



DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
1-level: 7-16, normally 5+ suit
2-level: Sound, 10-17, 5+ good suit
Responses: New suit=F1, Double cue bid=7-10, 4+support
Responses: after one 1M overcall transfers from cue to raise at 2-level below 2M
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15-18, sys on.
Balance position: 11-16
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Jump overcalls=5-10 (5)6+ suit. 2♦=bohs M's
2N=55+ both lowest unbid suits
Responses: New suit: F1, 2NT=INV+
Reopen: NAT
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
2m cue bid=both M's; 2M cue bid=55+ oM+m
Responses: suit=P/C, 2NT=asking for other suit, INV+
Jump cue bid=Asking for stopper
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
dbl=Penalty; if a passed hand=5+m 4cM
2♣=both Ms; 2♦=6+M; 2M=5+M 4+m
2NT=both ms; 3X=6+X 5-14
<b>VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
dbl=Takeout
2NT=15-18, 3NT=to play
(2/3M)-4m=55+ in m and oM
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
VS. 1♣: 1suit-2♣=that suit +1; 1NT=44+♦+♠; dbl=44+♣+♥
VS. 2♣: dbl=both Ms; NT=both ms
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
TRF after 1m/M-(dbl) & (1m/♥)-1X-(dbl)
Rdbl=TRF

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	3 <sup>rd</sup> from even, low from odd	3 <sup>rd</sup> from even, low from odd	
NT	Same	Same	
Subseq	Same	Same	
Other: ATT through declarer in NT			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	A	AKQ+, AKJ+, AKx+	
King	KQJ+, KQT+, KQ+, AK	KQJ/T+, KQ+, AKJT+	
Queen	QJT+, QJ9+, QJ+	QJT+, QJ9+, QJ+, KQT9+	
Jack	JT+, Jx	JT+, AQJ+, Jx	
10	HJT+, Tx	HJT+, AQT, Tx	
9	KT9+, QT9+, KJ9+, 9x	HT9+, KJ9+, AJ9+, 9x	
Hi-X	xxXx, Xx, xxXxxx	xxXx, Xx, xxXxxx	
Lo-X	xxxxX, xxX	xxX, xxxX	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	ATT	Count	ATT
Suit 2	Count	Suit preference	Count
3	Suit preference		Suit preference
1	ATT	ATT for led suit	ATT
NT 2	Count	Count	Count
3	Suit preference	Suit preference	Suit preference
ATT=Attitude, low is encouraging & high is discouraging			
Count: high-low=odd & low-high=even			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
X after opening: takeout, 11+ with 3+c in unbid suits/17+			
Responses: Cue bid in M=GF/INV both ms; Cue bid in m=GF			
Jump cue in m=both Ms; Jump cue in M=Asking for stopper			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
1 NT-(dbl(pen))-rdbl=weak one-suiter			
Support r/dbls on the 1-level			
1♣-(1♦)-dbl=4+♥			
1♦-(1♥)-dbl=4+♠			
1♣/1♦/1♥-(dbl)-rdbl=4+♦/♥/♠			

W B F CONVENTION CARD
<b>CATEGORY:</b> 
<b>NCBO:</b> Sweden

<b>PLAYERS:</b> Erik HANSSON – Castor MANN
<b>EVENT:</b> All events
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
1♣= a) 12-14 BAL w/o 5cM OR b) 11-23 4+♣ UNBAL
1♦=4+♦ UNBAL 11-23
1M=5+M 11-23
1NT=15-17 BAL 5cM or 6cm possible
2♣= a) 18-19 BAL or b) 24+BAL or C) GF w/♣/M
2♦= a) 3-7 with 5+M or b) 22-23 BAL or c) GF w/♦
2M =6cM 8-11 1 <sup>st</sup> / 2 <sup>nd</sup> ; 3 <sup>rd</sup> 5+M 3-10; 4 <sup>th</sup> 6+M 10-13
2NT=20-21 BAL
3NT=7-8c solid major, one side K OR Q possible
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
1♣= 2+ (5♦2♣33 12-14 possible)
2♣= a) GF w/♣/M or b) 18-19 BAL or C) 24+BAL
2♦= a) 3-7 with 5+M or b) 22-23 BAL or c) GF w/♦
1♣-2♥= 5+♥4♠ 5-10
<b>SPECIAL FORCING PASS SEQUENCES</b>
When we have forced to game
<b>IMPORTANT NOTES</b>
3 <sup>rd</sup> hand openings may be light
We are not very strict about our hcp-ranges
Often transfers and 2NT as artificial in competition
<b>PSYCHICS:</b> Occasionally

