support. 2♣-2♥; 2♠ = 2-3♠. 3♠ = 4+support.	
2♦	√	0		22-24 BAL or any GF.	2♥ = RELAY	2♦-2♥; 2NT = 22-24 balanced, see 2NT-opening. 2♦-2♥; New suit = FG 5+suit.	
2♥		(5) 6		(2) 5-9 (5)6♥	2♠ = Non-forcing. 2NT = ART,, forcing raise+. 3♣/♦ = FI. 3♥ = PRE.		
2♠		(5) 6		(2) 5-9 (5)6♠	2NT = ART, forcing raise+. New suit = FI.		
2NT				20-21 BAL, including 5M332, 6-card minor and 5m422's.	3♣ = Asks for majors. 3♦/♥ = TRF 5+♥/5+♠. 3♠ = 5-4+ minors, FG+.	2NT-3♦; 3♥ = Support for hearts. 2NT-3♥; 3♠ = Support for spades.	
3♣		6		PRE, might be very aggressive NV vs V and 3 rd seat.	4♦ = RKCB.		
3♦		6		PRE, might be very aggressive NV vs V and 3 rd seat.	4♣ = RKCB.		
3♥/3♠		6		PRE, might be very aggressive NV vs V and 3 rd seat.	4♣ = RKCB.		
3NT				Running major, 7+cards.	4♣ = Asks for TRF.		
4♣/4♦		6		PRE, might be very aggressive NV vs V and 3 rd seat.		HIGH LEVEL BIDDING:	
4♥/4♠		6		PRE, might be very aggressive NV vs V and 3 rd seat.		RKC 1430, Cue-bids (up the line) Splinter, Voidwood.	
4NT							