DEFENSIVE AND COMPETITIVE BIDDING	LEADS A	ADS AND SIGNALS					WBF and SBF Convention Card			
OVERCALLS (Style; Responses; 1/2 Level; Reopening)	OPENING	OPENING LEADS STYLE								
Aggressive on 1-level. Sound on 2-level. New suit NAT F1.		Lead			In P suit					
RESP to 1 \wedge O/C over 1m: 2 \wedge =5+ \vee , 2 \wedge =good raise,	Suit	3rd/LOW			3rd/LOW					
TRF RESP after (1x) 1M (DBL/1 A TRF) from 1NT to 2M-1	NT	1st/2nd/4th [see supp sheets B1]			3rd/LOW	Category:	Blue			
2NT over 1M always 4+SUPP INV+ unless bid over a	Subseq.	2nd/4th through declarer (see other)			3rd/LOW	NCBO:	Sweden			
pass out seat 1M. JUMP CUE=mixed raise.	Other:	After a suit has been touched (played or discarded), we lead 3rd/LOW				Event:	Allsvenska			
		through declarer				Players:		<u>chielsen</u> – Per-	Ola <u>Cullin</u>	
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	LEADS	<u> </u>				SYSTEM SUMMERY				
(1m) 1NT=15-18 SYS ON	Lead	Vs. Suit		Vs. NT		GENERAL APPROACH AND STYLE				
(1M) 1NT=15-18 2 ♣ =F2 ♦ to play or 4oM	Ace	AKx(+)		AK(+)		Strong A a lá Johan Ebenius and Daniel Auby				
R/O 11-14 over 1m and 11-16 over 1M	King			KQ(+), AKJ10(+) [AK(+), see B2]		1♣ any 16+ (17+BAL) w/ highly ART RESP, nebulous 1+♦,				
(1x) p (1y) 1NT=16-18 NAT RESP, 2y=CUE	Queen	Qx, QJ(+)		Qx, QJ(+), KQ109(+)		1M 5+ (semi-F 1NT), Precision style 2♣, 2♦ Multi (no strong				
(1Polish♣) p (1M) 1NT=5+♣ 4oM	Jack	Jx, J10(+)		Jx, A/KJ10(+), J10(+)		option), 2M 6+ 10-13, 2NT 5-5 minors 8-13. Aggressive wide				
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	A/KJ10(+), 109(+), 10x		H109(+), 109(+), 10x		ranging 1-level O/C. Sound 2-level O/C. Preempts could be				
WJO or wide range 2-suited [see supp sheets D1]		HT9(+), A/KJ9(+), 9x		H98(+), H9x, 9(+)		garbage @ favorable. Very light R/O DBL w/ right shape.				
	Hi-x			Sx, SSx , $SSxx(+)$, $HSx(+)$ [B1]		1NT=15-16 VUL and 14-16 NV w/ frequent upgrades, but				
	Lo-x	xxS(x), $xxxxS$, $HxS(x)$, $HxxxS$ $xxxS$, HxS , $HxxS(+)$ [B1]			HxxS(+) [B1]	not w/o a good reason.				
Reopen: 2NT=19-21	SIGNALS IN ORDER OF PRIORITY					SPECIAL BIDS THAT MAY REQUIRE DEFENCE				
DIRECT AND JUMP CUE (Style; Resp., reopening)				er's Lead	Discarding	1M-2♣= ART GF				
[See supp sheets D1]		Low=ENC* Low-High Low-high=Even* S/P**		h=Even	Low=ENC	2 ♦ = Multi, 5-9 HCP w/ either M				
	2 nd				Low-high=Even	2M= 10-13 HCP 6(7)M				
	3 rd	S/P			S/P	2NT= 8-13 HCP 5-5+ mm				
VS. NT (vs. Strong/Weak; Reopening; Passed Hand)	NT:1st	As above *	Smith (H	igh=like)	As above	1 ♣ - 2 ♥ and 1 ♥ - 2 ♦ shows approx. 8-14 HCP w/ SUPP				
2♣=MM, could be (43)-5-1, 2 ♦=6(5)M or strong 5M-5m	2 nd		S/P			1				
2M=5+M 4+mi (vs strong) or constructive 6M (vs weak).	3 rd		Low-High=E							
Passed hand: DBL=MM, 2m=m+M, 2M=NAT;	* Special rules apply to trick 1 on A/K lead [STD or S/P, see supp sheets B3]									
@ favorable DBL=MAX, 2♣=MM, 2♦=♦+M, 2M=NAT	** In the trump suit, S/P is 1 st priority									
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT-bids)	DOUBLES					SPECIAL FORCING PASS SEQUENCES				
2NT=15-18, DBL=T/O, (2 ♦ / ♥ / ♠)-DBL-(pass/2M)-LEB	TAKE-OUT DOUBLES (Style; Responses; Reopening)					1X (DBL) RD = F2X (FG if 1				
(2m) 3m=MM, (2/3M) 4m=5+m and 5+oM NF	Ŭ	Light on ideal shape. Aggressive when balancing or R/O. Off shape OK					1 . (4NT+); 1 . (1 ♥) pass=F1			
(2M) 3M=mm, (3m) $4 = M + om 4 = MM$	if 16+ (14+ 4 th seat over 1X). Converting ♣ to ♦ does not show extra									
VS. ARTIFICIAL STRONG OPENINGS	values. ADV CUE is FG over 1 , otherwise F1. ADV DBL is RESP.					(3X) – DBL – (5X): FP @ favorable				
On strong hands we usually pass at first	ADV non jump 2NT is never NAT, ADV 3♥ over their 2♠ is always INV.					1NT-(DBL)-RD and 1NT-(2X ART)-DBL = F2NT				
DBL=MM NT=mm	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES					IMPORTANT NOTES THAT DON'T FIT ELSEWHERE				
	SUPP DBL and RD, not mandatory. INV DBL when there is no other INV bid.					In relay bidding we use ZZ-points and not HCP.				
OVER OPPONENTS' TAKE-OUT DOUBLE	DBL of OPPT SUPP showing ART bid is T/O unless FG.					A=3 zz, K=2 zz, Q=1 zz, SING K=1 zz, SING Q= 0				
RD sets forcing pass to 2M, TRF over $1M - (X)$	(1X) - 1M - (DBL) - RD=10+, normally 2 card SUPP.					Psychics: Happens but pretty rare [see supp sheets G1]				