

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
6-16 aggressive at 1-level
Responses: new suit F1
2NT = Usually 4+c supp inv+
Cuebid = Good raise
Jump cue = about 8-10 4+ supp
Sound on 2-level 5+suit
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18 sys on
4th live 15-18 sys on
Reopen: 11-14 sys on or 11-16 sys off
JUMP OVERCALLS (Style; Responses; Unusual NT)
2M = 6M 10-13 (Exceptions: (1♠ neb) – 2♦ = 5/5M)
(1M) – 3x = Pre
2NT = 5-5 two lowest unbid
Reopen: 2M 6+M 10-13; 2NT 19-21 bal sys on
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
(1M) – 2M = 5-5 oM+m
(1m) – 2m = 5-5 M's
(2M) – 3M = ♣+♦, 3♠ = 4*♠ 6+♣
(1m neb) – 2m = nat
VS. NT (vs. Strong/Weak; Reopening; PH)
Dbl = strength; 2♣ = MM; 2♦ = a) weak M b) strong M+m
2M = Nat (better than 2♦) 2NT = both m's
By PH: dbl = ♠+any suit; 2m = m+♥; 2M = nat
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Dbl = T/O; (2/3M) – 4m = 5-5 m+oM (Exception after 3♠)
(3♣)–4♣ = 5-5 ♦+♥; 4♦ = 5-5 M; (3♦)–4♠ = 5-5 ♣+♠; 4♠ = 5-5M
2♦ multi: dbl = 13-15 bal/17+; 2NT = 16-19; 4m = 5-5 m+♥
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♠ or 2♣
Vs strong 1♠: dbl = MM; 1N = mm, 2NT = MM “strong”
Vs strong 2♣/♦: dbl = M's; 2X = nat; 2NT = any two-suits
OVER OPPONENTS' TAKEOUT DOUBLE
New suit is F1 Rdbl = strength

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3/5	3/5	
NT	3/5	3/5	
Subseq	3/5 (always in p suit)	3/5	
2/4 through declarer in untouched suits			
Other: K asks for count against 5-level and higher			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKQ+ AKx+ Ax	AKx+ Ax	
King	KQJ+ KQT+ KQ+ AK	KQ+ Kx AKQx+	
Queen	QJT+ QJ9+ QJ+	KQJx+ QJ+ Qx KQT9+	
Jack	JT9+ JT+ Jx	JT9+ JT+ Jx	
10	HJT Tx	HJT+ T9x	
9	HT9+ KJ9+ 9x	HT9+ 9x	
Hi-X	Xx, xxXx xxXxxx	Xx, xxXx xxXxxx	
Lo-X	xxX xxXx xxxxX	xxX, xxXx, xxxxX	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit 1	Low = enc	Low = even	Low = enc
	2 Low = even	S/P	Low = even
	3 S/P		S/P
NT 1	Low = enc	Low = even	Low = enc
	2 Low = even	S/P	Low = even
	3 S/P		S/P
Signals (including Trumps): Lavintahl			
High-low = Discouraging or odd. Low-high = Encouraging or even			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
May be light with good distribution			
Dbl is almost always take-out			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
1 NT (dbl(pen)) rdbl shows a weak one-suiter			
Maximal doubles when no other bid available			
1♣-(1♠)-dbl = Take-out (very often 4♥)			
3 card support dbls			

W B F CONVENTION CARD
CATEGORY: Green
NCBO: SWEDEN
PLAYERS: Daniel Eriksson, Adam Stokka
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Generally sound openings, preempts may be (very) light
1♣ = 2+ (may have 3352) 11-14/18-19bal or nat
1♦ = 4+ unbalance, (2452 is ok)
1M = 11+ 5+M
1NT = (14)15-17bal
2♣ = FG ♣/♥/♠ or 22+bal
2♦ = Weak 6cM or FG 5+♦
2M = 6M 10-13
2NT = 20-21
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♣ FG ♣/♥/♠ or 22+bal
2♦ Weak 6cM or FG 5+♦
1♣-2♦ = 5+♠, inv
SPECIAL FORCING PASS SEQUENCES
In game force situations
After we rdbl for strength to 2S
IMPORTANT NOTES
Psychics: rare
May choose to show single A/K as no single
Not strict about hcp ranges
3rd hand openings may be light
1M-2M usually exactly

