



DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS		WBF and SBF Convention Card		
OVERCALLS (Style; Responses; 1/2 Level; Reopening)		OPENING LEADS STYLE		Category: Green NCBO: Sweden Event: All Players: Johan Säfsten – Per-Erik Malmström		
6-16 aggressive at 1-level, (4)5+suit		Lead	In Partner's Suit			
RESP: New suit F1 unless 3rd hand acts	Suit	3rd from even, low from odd	1st/3rd			
TRF advances after (1mi)-1Ma, starts w/ 2♣	NT	4th, high from bad holding	1st/3rd			
Jump cue is mixed raise, (1X)-1Y-(dbl)-rdbl = Hx	Subsequent	2nd/4th w/ATT through dec, 1st/3rd in partners suit				
Sound on 2-level, (5)6+suit	Other :	Russianow H's vs 3NT gambling situations				
RESP: TRF from their suit		K asks for count on 5+-level, 3-level+ PRE, dbl 4-level				
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)		LEADS		SYSTEM SUMMARY		
15-18 Sys On	Lead	Vs. Suit	Vs. NT	GENERAL APPROACH AND STYLE		
4th live: 15-18 Sys On	Ace	Ax, AKx(+)	Ax, AKx+	1♣ = 12-14 Bal or Nat (TRF RESP, 1♦ = 4+♥, 1♥ = 4+♠)		
Reopen: Over 1mi: 11-14 Sys On	King	Kx, AK, KQ(+), KQJ(+)	KQ(+) or unblock (AKJT+)	1♠ = 4+♦ or Bal, 1NT = Nat G/T, 2♦ = G/T+ w/ 5+♣)		
Over 1Ma: 11-16 Sys On but 2♣ is also range ask	Queen	Qx, QJ(+)	QJ(+) or unblock (KQT9+)	1♦ = 4+ Unbal, 5+ or 4♦441		
JUMP OVERCALLS (Style; Responses; Unusual NT)	Jack	Jx, JT(+)	Jx, JT(+), HJT(+)	1♥/♠ = 5+ (1NT = Semi-F, 2/1 = FG)		
(1mi)-2Ma = 4*Ma 5+omi abt 10-16	10	Tx, T9(+), HJT(+)	Tx, T9(+), HT9(+)	1NT = 14+-17, 2NT = 20-22		
2NT = 5-5 lowest	9	9x, HT9(+)	9x, T9(+), 9xx	2♣ = 18-19 Bal, 23+ Bal or FG w/ 5+mi		
(1♣)-2♦ = 5-5♥+♠, (1♦)-3♣ = 5-5♠+♣	Hi-x	Xx, xxXx, xxXxxx	Xx, XXx, xXxx(+)	Multi 2♦, Weak (5)6+Ma or FG w/ 5+Ma		
(1♦)(neb)-2♥ = 5-5♥+♠, (1Ma)-3♣ = 5-5 oMa+♦	Lo-x	xxX, xxxX	4th, HxX	2♥/♠ = 10-13 w/ 6+Ma		
DIRECT AND JUMP CUE BIDS (Style; Responses)		SIGNALS IN ORDER OF PRIORITY		SPECIAL BIDS THAT MAY REQUIRE DEFENCE		
(1♣)-2♣ = 5-5♠+♦, (1♦)-2♦ = 5-5♥+♠		Partner's Lead	Declarer's Lead	Discarding	1♣ Opening: 2+cards, 12-14 bal or Nat	
(1Ma)-2Ma = 5-5 oMa+♣, (2Ma)-(3Ma) = 5-5♣+♦	Suit: 1 st	Low = enc *	Low = even	Low = enc	1♦/♥/♠ Response to 1♣: TRF to ♥/♠/NT	
(1♣)-(3♣) = 5-5♥+♠, (1♦)-(3♦) = 5-5 sp+♣	2 nd	Low = even	S/P	Low = even	Multi 2♦ Opening: Weak (5)6+Ma or FG w/ 5+Ma	
(1Ma)-3Ma = Stop Ask, (1mi)(neb)-2mi = Nat	3 rd	S/P		S/P	2♥/♠ Opening: 10-13 w/ 6+cards	
