



DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS			WBF and SBF Convention Card
OVERCALLS (Style; Responses; 1/2 Level; Reopening)	OPENING LEADS STYLE			 
Aggressive for one level, sound on two level		Lead	In Partner's Suit	
Responses: Transfers from 2X	Suit	1-3-5	1-3-5	
	NT	1-2-4	1-3-5	
	Subsequent	2 nd or 4 th through declarer	Same	
	Other:	Vs 5♣+ king asks for count		Category:
		After showing SUPP we can lead high from xxx and lowest from xxxx or Hxx.		NCBO: Sweden
1N OVERCALL (2 nd /4 th Live; Responses; Reopening)		Vs NT, 2nd from xxx/xxxx (see below)		Event: All
15-18 HCP Stayman and trf	LEADS			Players: Niklas Warne – Krister Ahlesved
		Vs. Suit	Vs. NT	SYSTEM SUMMARY
Reopening : 11-14 HCP Stayman and trf	Ace	AKxx	AKxx / Axxx	GENERAL APPROACH AND STYLE
	King	KQxx	KQxx / KQJx / AKJT	Strong club with nebulous diamond
JUMP OVERCALLS (Style; Responses; Unusual NT)	Queen	QJxx	QJxx / AQJx / KQT9 / KQJx	Many relay sequences when we have forced to game
3M vs. weak 2 = 4M and 6+m.	Jack	JTxx	JTxx / AJTx / KJTx	
2M (jump) vs. 1X = 4M and 5+m.	10	Tx / T9x / KJTx / AJTx	HT9x / T9x / Tx	
	9	9x / HT9x	9x / 9xx	
	Hi-x	High from 2, 3/5 (3+)	2/4	
DIRECT AND JUMP CUE-BIDS (Style; Responses; Reopen)	Lo-x	As above	As above	
CUE = 5-5 high + low	SIGNALS IN ORDER OF PRIORITY			1NT Openings: 14-16/15-16
2N = 5-5 lowest		Partner's Lead	Declarer's Lead	Discarding
3♣ = 5-5 highest	Suit: 1 st	Attitude	Count	Attitude
Jump CUE = asks stopper	2 nd	Count	Suit preference	Count
	3 rd	Suit preference		
VS. NT (Vs. Strong/Weak; Reopening; Passed Hand)	NT: 1 st	Attitude	Count	Attitude
ASPTRO 2C= H+ one and 2D= S + one	2 nd	Count	Suit preference	Count
DbL 15+, about 9-11 and 5+m as a passed hand.	3 rd			Suit preference
Dbl 12+ in balancing position, as a passed han as above	OTHER SIGNALS (INCLUDING TRUMPS)			Many transfers in competitive auctions
	Count upside down (high-low is odd)			
	Suit preference from known 5+ suit (or 4+ suit when P has shown SUPP)			
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)	Vs 5X or higher: King for count and Ace for attitude			
CUE over 3m = Both Ms, normally 5-5	Vs singleton or void in dummy = suit preference			
4om over 3m = M+om, normally 5-5				
4m over 3M = m+oM, normally 5-5.				
2NT = 15 – 18Hcp	DOUBLES			
	TAKEOUT DOUBLES (Style; Responses; Reopening)			
VS. ARTIFICIAL STRONG OPENINGS	Lebensohl			SPECIAL FORCING PASS SEQUENCES
Vs. strong ♣/♦ X=Ms, 1NT=ms.				
OVER OPPONENTS' TAKEOUT DOUBLE	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
Conv, often transfer				
	X may be transfer			
	Support doubles			
	X is often TO			
				Psychics: Possible, but not very frequent