DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SI	GNALS		WBF and SBF Convention			
OVERCALLS (Style; Responses; 1/2 Level; Reopening)	OPENING LEA	DS STYLE			Card		
1-level may be weak, 2-level usually sound.		Lead	In F	Partner's Suit			
3-level CUE = support (usually 4-c), 8-10	Suit			5 th			
2NT after overcall in M = support (usually 4-c), 11+	NT			5 th			
When 3 rd hand passes:	Subsequent $2^{nd/4^{th}}$ thru declarer						
New suit F1, jump in new suit FG (fitshowing by passed hand)	Other:	On 5+ level, K ask			Category: Red		
When 3 rd hand bids:	Other.		to count				
New suit NF, fit-showing jumps, TRF after 1x (1M) DBL					Streden		
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	LEADS				Event: All		
15-18 (12-16). SYS-ON		Vs. Suit Vs. NT			Players: Sven-Åke Bjerregård - Anders Morath		
					SYSTEM SUMMARY		
JUMP OVERCALLS (Style; Responses; Unusual NT)		Ace AK			GENERAL APPROACH AND STYLE		
Weak (2NT response F1)		King KQ or AK bare		or AKQ or AKJ10	— Two-way 1 11-13 BAL or 17+ any		
		Queen QJ or AKQ		or KQ109 or KQJ	1 ◆ 11-16 4+, UNBAL (longer ♣ possible)		
2NT 5-5 two lowest, sound Reopening 19-21 BAL		Jack J10		or AQJ	1♥/▲ 11-16 5+		
Litte e ene leweby bound incopening 19 21 Drill	10	109/10x or KJ10		/10x or HJ10	2 • 11-16 3-suiter with short • (4-4-1-4 or 4-4-0-5)		
DIRECT AND JUMP CUE-BIDS (Style; Responses)		9 9x or H109		9x or H109			
CUE in 2 nd hand: 5-5, sound. both highest	Hi-x	Hi-x even		n or top of nothing			
Jump CUE in 2 nd hand: 5-5 highest-lowest, sound	Lo-x	Lo-x odd odd					
Jump COE in 2 mand. 5-5 mghest-towest, sound	SIGNALS IN C	RDER OF PRIORI	ТҮ		1NT Openings: 14-16		
Other CUEs = $5-5$ with highest		Partner's Lead Decla		ead Discarding	2-over-1 Responses: F1 (does not guarantee rebid)		
Other COEs = 5-5 with highest	Suit: 1st	Low encouraging	Low=even	Low=enc.	SPECIAL BIDS THAT MAY REQUIRE DEFENCE		
VS. NT (Vs. Strong/Weak; Reopening; Passed Hand)	2 nd	Low=even	S/P	Low=even			
2♣ 2-suiter with 4+♥, second suit (any) often longer	3 rd			S/P	1* 11-13 BAL or 17+ any 2◆ 11-16 3-suiter with short ◆ (4-4-1-4 or 4-4-0-5)		
2 2-suiter with 4+♦, second suit (any) often longer 2 2-suiter with 4+♦, second suit (any) often longer	NT: 1 st			Same			
2 2-suiter with 4+*, second suit (any) often longer 2NT 2-suiter with both minors	2 nd			3NT Solid 7-c M, no outside A or K			
			<i>D</i> /1				
DBL by passed hand = one minor		LS (INCLUDING 1					
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)	Hi-low=odd (ori						
DBL T/O through 3		we may encourage wi	th 4th best if lo				
Vs $2M/3M$: CUE = oM + minor				wenough to be clear.	-		
Vs 2m/3m: $CUE = both Majors$		When discouraging from a known 5+ suit: High odd may show interest in higher suit, high even in lower suit.			-		
Jump to $4m = two-suiter$, NF	Tingii Odd illay	show interest in high	ici suit, ingli ev	en milower suit.			