VS. NT (vs. Strong/Weak; Reopening; Passed Hand)	NT: 1 st	Low = enc *	Reverse smith**	Low = enc	1♣/♦-(1♠)-TRF on 2-level	
2♣ = Both Ma (could be 4-3)	2 nd	Low = even	Low = even	Low = even	1♣-(1NT) 2X = According to NT-defence	
2♦ = Multi a) Weak or strong Ma b) Strong 5-5 Ma+mi	3 rd	S/P	S/P	S/P	1Ma-(1NT)-2kl = 2-3*Ma and 5+oMa	
2Ma = Nat constructive, 2NT = 5-5♣+♦	Signals: * Standard ATT on A or K opening lead				1Ma-1♠/NT-2♣ = 5+♥ and 4+♣/6+♠ or most 16+ hands	
PH: Dbl = ♥+♠, 2mi = mi+higher suit, 2Ma = Nat	**When declarer makes his first lead, low = enc by both in NT				3NT 1st or 2nd = Solid 7+Ma w/o outside A or K	
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT-bids)		DOUBLES		SPECIAL FORCING PASS SEQUENCES		
Dbl = T/O, 2NT = 15-18 Sys On	TAKE-OUT DOUBLES (Style; Responses; Reopening)				We have forced to game (not just bid it)	
(2Ma)-3Ma = 5-5♣+♦, (2/3Ma)-4mi = mi+oMa	May be light with good distribution				1Ma-2NT-(O/C)	
(2♦)-3♦ = 5-5♥+♠, 4♣ = 5-5♥+♣, 4♦ = 5-5♠+♣	Dbl of 1/2Ma can be ELC w/ 4*oMa and 5+♦				1X-(Dbl)-Rdbl and 1X-(1NT)-Dbl	
(3mi)-4♣ = 5-5 Ma+omi, 4♦ = 5-5♥+♠	RESP: 1NT is weak or FG, 2X = 8-11				They are running from 1NTx to 2mi	
(2♦)(multi): Dbl = 13-15 Bal or 17+, 4mi = mi+♥	Reopen: Could be even lighter					
VS. ARTIFICIAL STRONG OPENINGS		SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES		IMPORTANT NOTES THAT DON'T FIT ELSEWHERE		
(1♣): Dbl = ♥+♠, NT = ♣+♦	Supp Dbl/Rdbl on 1-level,				Frequent use of transfers and artificial 2NT in competition	
(2♣): Dbl = ♣, NT = 2-suiter	G/T Dbl when no other bid is available				Singleton A/K is usually shown as no singleton	
OVER OPPONENTS' TAKE-OUT DOUBLE		(1X)-1Y-(1/2Z)-Dbl = 2-3*Y and (4)5+unbid		Not strict about hcp-ranges		
Rdbl = Strength, sets FP to 2X	2♦-(2Ma)-Dbl = P/C				Nebulous (neb) = a bid that can be 2 or less cards	
TRF after 1Ma-(dbl), starts w/ 1NT					Psychics: Occasionally	
After 1♣-(Dbl): Sys On (TRF On)						

OPENING BID DESCRIPTIONS						
Opening	Tick if Art	Min No Cards	Neg Dbl Thru	Description	Responses	Subsequent Auction