Erik HANSSON - Castor MANN

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	Erik HANSSON - Castor MANN			
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4♥	a) 12-14 BAL w/o 5cM b) 4+♣ UNBAL 11-23 Only 4♣ when 4-4-1-4	1♦=3+♦ F1; 1M 4+M F1; 1NT=GF w/ BAL or 5+m; 2♣=5+♣ 5-10; 2♦=6+M 3-7; 2♥=5+♥ 4♠ 5-10; 2♠=6+♠ 9-11; 2 NT=55+m's 4-10; 3♣=PRE; 3♦/M=void SPL 6+♣; 4m=TRF to 4M; 4M=TP	-1M: 1♠=4+♠ UNBAL F1; 2♣=5+♣ 11-15; 2♦=0-2M 16+; 2oM=3M 16+; 2M=3-4M 11-15; 2N=4M 16+; 3♣=(6)7+♣ 13-15	After (dbl/1X): TRF (2♣+): TRF lebensohl
1♦		4	4♥	4+♦ UNBAL 11-23 Only 4♦ when 4♦441	1M=4+M F1; 1NT= GF BAL or 5+m; 2♣=5+♣ 5-10; 2♦=3+♦ 5-10; 2M=6+M 3-7; 2NT=4+♦ INV; 3♣=6+♣ INV; 3♦=PRE; 3M/4♣=void SPL 4+♦; 3NT=TP; 4♦=PRE; 4M=TP	-1M: 1♠=4+♠ F1; 1N=16+ or 6+♦ 11-15 or 3cM (13)14-15; 2♦=5+♦ 4♥ 11-15; 2M=3-4M 11-15; 2N=4M 16+; 3♣=55+m's 13-15	After (dbl/1X): TRF (2M): TRF lebensohl
1♥		5	4♦	11-23	1♠=4+♠ F1; 1NT=5-11; 2♣=GF w/ 1+♣ UNBAL or 5+♣ or BAL; 2♦=5+♦ GF; 2♥=3+♥ 8-11; 2♠=6+♠ 3-7; 2NT=4+♥ 8+; 3m=6+m INV; 3♥=4+♥ 3-6; 3♠=any void 4+♥ 12-14; 3NT=♠ void 4+♥ 8-11/15+; 4m=void 4+♥ 8-11/15+; 4♥=PRE; 4♠=TP	-1♠/NT: 2♣=16+ or 6+♥ 12-15; 2♥=5+♥ 4+♣ 11-15; 2NT=6+M 4m 16+; 3m=55+ 13-15 -2♣: 2♦=any 11-14 without 4♣	After (dbl/1♠): TRF (2♣): 2♦ 5+oM INV+ two-way drury
1♠		5	4♥	11-23	Same as above; 2♥=5+♥ GF; 3m/♥=6+m/♥ INV; 3♠=4+♠ 3-6; 3NT=any void, 4+♠ 12-14; 4m/♥=void, 4+♠ 8-11/15+; 4♠=PRE	Same as above	Same as above
1NT		---	4♥	15-17 (semi)BAL 5cM or 6cm possible	2♣=Stayman; 2♦/2♥/2♠/2NT=TRF; 3♣=Ask for 5cM; 3♦=55+m's GF; 3M=SPL M w/ m's; 4♣/♦=TRF to ♥/♠; 4M=TP	-2♣: 2♦=no 4M; 2M=4+M; 2NT/3♣=44 M's min/max	After: 2♣: sys-on; 2♦+: TRF lebensohl
2♣	√	---	4♥	a) 18-19 BAL or b) 24+ BAL or c) GF w/♣/M	2♦/♥=TRF to ♥/♠; 2♠=TRF to 2NT; 2NT/3♣=TRF to ♣/♦; 3♦=55+m's; 3M=SPL M w/ 54(+m)'s; 4m=64m's slamtry	-2♣-2NT: 3♣=Ask for 5cM; 3♦=4-4-(4-1); 3♥=4-1-4-4; 3♠=1-4-4-4	2♦+: TRF lebensohl
2♦	√	---	-	a) 3-7 5+M or b) 22-23 bal or c) GF w/ ♦	2/3M=P/C; 2NT=INV+; 3m=NAT F1; 3NT=TP; 4♣=Trf to your M; 4♦=bid your M; 4M=TP	-2NT: 3♣=min; 3♦=max w/ ♥; 3♥=max w/ ♠; 3♠=max w/ ♥ HH+; 3NT=max w/ ♠ HH+	(dbl)-rdbl=PUP to 2♥ 4th seat: 22-23 bal/gf w/♦
2♥		6	-	1st / 2nd seat 8-11 3rd 3-10; 4th 10-13	New suit=NAT F1; 2NT=INV+; 4♣=Mini RKC; 4♦=pick a M	-2NT: 3♣=min; 3♦=max; 3♥=6♥ 4♣; 3♠=6♥ 4♦; 3NT=AKQxxx	dbl=Penalty
2♠		6	-	Same as above	Same as above	Same as above	dbl=Penalty
2NT		---	4♥	20-21 (semi)BAL 5cM or 6cm possible	3♣=ASK for 4/5cM; 3♦/♥=TRF; 3♠=both m's 54+ OR 6+♦; 3NT=TP; 4♣=6+♣; 4♦/♥=TRF; 4♠=both m's weak	-3♣: 3♦=atleast one 4cM; 3♥=no 4/5cM; 3♠=5c♣; 3N=5c♥	
3X		6	-	PRE	3♦=ask for 3cM; 3M=NAT F1; 3NT=TP; 4♣=Mini RKC in X (4♦ if X=♣); 4X=PRE; 4♦=pick a M if X=M; 4M=TP		4th seat: 10-13
3NT	√	7	-	7-8c solid major, one side K OR Q possible	4♣=ASK for SHO; 4♦=Ask for side honour; 4M=P/C; 4N=ASK for 8th card	-4♦: 4♥=no side honour; 4♠=any Q; 4NT+=stepwise K	3rd & 4th seat: TP
4♣/♦		6	-	PRE	New suit=TP; 4NT=RKC	<b>HIGH LEVEL BIDDING</b>	
4♥		6	-	PRE	4♠=TP; 4NT=RKC; 5m=cue bid	RKC 1430 in Ms; RKC 0314 in ms	
4♠		6	-	PRE	New suit=cue bid; 4NT=RKC	Then ask for spec Ks and Qs stepwise	
4NT	√	---	-	Ask spec aces	5♣=0 ace; 5♦/♥/♠=♦/♥/♠-ace; 5NT=♣-ace; 6♣=2 aces in red/black suits; 6♦=2 aces in Ms/ms; 6♥=2 aces in ♠♦/♠♥;	Splinters; 1st, 2nd cues up the line. Also possible to show key cards without RKC	
5♣/♦		7	-	PRE		Ripo, Dopi, Depo.	