DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS				W B F CONVENTION CARD	
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENING LEADS STYLE			1		
1-level: Aggressive, sometimes 4c suit NV	Lead		In Partne		CATEGORY: Green	
2-level: Sound	Suit	3/5 th			titude if supported)	NCBO: Sweden
To order to the state of the st	NT	3/5 th			titude if supported)	PLAYERS: Andreas ABRAGI – Ivar LICHTENSTEIN
If 3 rd hand passes: New suit=F1; If 3 rd hand doubles: TRF	Subseq See below 3/5th (Attitude if supported)		EVENT: All			
If 3 rd hand bids: new suit=NF	Other: Rev Smith vs NT/slam. 8/9 in own pree-suit shows side void.					
	Subseq: Attitude, 2/4 th when shifting ten or higher. More 2/4 th against NT. 3/5 th w ATT thr dummy. K for C if decl showed a 6+suit or against 4.4.					
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	LEADS	uir dullilly. K lor	C II deci snov	ved a o+sui	t or against 4*+.	SYSTEM SUMMARY
2 nd seat: 15-18 (Sys-ON)	Lead	Vs. Suit		Vs. NT		SYSTEM SUMMARY
4 th seat vs 1m: 11-14 (Sys-ON)	Ace	AK+		AK+		GENERAL APPROACH AND STYLE
4 th seat vs 1M: 11-16 (Sys-ON) but 2* major/range ask)	King	AK+ AK(+), KQ		AK, KQ	1	5542, 1♦ not balanced
4 Seat VS TWL 11-10 (Sys-ON but 2# major/range ask)	Queen QJ		QJ			1NT=(14)15-17
	Jack	JT, AQJ		JT, AQJ		2♦=Multi, with strong alternatives
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	T9, HJT		T9, HJT		2M=(9)10-12, 6+M
2 nd seat: 2NT=55+ lowest, usually constructive	9	9x, HT9		9x, HT9		2/11-(2)10-12, 0+111
4 th seat: 2M=10-12 6M; 2NT=19-21NT (Sys-ON)	Hi-X	Xx, xxXx, x	vXvvv		x, xxXxxx	
+ Sout. 211-10-12-011, 2111-17-21111 (Sys-011)	Lo-X	xxX, xxxxX			xxX, xxxxxxX	
		SIGNALS IN ORDER OF PRIORITY		AA21, AA	anzi, anamazi	
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		artner's Lead	Declarer's Lo	ead 1	Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE
(1♣=0-2): 2♣=Nat; 2♦=MM; 2NT=♥+♦		ow=Enc	High-Low=C		Low=Enc	2♦, 3NT
$(1 \bullet = 0 \cdot 2): 2 \bullet = \text{Nat}; 2 \lor = \text{Vivi}; 2 \lor 1 = \lor + \checkmark$ $(1 \bullet = 0 \cdot 2): 2 \bullet = \text{Nat}; 2 \lor 1 = \lor + \checkmark$	Suit 2 High-Low=Odd		Ingii Low-C		High-Low=Odd	24, 51(1
(1m=3+): 2m=MM; 2NT=♥+om	3 S			-	. Ing.i. 20 0 dd	
(1M): 2M=oM+m; 2NT=mm		ow=Enc	High-Low=C	Odd 1	Low=Enc	
VS. NT (vs. Strong/Weak; Reopening;PH)		igh-Low=Odd	Ing. 20 W		High-Low=Odd	
X=PEN	3 S				riigii Eow—Odd	
2♣=MM, usually 54+, 2♦=One (5)6+M		luding Trumps):				
2M=5+M, 4+m, 2NT=55+mm, 3m=Wide range	High-Low=Disc/Odd. Rev Smith vs NT/slam. In the trump suit, we can give					
21v1-3+1v1, ++1ii, 21v1-33+iiiii, 3iii- vi ide range						
Against weak NT: Same, but sys-on in 4 th seat unless passed hand	SP, or sometimes play 2 nd lowest from spots to show unexpected length. When giving count on king: 2 nd lowest from 4, 2 nd highest from 5. DOUBLES					
, ,						
PH and/or 4 th seat (unless wk NT) : Dbl=♠+1; 2m=m+♥; 2M=Nat						
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOUT	DOUBLES (Styl	e: Responses:	Reopenin	g)	
X=T/O. Forcing pass against favourable 5X preempts, with X=PEN	TAKEOUT DOUBLES (Style; Responses; Reopening) Light style, reopening with a double does not show extras					
(Non) Leaping Michaels	Lowest ♦-bid is lebensohl over a T/O of ♣ in some positions					
(3m) 4♣=om+M; 4♦=MM. (4♣) 4♦=MM	1NT is weak over a T/O of \blacktriangle in some positions					
VS. ARTIFICIAL STRONG OPENINGS- i.e. 14 or 24			poszuc			SPECIAL FORCING PASS SEQUENCES
X=MM	SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS				When we are in a force, generally dbl=pen and our forced bid is	
