DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS			SNALS	W B F CONVENTION CARD	
OVERCALLS (Style: Responses: 1/2 Level; Reopening)	OPENING	LEADS STYL	E			
Aggressive at the one-level and conservative on the 2 level and above		Lead		In Partner's Suit	CATEGORY: i.e. Green / Blue / Red / HUM / Brown Sticker:	
Transfers after we overcall with 1M and RHO passes or doubles	Suit	3 rd /5 th		3 rd /5 th	NCBO: Sweden / Denmark	
•	NT	3 rd /5 th		3 rd /5 th	PLAYERS: Alexander Sandin, Christian Lahrmann	
	Subseq	3 rd /5 th		3 rd /5 th	EVENT ALL	
		Other: 2 nd /4 th from broken sequence]	
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	LEADS				SYSTEM SUMMARY	
15-18 + stopper	Lead Vs. Suit			Vs. NT	· · · · · · · · · · · · · · · · · · ·	
To To Total Part	Ace	AK+		AK+	GENERAL APPROACH AND STYLE	
	King	KQ+		KQ+	Aggressive, Active	
	Queen	QJ+		OJ+	1.55.000.10, 1.00.10	
	Jack	AJT+, KJ	T+, JT+	AJT+, KJT+, JT+		
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	AT9+, K7		AT9+, KT9+, T9+		
weak	9	9x		9x		
	Hi-X	doubleton	l	doubleton		
	Lo-X	3 rd /5 th		3 rd /5 th		
Reopen: light	SIGNALS I	N ORDER OF	PRIORITY			
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	Pa	artner's Lead	Declarer's L	ead Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
1X - 2X = highest + 1,55,10+	1 R	ev Att	Rev Count	Rev Att		
1X - 3X = asking for stopper	Suit 2 R	ev Att	Rev Count	Rev Att		
	3 R	ev Att	Rev Count	Rev Att		
	1 R	ev Att	Rev Count	Rev Att		
VS. NT (vs. Strong/Weak; Reopening;PH)	NT 2 R	ev Att	Rev Count	Rev Att		
Strong:	3 R	ev Att	Rev Count	Rev Att		
Dbl = spades + 1 suit, 2m = minor + hearts, 2M = natural		luding Trumps):		•		
Weak:	UDCA, lavi					
Dbl = Pen, 2C = majors, 2D = natural, 2M = natural						
] [DOUBLES			
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOUT	DOUBLES (S	tyle; Responses:	: Reopening)		
Dbl = Takeout, Micheals, nonleaping micheals, cuebid = minors			support doubles	, <u> </u>		
	+					
VS. ARTIFICIAL STRONG OPENINGS- i.e. 14 or 24					SPECIAL FORCING PASS SEQUENCES	
Dbl = majors, NT = minors	SPECIAL,	ARTIFICIAL .	& COMPETITI	IVE DBLS/RDLS		
(1C)-1X-(pass)-1NT = Good Raise	no					
OVER OPPONENTS' TAKEOUT DOUBLE					IMPORTANT NOTES	
Transfers after 1/2M-(dbl)						
	+				PSYCHICS: Occasional	
					2 D 2 D 2 D 2 D 2 D 2 D 2 D 2 D 2 D 2 D	

	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU						
OPENING				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING		
1.		3		11-22hcp	2C = GF 5+ clubs, 2D INV 5+ clubs	1M = unbal 11-18, 2M = nat GF			
1♦		3		11-22hcp	2D = GF + diamonds, 3C INV 5+ diamonds	1M = unbal 11-18, 2M = nat GF			
1♥		5		11-22hcp	2H = 8-11, 2NT = INV+ 4+ hearts, 3m = Nat INV	Gazilli	2-way Drury,		
1 🏟		5		11-22hcp	2S = 8-11, 2NT = INV+ 4+ spades, 3X = Nat INV	Gazilli	2-way Drury, 1M – (X) - transfer		
1NT		1		15-17hcp	transfer, stayman	smolen			
2*		0		GF / 22-24	2D = relay	2NT = 20-21, 2/3X = GF			
2♦		0		(0)3-7 6cM					
2♥		6		8-11					
24		6		8-11					
2NT		1		20-21	Puppet Stayman, transfer	2NT – 3D – 3H = 3c supp 2NT – 3H – 3S = 3c supp			
3 .		5		3-10hcp					
3 ♦ 3 ♥		5		3-10hcp 3-10hcp	3M = GF, $3S = GF,$				
3♠		5		3-10hcp	35 – GI ,				
3NT		0		Weak 4 minor preempt	4C = PoC, 4D = pick a contract, 4M = TP				
4 .		6							
4♦		6							
4♥		6		To play	4S = TP, 5m = cuebid				
4 ♠ 4NT		6		To play Specific aces	5m = cuebid 5C = 0 aces, $5X = that$ ace, $5NT = ace$ of C				
5 .		7		To play	1	HIGH LEVEL BIDDING			
5♦		7		To play		RKC 1430, spliter cuebid voidwood 0314			
5♥		7		To play		-			
5♠		7		To play	7NT = to play				