




DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
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
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18, sys on.
Balance position: 11-16
JUMP OVERCALLS (Style; Responses; Unusual NT)
Jump overcalls=5-13 (5)6+ suit. 2♦=both M's
2N=55+ both lowest unbid suits
Responses: New suit: F1, 2NT=INV+
Reopen: NAT
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
2♦=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
VS. NT (vs. Strong/Weak; Reopening;PH)
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
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
dbl=Takeout
2NT=15-18, 3NT=to play
(2/3M)-4m=55+ in m and oM
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
VS. 1♣: dbl=44+Ms; 1/2NT=both ms; 2♦=55+Ms
VS. 2♣: dbl=both Ms; NT=both ms
OVER OPPONENTS' TAKEOUT DOUBLE
TRF after 1M-(dbl)

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 rd from even, low from odd	3 rd from even, low from odd	
NT	Attitude	Attitude	
Subseq	1-3-5	1-3-5	
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKQ+, AKJ+, AKx+	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	TXxx, Xx, Xxx+	
Lo-X	xxxxX, xxX	HxxX, HxxxX	
SIGNALS IN ORDER OF PRIORITY			
	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			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
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/inv both Ms			
Jump cue in m=both Ms; Jump cue in M=Asking for stopper			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
1 NT-(dbl(pen))-rdbl=weak one-suiter			
Support r/dbls on the 1-level			
1♦-(1♥)-dbl=4+♠			

W B F CONVENTION CARD
CATEGORY: 
NCBO: Sweden
 
PLAYERS: Erik HANSSON – Castor MANN
EVENT: All events
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
1♣= a) 12-14 BAL w/o 5cM OR b) 10-23 4+♣ UNBAL
1♦=4+♦ UNBAL 10-23
1M=5+M 10-23
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 w/ 5+M or b) 22-23 BAL or c) GF w/♦
2M =6cM 8-11 1 st / 2 nd ; 3 rd 5+M 3-10; 4 th 6+M 10-13
2NT=20-21 BAL
3NT=7-8c solid major, one side Q possible
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1♣= 2+ (5♦2♣33 12-14 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/♦
1♣-2♥= 5+♥ 4♠ 5-10
SPECIAL FORCING PASS SEQUENCES
When we have forced to game
IMPORTANT NOTES
3 rd hand openings may be light
We are not very strict about our hcp-ranges
Some transfers and 2NT as artificial in competition
PSYCHICS: 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 10-23 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+♠ INV; 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♦=m's/6+♣ 16+ 2N=4cM UNBAL 16+; 3♣=(6)7+♣ 13-15 3M=4cM UNBAL 13-15	(2♦-2N): TRF lebensohl
1♦		4	4♥	4+♦ UNBAL 10-23 Only 4♦ when 4♦441	1M=4+M F1; 1NT= GF w/ 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+♠ UNBAL F1; 1N=16+ or 6+♦ 11-15 or 3cM 14-15; 2N=4M UNBAL 16+; 3♣=55+m's 13-15; 3♦=(6)7+♦ 13-15	(2M/2N): TRF lebensohl
1♥		5	4♦	10-23	1NT=5-11; 2♣=GF relay; 2♦=5+♦ GF; 2♥=3+♥ 8-11; 2♠=6+♠ 3-7 2NT=4+♥ 8+; 3m=6+m INV; 3♥=4+♥ 3-7; 3♣=any void 4+♥ 12-14; 3NT/m=♠/m 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 11-13 without 4♠	(dbl): TRF two-way drury
1♠		5	4♥	10-23	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	(2♣): Sys-On (2♦-2N): 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♦-2N): 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♣=bad; 3♦=min w/ ♥; 3♥=min w/ ♠; 3♠=max w/ ♥; 3NT=max w/ ♠	(dbl)-rdbl=PUP to 2♥ 4 th seat: 22-23 bal/gf w/♦
2♥		6	-	8-11	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 3 rd 3-10; 4 th 10-13
2♠		6	-	Same as above	Same as above	Same as above	Same as above
2NT		---	4♥	20-21 (semi)BAL 5cM or 6cm possible	3♣=ASK for 4/5cM; 3♦/♥=TRF; 3♠=54+m's OR 6+♦; 3NT=TP 4♣=6+♣; 4♦/♥=TRF; 4♠=55+m's weak	-3♣: 3♦=atleast one 4cM; 3♥=no 4/5cM; 3♠=5c♣; 3N=5c♥	
3X		6	-	PRE 4 th seat: 10-13	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		
3NT	√	7	-	7-8c solid major, one side Q possible	4♣=ASK for SHO; 4♦=Ask for side Q; 4M=P/C; 4N=ASK for 8 th card	-4♦: 4♥=no side Q; 4♠=stepwise Q	
4♣/♦		6	-	PRE	4X=TP; 4NT=RKC	HIGH LEVEL BIDDING	
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	Splinters; 1st, 2nd cues up the line.	
5♣/♦		7	-	PRE		Pass=1 st step, (r)dbl=2 nd step, DEPO	