

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
1-level can be weak, 2-level usually sound
New colour forcing, overbid in opening bid good raise, jump to 2Nt
In major 11+ good support, jump=fitjump
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2a 15-18 2kl ask for maj, other transfer
4e 11-16 2kl ask, other transfer
JUMP OVERCALLS (Style; Responses; Unusual NT)
10-13 6-card// 2Nt=ask
2Nt Böes
Reopen:
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
(1M)-2M=Other M and one minor
(1X)-3X ask for stopper
VS. NT (vs. Strong/Weak; Reopening;PH)
2a D=Good Card, 2Club=ask for maj, 2D=one Major, 2Maj=1maj
And one better minor
4e D=one 6+ minor or both majors, 2club Club and one higher,
2 dia=dia+one maj, 2Maj 5+
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
D=Take out, 2Nt=15-18, Lebensohl
(2Minor)-3Minor 5+5+maj, 4minor 5+5+ in other minor and hearts
4other minor=5+5+ minor and spades
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Strong Club=Trash (ex 1heart=spades or both minor)
OVER OPPONENTS' TAKEOUT DOUBLE
Transfer after D on 1 maj, others fitjump

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	1-3-5	1-3-5	
NT	1-3-5	1-3-5	
Subseq	2 nd /4 th thru declarer		
Other: KJ10 xx			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(xx)	AK(xx)	
King	KQ or AK bare	KQ or AKJ10	
Queen	DJ or ADJ10xx	DJ or KD109	
Jack	J10 or KJ109	J10 or KJ109	
10	1 or 3 or top middle seq	1 or 3 or top middle seq	
9	1-3	1-3	
Hi-X	even	Even or top nothing	
Lo-X	odd	odd	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Low encouraging	Low even	Low enc.
Suit 2	Low even	Lavinthal	Lavinthal
3	Lavinthal		
1	Same	Same	Same
NT 2			
3			
Signals (including Trumps):			
Hi-Low odd			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
11+, 3+M if not 17+			
Lebensohl answers some seq			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
RD usually not for play			
1M-(D)-RD 10+short in M			
Usually D=Take out			

W B F CONVENTION CARD
CATEGORY: Red
NCBO: Sweden
PLAYERS: BG Olofsson-Urban Finnsson
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Strong Club, 1D 2+ Vurnebal 4+ D or majors 4-4
2D 11-15 (3-4-1-5, 4-3-1-5, 4-4-1-4, 4-4-0-5)
1NT 1-2 seat NV 10-12
2Nt 5+-5+ minors
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1 Club 16+
2D big or small marmic
2Nt minors weak
SPECIAL FORCING PASS SEQUENCES
1Nt-(D)-P Forcing to RD
IMPORTANT NOTES
PSYCHICS: Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		0	3sp	16+	1D=0-8, 1maj 5+cou and 8+, 1Nt 9+ bal, 2min 8+ 5+cou, 2heart=marmic, jumps weak 6+ cou	1 heart over 1 d =19+, other normal 16-18	
1♦		2	4sp	11-15, vur 4+D or both maj	normal	New Cou forcing	
1♥		5	4D	11-15 5+-card	New forcing, 2Nt Stenberg(Jacoby), 3min short 10-11, doublejump void+support	2Nt>3clubs min, 3d max and no single or Void, 3heart single club and so on	Drury 3 and 4
1♠		5	4 he	Same like heart	Same	same	Drury 3e and 4
INT		2	4sp	10-12 1-2 not vur, other 13-15	Dubbel stay		
2♣		5	4sp	11-15 denies bal 5+Club and 4 maj, other 6+ club	2D ask, 2Maj forcing 1 bid	2D=2H one maj, 2sp no maj but one sing, 2Nt Max, 3 club min no singel	
2♦		1		11-15 3415,4315,4414, 4405	2Nt ask, 3maj inv, others non forcing		
2♥		6		Weak 6-(10)	New forcing 2Nt ask, jump in minor void slaminv	Nat	
2♠		6		Same	Same	Same	
2NT		5+C 5+D		7-11 5+5+ min	3min0r=to play, 3heart=Forcing and ask, 3sp= Forcing whit sp	After 3Heart des and strengh	
3♣		6		Non Forcing	New col forcing		
3♦		6		Non Forcing	New col forcing		
3♥		7		Non Forcing	New col Q-bid		
3♠		7		Non Forcing	New col Q-bid		
3NT		8		Minor preempt	4 club Pass or adjust, 4D forcing, 4maj to play	Q-bids after 4D	
4♣		8		Prreempt whit good colour			
4♦		8		Prreempt whit good colour			
4♥		6		For play			
4♠		6		For play			
4NT				Ask for Aces			
5♣						HIGH LEVEL BIDDING	
5♦						RKC-Blackwood 0314, exclusion asking,DOPI/DEPO Italy Q-bids, splinter, Fitjumps	
5♥							
5♠							