DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS					WBF and SBF Convention Card
OVERCALLS (Style; Responses; 1/2 Level; Reopening)	OPENING LEA	DS STYLE				BRIDO
Aggressive 1-level ; Sound 2 level		Lead		In Partner's Suit		
Responses: Transfer from 2x, two way raises	Suit	1-3-5		1-3-5		
	NT	1-2-4		1-3-5		
	Subsequent	2 <sup>nd</sup> or 4 <sup>th</sup> through declarer		same		
	Other:	Vs 5*+ King asks for count				Category:
		After supporting P, we may lead high from 3 small and			om 3 small and	NCBO: Sweden
1N OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)		low from H or 4+small,				Event: All
Vs M: 10-16 HCP 4oM+5m		Vs NT 2 <sup>nd</sup> from Hxx, xxx and xxxx (see below)			e below)	Players: Niklas Warne – Tommy Bergdahl
Vs m: 15-18 HCP Stayman and trf	LEADS	(22.2.4)				SYSTEM SUMMARY
Reopening: 11-14 HCP; Stayman and trf	_	Vs. Suit		Vs. NT		GENERAL APPROACH AND STYLE
reopening . 11-17 ffer , stayman and til	Ace	AKxx		AKxx / Axxx		Strong club with nebulos 1 •
JUMP OVERCALLS (Style; Responses; Unusual NT)	King	KQxx			Jx / AKxx / AKJT	Relay styles in FG situations
3M vs weak two openings 4c OM w/ 6+ minor	Queen				Ix / KQT9 / KQJx	Relay styles in FO situations
	Jack	JTxx		JTxx / AQJ		
	10	Tx / T9x / KJTx / AJTx		AJTx / KJT	x / T9x / Tx	
	9	9x / HT9x		HT9x / H9x		
DIRECT AND JUMP CUE-BIDS (Style; Responses; Reopen)	Hi-x	1 <sup>st</sup> (two), 3 <sup>rd</sup> /5 <sup>th</sup> (3-	+)	2 <sup>nd</sup> (incl Hx	(x) or 4 <sup>th</sup>	
	Lo-x	As above		As above		1NT Openings Dethaciana
2x = 5-5 in highest plus other suit	SIGNALS IN (	ORDER OF PRIORITY			1NT Openings: Both minors	
2N = 5-5 lowest		Partner's Lead			Discarding	2-over-1 Responses: ART
Jump 3X = asking for stopper	Suit: 1 <sup>st</sup>	ATT (S/P)	Count		ATT	SPECIAL BIDS THAT MAY REQUIRE DEFENCE
	2 <sup>nd</sup>	Count	S/P		Count	-
	3 <sup>rd</sup>					1 ← = 10-15 maybe short
VS. NT (Vs. Strong/Weak; Reopening; Passed Hand)	NT: 1 <sup>st</sup>	ATT (S/P)	Count		ATT	1 → - 1M maybe 3cards
ASPTRO	2 <sup>nd</sup>	Count			Count	1N = 10-15, at least 4-5/5-4 minors.
DbL 15+	3 <sup>rd</sup>	S/P		S/P	2N = 14-16 1444/0445/0454 (short spades)	
Reop. D=12+ PH : Dbl= minor overcall	OTHER SIGNALS (INCLUDING TRUMPS)				3♣ = 10-14 some solid m	
	ATT : low=ENC and Count: low=EVEN				Transfer bids in COMP bidding	
	S/P when indicated 4+ suit					
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)	Ace lead at 5 level ask for ATT and King ask for count					
Cue over 3m = Both Ms, normally 5-5	If void or singleton in dummy: S/P					
4 om over  3 m = M + om, normally  5-5						
4m  over  3M = OM + m,  normally  5-5	DOUBLES					
2NT = 15 - 18Hcp	TAKEOUT DOUBLES (Style; Responses; Reopening)					
		. , , -				
VS. ARTIFICIAL STRONG OPENINGS						
Vs Strong ♣ D=both M and 1NT = both ms	Lebensohl 1NT/2NT				SPECIAL FORCING PASS SEQUENCES	
						1♣-(4♥/♠) Pass=forcing, X=T/O
					1♣-(5♣/♦) Pass=encouraging, X=warning	
OVER OPPONENTS' TAKEOUT DOUBLE	CDECIAL ADTIFICIAL AND COMPETITIVE DOUBLES (DESCRIPTION				IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
Conv, often transfers	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES				-	
Cont, once transfers	DDI G				_	
	DBI often transfer  SUPP DbI				_	
	MOD Dbl				Psychics: Possible, but quite rare	
						1 Sycines. I Ossible, but quite fale