



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	
Answers: Closest bid on 1-level = conv 0-7p. Trf from 2x	Suit	1-3-5	1-3-5	
	NT	1-2-(3)-4	1-3-5	
	Subsequent	2 nd or 4 th through decl	2 nd or 4 th through decl	
	Other:	5♣+ king asking count.		
		If supporting partner we lead third from honor, low from xxxx and highest from xxx.		
1N OVERCALL (2 nd /4 th Live; Responses; Reopening)		Against NT, highest or second from xxx+		
15-18 HCP Stayman and trf	LEADS			Category: Sweden
Reopening : 11-14 HCP on 1m and 11-16 on 1M Stayman and trf		Vs. Suit	Vs. NT	Event:
	Ace	AKxx	AKxx / Axxx	Players: Tommy Bergdahl – Lars Andersson
JUMP OVERCALLS (Style; Responses; Unusual NT)	King	KQxx	KQxx / KQJx / AKJT	SYSTEM SUMMARY
3M against weak 2 is 4M and 6+m.	Queen	QJxx	QJxx / KQT9 / KQJx	GENERAL APPROACH AND STYLE
	Jack	JTxx	JTxx / AQJx	Strong club with nebulos 1♦ and 1NT as both minors. 1M 8-14.
	10	Tx / T9x / KJTx / AJTx	AJTx / KJTx / T9x / Tx	A lot of relay sequences and conv bidding
	9	9x / HT9x	HT9x/ 9x / 9xx	
DIRECT AND JUMP CUE-BIDS (Style; Responses; Reopen)	Hi-x	1st (two), 3rd/5th (3+)	1 st 2nd (incl Hxx) or 4th	
ÖB = 5-5 highest + one	Lo-x	As above	As above	1NT Openings: Both m, 10-15 HCP.
2N = 5-5 lowest	SIGNALS IN ORDER OF PRIORITY			2-over-1 Responses: ART
		Partner's Lead	Declarer's Lead	Discarding
Jump Cue is asking stopper	Suit: 1 st	ATT (S/P)	Count	ATT
	2 nd	Count	S/P	Count
	3 rd	S/P		
VS. NT (Vs. Strong/Weak; Reopening; Passed Hand)	NT: 1 st	ATT (S/P)	Count	ATT
Vs 14+: X=at least 3-3 M and 4+m 2C = H+one, 2D = S+one	2 nd	Count		Count
Vs Weak: 2C = Majors, 2D = weak one M	3 rd			S/P
	OTHER SIGNALS (INCLUDING TRUMPS)			
	ATT : low=ENC and Count: low=EVEN			
	S/P when indicated 4+ suit			
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)	Ace lead at 5 level ask for ATT and King ask for count			
4♦ over 3m = Both M	If void or singleton in dummy: S/P			
4♣ over 3m = M+other m				
4m over 3M = m+other M.				
2NT = 15 – 18Hcp				
	DOUBLES			
	TAKEOUT DOUBLES (Style; Responses; Reopening)			
VS. ARTIFICIAL STRONG OPENINGS				SPECIAL FORCING PASS SEQUENCES
Against strong ♣/♦ D=both M and 1NT = both m.	Lebensohl			
				IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
OVER OPPONENTS' TAKEOUT DOUBLE				
Conv, often trf	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			
	D could be transfer			Psychics: Possible
	SUPP Dbl			
	MOD Dbl			