	51 ECIAL, ARTIFICIAL & CONTETTITVE DDL5/RDL5				the weakest.	
NT=mm	Support X/XX on the 1-level				FP against favourable 5-level preempts in some auctions	
Also applied on 1/2♦ response over a strong 1/2♣ response	INV doubles in some auctions					
OVER OPPONENTS' TAKEOUT DOUBLE	Artificial doubles of artificial bids in many auctions				IMPORTANT NOTES	
XX=10+, forcing pass to 2OP, but we can play from 1NT	and source of artifold of the many ductions				3 rd seat openers may be light, and 1 ♦ may be balanced	
,						Ranges are approximate
TRF after 1M (X) from 1NT to 2M-1						PSYCHICS: Rare

TICK IF ARTIFICIAL	MIN. NO. OF CARDS	j.DBI RU				
		NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
	2		12-14NT, no 5M / 4+♣, unbal	1 ♦=(2)4+ ♦; 1M=4+M; 1NT=INV; 2♣=GF, 2 ♦=INV, 5+♣; 2M=(0)3-7, 6+M; 2NT=55 minors; 3♣=Pree	1 ♣-1 ♦; 2M=15-17/18+, 6+ ♣; 2NT=Supp 1 ♣-1 ♥; 1 ♠=Unbal; 1NT=Possibly 4 ♠ 1 ♣-1M; 2 ♦=Two-way; 2NT=Supp	PH: 1m-Jump to om=INV+ supp
	4		5+♦, unbal / 4441♣	1M=4+M; $1NT=Nat$; $2 ◆=GF$, $2M=(0)3-7$, $6+M$; $2NT=Mixed raise$; $3 ♣=INV$, $4+ ♦$; $3 ♦=Pree$	1 ♦-1M; 1NT=Art; 2NT=Supp	
	5		11-23 May be lighter and sometimes 4c suit in 3 rd seat	2♣=2+; 2M=5-10; 2NT=10+, 4+M; 3♣=MR; 3♦=10-12, 3M; 3M=0-6; 3M+1 and higher=Art void	Gazilli (2♣=Strong or natural) 1♥-1♠; 2NT=Supp	2♣=5+♥; 2M-2=Max, 3supp; 2M-1=Max, 4supp; 3♣=MR
	5			As above		
			15-17, may have 5M/6m/5422	2♣=Stayman; 2♦♥=(4)5+♥♠; 2♠/NT=6+♣/♦ (2NT cd be 55mm weak); 3♣=Ask 5M; 3♦=GF, 55mm; 3♥=SPL, 3-4♠; 3♠=SPL, 13(54) type	Double TRF after 1NT-2♦♥; 2♥♠ After minor TRF: New suit=shortness	Transfer Lebensohl
			18-19NT, no 5M / GF	2 ◆ = Many hands; 2 ♥ = 4+ ♠, canapé or 5+ ♠; 2 ♠ = 6+ ♣; 2NT = GF, 55+MM; 3 ♣ = GF, 6+ ♦; 3 ♦ = TP; 3M=ST, minors, shortness		Transfer Lebensohl
	(5)6		Weak major (may be very weak NV) or 22-23NT or GF with one-suiter ◆	2/3M=P/C; 2NT=Art Ask; 4♣/◆=TRF/Bid your M; 4M=TP	2 ♦ -2NT; 3 ♣ = Any min; 3 ♦ ♥ = TRF max 2 ♦ -2 ♥; 2 ♠ -3 ♥ = Nat INV 2 ♦ -2 ♠; 3X-3 ♠ = Nat INV	2♦ (Dbl) P=♦;Rdbl=Another own suit; 2♥+=As uncontested
	6		10-12	2♠=Nat F1; 2NT=Art ask; 3m=Nat F1	2 ♥-2NT; 3♣=Any 64, not subminimum; 3 ♦=Short minor; 3M=Min; 3oM=Short oM; 3NT=Max without shortness	
	6		10-12	2NT=Art ask; 3♣=INV+, 5+♥; 3♥=GF, (5)6+♣	2.4-3.4; 3.♦=Art positive, 3M=Negative	
			20-21	3♣=Stayman; 3♦♥=5+♥♠; 3♠=ST, mm/6+♦; 4♣=Nat ST; 4♦♥=TRF (SO/SF)	2NT-3 ♦ ♥; 3 ♥ ♠=2-3 ♥ ♠	
	6		PREE	3♣-3♦ asks for 3M Over 3m: 4om=Supp. Over 3M: 4♣/♦=N/Se supp		-
			1-2 nd seat: Solid 7+M, 3-4 th seat: TP	4♣=Ask shortness (→ Stepwise); 4 ♦=Ask length (→ 7,8,9); 4 M=P/C		
			PREE	4♦=ST supp; 4NT=TP		
			PREE	4NT=TP; 5 * =ST supp		
			PREE/TP	4♠/5m=Nat; 4NT=1430		
			Specific ace ask	5♣=0A; 5X=That A; 5NT=♣A; 6X=That A+higher		
			PREE/TP		HIGH LEVEL BI	IDDING
		5 5 (5)6	5 5 6 6 6	5	2NT=Mixed raise; 3♣=INV, 4+♦; 3♠=Pree	2NT=Mixed raise; 3a=INV, 4+√; 3+≥-Prec