

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Sound Style: 1-level 6-16
2-level 11-16
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18
Reopening: 11-16 (2C=stayman, (2NT=15-16))
JUMP OVERCALLS (Style; Responses; Unusual NT)
Pre Sound style (may be very aggressive non vul vs vul)
Reopen: 10-13 6+ suit
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
1m-2m (Both M)
1M-2M (oM+C)
1M-2N (oM+D)
1M-3C both m nf, 1M-3M both m F
VS. NT (vs. Strong/Weak; Reopening; PH)
X= Pen
2C= Both M
2D= One M
2M=M+m
By passed hand dbl is Max hand 10-11 bal
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
2M-4m (5+oM+m)
3m-4m (both M)
3m-4om (H+om)
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
X= (Both M)
NT=(Both m)
OVER OPPONENTS' TAKEOUT DOUBLE
XX=10 points

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	1,3,5	1,3,5	
NT	Att	1,3,5	
Subseq	3,5 (Always in p suit)		
Other: 2,4 with Att through declerer in unplayed suits			
K ask for count on 5-level and vs preempts			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKQ+ AK+ Ax	Akx+ Ax	
King	KQJ+ KQT+ KQ+	KQJ+ KQ+	
Queen	QJT+ QJ9+ QJ+	QJT+ QJ9+ QJ+	
Jack	KJT+ JT9+ JT+ Jx	AJT+ KJT+ JT9+ Jx	
10	HT9+ T9x+ Tx	HT9+ T9x+ Tx+	
9	KJ9+ 9x+	98x+ 9x	
Hi-X	Xx	,xXxx Xxx Xx	
Lo-X	,xxX xxxxX	HxX HxxX HxxxX	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Low=enc	Low=even	Low=enc
Suit 2	Low=even	S/P	Low=even
3	S/P		S/P
1	Low=enc	Low=even	
NT 2	Low=even	S/P	
3	S/P		
Signals (including Trumps):			
Smith (high is for shift, low is natural)			
In Trumps we play high (give me a ruff)			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
TO dbl may be light with distribution			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
No supert dbls			

W B F CONVENTION CARD
CATEGORY: Green
NCBO: Sweden
PLAYERS: Simon Hult - Peter Bertheau
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
3+m Sound openings (11-12 bal can be passed)
3-seat might be weaker
5+M Sound openings (11-12 bal can be passed)
3-seat might be weaker
1NT 15-17 (5-c M 6-c m possible)
2C 18-19 bal/any GF
2NT= 20-21 bal (5-c M 6-c m possible)
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2D multi
SPECIAL FORCING PASS SEQUENCES
When we forced to game we play forcing pass
IMPORTANT NOTES
PSYCHICS: Very rare

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