Jump to 4m – two-suiter, N1	DOUBLES						
VS. ARTIFICIAL STRONG OPENINGS		JBLES (Style; Resp	oncost Doono	Many transfers in competition			
DBL = both Majors, at least 5-4							
NT = both minors, at least 5-4	$11+, 3+M \text{ unless } 17+. \text{ CUE} = \text{F to suit agreement}$ $(1 \triangleq)-\text{DBL-(P)-1NT negative (0-6/7)}$						
1 – 00111 IIIII018, at least 3-4	(1 ¢)-DRT-(h)-1V	1 negative (0-6//)					
		T /O			SPECIAL FORCING PASS SEQUENCES		
	Most DBLs below	w game are T/O			_		
OVER OPPONENTS' TAKEOUT DOUBLE	LEB variations				_		
TRF after 1m (DBL) from RDBL							
TRF after 1M (DBL) from 1NT	SPECIAL, ARTIFICIAL DOUBLES/REDOUBLES 1*-(1•)-DBL=4+•; 1m-(1•)-DBL=4+•; 1*-(1•)-DBL=TRF to 1NT;				IMPORTANT NOTES THAT DON'T FIT ELSEWHERE		
3. ART, 4-c support, 8-10		$L = both minors, 1 \bullet -(I)$		After 1NT (DBL = PEN), 2* may be start of run-out. Then:			
2NT 4-c support 11+	L= both minors, 1 •-(1 L-(new suit)- DBL= 2		- 🗸	$RDBL = \bullet + \bullet, 2 \bullet = \bullet + \bullet, 2 \bullet = \bullet + \bullet$			
	IMI-(DBL)-KDB	L-(new suit)- DBL=	1/0		Direct $RDBL = * + other$		
	—'				-		
	L				Psychics: Rare (occasional weak 3 rd hand openings)		

Open	Tick	Min	Neg	Description	Responses	Subsequent Auction	Passed hand bidding
ng	if Art	No Cards	Dbl Thru				/in competition
*	х	0	3	Two-way: (10)11-13(14) (semi)BAL or 17+ any	1 ◆ 0-7; 1M 8+, 4-c; 1NT/2NT/3NT 8-11/11-13/13-18 BAL no M; 2m NF 8-12 5-c, 2 ♥/2 ▲ ART FG no M; 3m 10-11 6-c; 3M 4-7 7-c; 4m TRF to 4M, good suit	1♣-1♦; 1♥/▲ 11-13 (3)4 or 17+ 4+; 1NT 17-19; 2♣/♦ 17+ NF; 2♥/▲ FG 4+; 2NT/3♣/♦ FG 1♣-1M; 2♣ 17+ BAL or ♣; 1♣-1M; 2NT 17+ SUPP	TRF in competition
•		4	4*	11-16, not BAL, may have one card longer *	2 ◆ 10+; 2M FG; 2NT INV 3 ♣ ART 8-10, 4+ SUPP; 3 ◆ 4-7 4+ SUPP	1 ◆ -2 ◆ : new suit SPL, 2NT 5422, 3 ◆ 6+c MIN 1 ◆ -1 ♠; 1NT shows 4 ♥	TRF over DBL/1♥ Fit jumps
•		5	3	11-16	3♣ 8-11, 4+ SUPP; 3 ◆ 10-12, 3+ SUPP; 3M 4-7 4+ SUPP, 2NT FG, 3+ SUPP, 3NT void ◆	1M-2M; REL=general G/T, others long-suit G/T 1M-2NT; 3♣=MIN, 3♦=BAL, 3♥/♠/NT=SPL♣/♦/oM	Drury (2 * 3+ support) Fit jumps except 3 *
*		5	3¥	11-16	See above but 3NT void 💙	See above	See above
NT				14-16, 5-c M OK, 6-c m possible but rare	2♣ STAY; 2♦/♥/♠/3♣ TRF; 3♦/♥ short ♥/♠; 3♠ 5-5 minors; 4m TRF	After $2 \neq / \forall$, TRF by RESP.	
2*		5	3	11-16, 6+c or 5-c with 4-c M	2 ◆ ASK; 2M F1; 2NT NAT INV or SUPP INV+; 3ns 6-c FG, 4 ◆ RKCB		Fit jumps except 3♦
2 •	х	0		11-16, 3-suiter with short ♦, 4414 or 4405	2M/3 to play; 3M/4 NV; 2NT ASK then 3 +=MIN; 3 +=MAX 4414; 3 +=MAX 4405	-2NT;3♣ then 3♦ ASK; TRF over OP's 3M	
•		5		6-10, 6-c VUL except 3rd hand	2♠ NF; 2NT ASK; 3x TRF; 3♥ INV; 3♠ 6+ FG	-2NT: 3♣=5-c/MIN 6-c, 3♦=MAX 6-c, 3M=MIN 6-c	SYSON
2 🔺		5		6-10, 6-c VUL except 3rd hand	2NT ASK: 3x TRF, 3 INV	-2NT: 30M/3NT MAX 6-c, likes */prefers 3NT	SYSON
2NT				20-22, 5-c M OK	3♣=STAY; 3♦/♥=TRF, 3♣=both m, 4m=6-c		
3*		6		PRE (could be very weak 1 st /3 rd NVUL vs VUL)	4om RKCB, 4m INV		
3 🔶		6		PRE (could be very weak 1 st /3 rd NVUL vs VUL)	See above		
3♥		6		PRE (could be very weak 1 st /3 rd NVUL vs VUL)	4♣ ART S/T, 4♦ NAT FG		
3 🔺		6		PRE (could be very weak 1 st /3 rd NVUL vs VUL)	See above		
BNT	х	7		Solid M, no outside A or K	4♣ ASK shortness; 4♦ ASK length, 4M pass/correct		
*				PRE, reasonably constructive	4♦ RKCB		
•				PRE, reasonably constructive			
•				PRE, wide-range	4♠=To play		
*				PRE, wide-range			
INT	х			6-6 minors, about 3 losers			
		or 2 nd rout					
		OPE); Kicl		oidwood:			
				is, asks for controls			
rom ag	iccu Jivi,		15 501100	10, 10K5 101 CONU015			

NCBO: Sweden Event: All Players: Sven-Åke Bjerregård - Anders Morath