



DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			WBF and SBF Convention Card		
OVERCALLS (Style; Responses; 1/2 Level; Reopening)		OPENING LEADS STYLE					
Normal, may be aggressive			Lead	In Partner's Suit			
	Suit	1/3/5					
	NT	1/3/5 with exceptions			Category:		
	Subsequent	2/4 through declarer			NCBO:		
	Other :				Event:		
					Players:	Simon Ekenberg – Mats Nilslund	
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY		
15-18/12-16		Lead	Vs. Suit	Vs. NT	GENERAL APPROACH AND STYLE		
	Ace				5533 with 1N 15-17		
	King				2C 18-21 bal/semibal or GF with C/H/S		
	Queen				2D 5+H 3-9/6S 10-13 or strong BAL/D		
	Jack				2H 10-13		
JUMP OVERCALLS (Style; Responses; Unusual NT)		10			2S 5+S 3-9		
(2x)-3H canape, (2D Multi)-3S=55		9			Transfer/Switch responses in some situations		
(1mi)-2mi both majors (2D if <3C)		Hi-x					
(1x)-2N/3C 2-suited		Lo-x					
		SIGNALS IN ORDER OF PRIORITY			SPECIAL BIDS THAT MAY REQUIRE DEFENCE		
DIRECT AND JUMP CUE BIDS (Style; Responses; Reopening)			Partner's Lead	Declarer's Lead	Discarding		
(1M)-2M highest+lowest		Suit: 1 st	Low enc	Low even	Low enc	One level responses may be weak	
(2M)-3M and (3S)-4S minors		2 nd				1D-2C=4+D 9+ or GF with C	
		3 rd				1mi-2D/H/S TRF	
VS. NT (vs. Strong/Weak; Reopening; Passed Hand)		NT: 1 st	Low enc/even	Low even	Low enc	1Ma-(D)-TRF from 1N	
2C=both Ma		2 nd				1C-1D may be 3	
2D=5+Ma, constructive		3 rd					
2Ma=5+		Signals (Trumps):					
If passed D=S+1, 2mi=mi+H							
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT-bids)		DOUBLES			SPECIAL FORCING PASS SEQUENCES		
(Leaping) Michaels		TAKE-OUT DOUBLES (Style; Responses; Reopening)			High level D in F situation=want to bid		
		Normal, mat be aggressive			Low level doubles for T/O		
VS. ARTIFICIAL STRONG OPENINGS							
D against 1C=strong							
		SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE		
OVER OPPONENTS' TAKE-OUT DOUBLE							
Transfers 1M-(D) and 1mi-(D)							

OPENING BID DESCRIPTIONS							
Opening	Tick if Art	Min No Cards	Neg Dbl Thru	Description	Responses	Subsequent Auction	Passed Hand Bidding Opponents bid
1♣		3		(10)11-21 normal choice with 33mi	1D=3+, 1Ma=4+ (one level may be weak), 1N=11-12, 2C=4+C F1, 2D/H=TRF weak or GF, 2S=5+C F1, 2N=5+C bal F1, 3C=5-8, 3D/H/S=PRE	1C-1D; 1Ma=F1 4+C, 1C-1D; 2Ma=SPL (2H may be 2245), 1C-1x; 1N=11-14 bal/semibal (XY module), 1C-1H; 2S=6C 3H, 1C-1Ma; 2N=F1 6C or supp, 1C-1N; 2N=F1 6C	1-level TRF after interference, Switch after 1mi-(1S) Fit jumps after pass 3S TRF after overcalls
1♦		3		(10)11-21 normal choice with 44mi	1Ma=4+ may be weak, 2C=Twoway 4+C GF or 4+D any strength, 2D/H TRF weak or GF, 2S=5+D F1, 2N=nat INV, 3C=INV, 3D=5-8, 3H/S=PRE	1D-1Ma; 1N 11-14 bal/semibal (XY module), 1D-1Ma; 2C=twoway 6+D or 16+, 1D-1Ma; 2D=NF 5D4C, 1D-1H; 2S=6D 3H, 1D-1Ma; 2N F1 6D or supp, 1D-1Ma; 2N F1 6D	As above
1♥		5		(10)11-21	1S=4+, 1N=NF (one level may be weak) 2C/D=4+ GF, 2H=8-11, 2S=weak, 2N=4+H INV+ 3C/D=6+ INV, 3H=PRE, 3S=any void 12-14, 3N/4mi=void 8-11 or 15+	1H-1S; 1N 11-14 bal/semibal (XY module) 1H-1S/N; 2C=F1 6H or 16+, 2H=5H4C, 2N=6H4mi, 3mi 55 13-15 1H-2mi; 2N=15+	1H-(D)-RD=4+S TRF up to 2Ma after D Fit jumps after pass
1♠		5		(10)11-21	1N=5-12 ev stöd, 2lâ/hj UK, 2sp 8-11, 3lâ/hj=nat invit	1S-1N; 2C=F1 6S or 16+, 2S=5S4C, 2N=6S4mi/H, 3mi 55 13-15 1S-2mi/H; 2N=15+	
1NT				15-17 Bal may have 6322/5422 Optional with 5Ma	Stayman, 4suit Transfer 3C=NF 55mi, 3D/H S/T TRF, 3S=GF 55mi, SAT	Smolen, 3C relay after Stayman	Transfer Lebensohl System On over T/O Double
2♣				18-21 Bal/semibal or GF with C/H/S	2D=relay, 2Ma weak, 2N=weak 55mi, 3/4x=TRF	2C-2D; 2H 18-19 or 5+H, 2S=GF nat, 2N=20-21, higher=5+C 2C-2D; 2H-2S; 2N=18-19, 3C=6H, 3H=5H4C	Dbl T/O (GF) Forcing pass over 5x
2♦				(5)6H 3-9 nonvul, 6-9 vul 6S 10-13 GF with D 25+Bal	2H=P/C; 2S=5H INV, 2N=F1, 3mi GF, 3H=PRE	2D-2Ma; 2N=25+ bal, 3H/S=4441 2D-2N; 3C=H, 3D=S, 3Ma=4+ GF	RD=bid your suit 2D-(2N)-3mi Lissabon
2♥				10-13	2N F1, 2S=F1, 3mi=GF		
2♠				6-9	2N F1, 3mi/H=GF		
2NT				22-24	3C=Muppet Stayman, 3D/H and 4D/H=TRF, 3S=minor suit Stayman, 4C=55Ma		
3♣				6+	4D=Optional RKC		
3♦				6+	4C=Optional RKC		
3♥				6+	4C=Optional RKC		
3♠				6+	4C=Optional RKC		
3NT				Gambling			
4♣				Preemptive			
4♦				Preemptive			
4♥				Preemptive			
4♠				Preemptive			
4NT							
HIGH LEVEL BIDDING							
RKCB 1430, Cuebids, Special modules to show shortness							
Splinter, Forcing pass, SPL doubles							
Double in high F situations=I want to bid, Pass may be PEN							