1♣	√	2	4♠	a) 12-14 Bal b) Nat Unbal w/ 4+♣	1♦/♥ = 4+♥/♠, may be very weak 1♠ = a) 4+♦ (FG if 4*Ma) b) Bal (usually w/o 4* Ma) 1NT = G/T opposite 12-14, 2♣ = 5-10 w/ 5+♣ 2♦ = a) G/T w/ 6+♣ b) FG w/ 5+♣ and 4+Ma 2Ma = 4-8 w/ 6+Ma, 2NT = Weak w/ 5-5 mi 3♣ = Nat PRE, 3♦/♥/♠ = SHO w/ 6+♣	1♦/♥-1Ma = Bal w/ 2-3*Ma or Unbal w/ 3*Ma 1♠ = 5+♣ and 4+♦, 1NT = 5+♣ and 4+oMa 2♦ = 15+ w/ 6+♣, 2Ma+1 and higher = Art 1♠-1NT = Usually Bal
1♦		4	4♠	Nat Unbal w/ 4+♦, 5+♦ or 4♦441	1Ma = Nat, 1NT = 6-11, 2♣ = Nat FG 2♦ = FG w/ supp, 2Ma = 4-8 w/ 6+Ma 2NT = Nat G/T, 3♣ = G/T+ w/ supp, 3Ma/4♣ = Void	1Ma-1♠ = 4+♣, 1NT = 4+oMa, 2♣ = 6+♦, 2♦+ = Art 1NT-2♣ = a) 11-14 w/ 6+♦ b) 15+ w/ 4+♣) 18+ w/ 4+Ma 2♦-2♥ = 14+
1♥♠		5	4♠	11-23	1NT = Semi forcing, 2/1 = FG, 2Ma = 8-11w/ 3(4)*supp 2NT = G/T+ w/ 4+supp, 3X = Nat G/T 3♠/3NT+ = Supp w/ a Void	1♥-1♠/1NT-2♣ = a) 14-15 w/ 6+♥ b) 16+ 1♠-1NT-2♣ = a) Nat b) 16+
1NT			4♠	14+-17 Semibal, 5c Ma or 6c mi possible	2♣ = Stayman but doesn't promise a Ma, 2♦/♥ = 5+♥/♠ 2♠/NT = 6+♣/♦ (2NT could be weak w/ 5-5 mi) 3♣ = FG w/ 54+ mi, 3♦ = G/T w/ 6+Ma 3Ma = 3-suiter w/ SHO Ma, 4♣/♦ = TRF 4♥/♠	2♣-2NT/3♣ = Min/Max w/ 4-4 Ma 2♣-2X-3♣ = FG Ask 2♣-2♦-3Ma = Smolen
2♣	√		3♠	a) 18-19 Bal b) 23+ Bal c) FG w/ 5+mi	2♦ = a) Relay b) 5+♥, 2♥ = 5+♠, 2♠/NT = 6+♣/♦ 3♣ = FG w/ 54+ mi, 3♦ = 6+♣ and 4*Ma 3Ma = 6+♦ and 4*oMa	2♦/♥-2♥/♠ = 18-19 Bal 2♦-2♥-2♠ = Puppet to 2NT
2♦	√			Multi a) Weak (5)6+Ma b) FG w/ 5+Ma	2/3Ma = P/C, 2NT = Ask, 3mi = Nat F1 4♣ = TRF to your Ma, 4♦ = Bid your Ma	2♥-2NT = FG w/ ♠, 3♣+ = FG w/ ♥ 2♠-2NT = Weak w/ ♥, 3♣-3♠ = FG w/ ♠, 3NT+ = FG w/ ♥ 2NT-3♣ = Min, 3♦/♥ = Max w/ ♥/♠
2♥♠		6		10-13	2NT = G/T+, usually w/ supp, New suit = Nat F1 3Ma = PRE, 3♠ = Nat G/T, 4mi = Void, 4♥ = T/P	2NT-As after 1Ma - 2NT
2NT				20-22	3♣ = Stayman, 3♦/♥ = 5+♥/♠, 3♠ = Puppet 3NT a) T/P 3NT b) 54+ mi 3NT = 6+♣, 4♣ = 6+♦, 4♦/♥ = TRF 4♥/♠	3♣-3♦ = Any 4*Ma, 3♥ = No 4*Ma, 3♠ = 5*♠, 3NT = 5*♥
3♣♦		6		PRE	New Suit = F1, 3♣-4♦ = S/T, 3♦-4♣ = S/T	HIGH LEVEL BIDDING
3♥♠		6		PRE	New Suit = F1, 4♣ = S/T, 3♠-4♦ = Pick a game 4♥/♠	Cues up the line, 1st or 2nd
3NT	√			1st/2nd Solid 7+Ma, no outside A/K	4♣ = TRF to your Ma, 4♦ = Asks for length, 4Ma = P/C	RKCB 1430 (5NT = odd w/ Void, 6X = even w/ Void)
4♣♦		6		PRE	4♦/5♣ = S/T, 4Ma = Nat, 4NT = Nat(4♣), RKCB(4♦)	Non-Serious 3♠/3NT, Last Train
4♥♠		6		PRE	4♠ = Nat, 4NT = RKCB	4NT often "2 places", 5NT often "pick a slam"
4NT	√			Ask specific Aces	5♣ = No Ace, 5X = Ace of X, 5NT = ♣Ace, 6X = 2 Aces	When FP, pass and pull is S/T