OPENING	ARTICIA	MIN. NO. OF CARDS	NEG.DBL THRU	Adam Stokka- Daniel Eriksson			
				DESCRIPTIONS	SWEDENZ		
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	
1♣	X	2	4♠	a) (11) 12-14 / 18-19 bal b) 11-23nat	1♦/♥/♠ = nat; 1NT = nat; 2♣ = 5+♣ GF; 2♦=5+♠ inv 2M = 6+M 3-8; 2NT = 55+m's NF vs 12-14NT; 3♣ = Preemptive; 3♦/M = 5+♣, splinter	1♣ - 1x – 1M = 5+♣, 4+M 1♣ - 1x – 1NT = (11)12-13(14)NT (may contain 4M) 1♣ - 1M – 3M= Typically min 5•4M(31) or 4•4M(41)	
1♦		4	4♠	Unbalance, may be 2452/4441	1M = 4+M F1; 1NT = Nat 3-11; 2♣ = 4+♣ FG; 2♦ = 4+♦ FG ; 2M= 6+M 3-8; 2NT = bal inv; 3♣ = 4+♦ inv; 3♦ = PRE; 3M = Singel* 4+supp; 4♣= void; 4M= Nat 2 play	1♦-1♥-1♠=4+♠ F1; 1♦-1♥-2♠=6+♦ 16+; 1♦-1♥-2NT=4♥ 16+ 1♦-1M-3♣ = 5+♦/4+♣ 16+ 1♦-1M-1NT = nat “bal”;	
1♥		5	4♠	5+♥ 11-23 May have 4♥ in 3rd/4th	1♠ = 4+♠ F1; 1NT = Nat (0)3-11/0-7 3♥; 2♣ = (2-3)4+♣ FG; 2♦ = 5+♦ FG; 2♥ = 8-11 3-4♥; 2♠ = 6+♠ 3-8; 2NT=4+♥ INV+; 3m=Nat INV; 3♥=0-8; 3♠= Any void 12-14	1M-1X: 2♣ = 5M-4♣ or 16+ any; 2NT = 6+M 4+m 15+; 3m = 5/5 13-15; 3♥ = 5/5 13-15; 3M=7+M mild invite 1M-2NT: 3♣=Min any; 3♦= No SPL; 3♥/ ♠/3NT=SPL ♣/♦/oM	
1♠		5		Same as above	Same as above (2♥ = 5+♥ FG; 2♠ = 8-11 3-4♠)	Same as above	
INT			4♠	15-17bal May have 5M or 6m	2♣ = Stayman; 2♦/2♥/2♠/2NT = TRF; 3♣ = FG both m's 3♦ = 6+M INV; 3M = 0-1M(54mm) FG; 4♣/♦ = TRF to 4♥/♠	1NT-2♣: 2♦ = no 4M; 2M = 4+M 1NT-2♠/2NT: 3♣/♦ = likes ♣/♦	
2♣	X	0		22+Bal / FG with 5+ ♣/♥/♠	2♦= Relay; 2♥/2♠ = AK/AQ/KQ xxx+ 3♣/3♦ AK/AQ/KQ xxxx+	2♣-2♦-2M= Nat 5+M FG 2♣-2♦-2NT = 22-24 bal	
2♦	X	0	4♠	Weak M / FG 5+♦	2♥=P/C 2♠=P/C 2NT=ASK; 4♣=ask for trf; 4♦=bid suit	2♦-2NT; 3♣=6cM Max; 3♦=Min 6♥; 3♥=Min 6♠; other= FG 5+♦art	
2♥		6		10-13	2♠ = 5+♠ F1;2NT = INV+ ask, 3m=Nat F1 3♥ = PRE		
2♠		6		10-13	2NT = INV+ ask; 3♣/♦/♥ = Nat F1; 3♠ = PRE		
2NT			4♠	20-21 Bal	3♣ = Mod Puppet; 3♦/3♥/3♠/4♣/4♦ = TRF 3NT=nat	2NT-3♣: 3♦=one or both 4cM; 3♥=no M; 3♠ = 5+♠; 3NT = 5+♥	
3♣		6		PRE aggressive 1st NV, 3rd free	New = F1; 4♦ = S/T w supp		
3♦		6		PRE aggressive 1st NV, 3rd free	New = F1; 4♣ = S/T w supp		
3♥		6		PRE aggressive 1st NV, 3rd free	New = F1; 4♠ = S/T w supp		
3♠		6		PRE aggressive 1st NV, 3rd free	New = F1; 4♣ = S/T w supp		
3NT	X			Solid minor	4♣ = P/C; 4M = Nat		
4♣		6		PRE aggressive 1st NV, 3rd free	4♦ = Nat FG; 4M = to play		
4♦		6		PRE aggressive 1st NV, 3rd free	4M = to play; 4NT = RKCB; 5♠ = S/T w supp		
4♥		6		PRE aggressive 1st NV, 3rd free	4♠ = to play(NV); 4NT = RKCB		
4♠		6		PRE aggressive 1st NV, 3rd free	4NT = RKCB		
4NT	X			Specific ace asking	5♠ = no Ace; 5♦/♥/♠ = that Ace; 5NT=♣ Ace; 6X=2Aces		
						HIGH LEVEL BIDDING	
						1430 (5NT = odd + void, 6X = even + void) Voidwood (1430)	
						Cue bids up the line 1st or 2nd	
						4NT often 2 places to play, 5NT often pick a slam	
						When FP pass and pull is S/T	