DEFENSIVE AND COMPETITIVE BIDDING			LEA	DS AND SIG	NALS		W B F CONVENTION CARD	
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENIN	G LEAD	S STYLE					
8-16, 5-card-suit, sound overcalls on the two-level	1		ead		In Part	mer's Suit	CATEGORY: Green	
	Suit		1 st /3 rd /5 th		1 st /3 rd /5 th		NCBO: Sweden	
	NT	1	st/3rd/5th		1st/3rd/		PLAYERS: Louise <u>Hallqvist and</u> Ylva <u>Johansson</u>	
	Subseq		st/3rd/5th		1 st /3 rd /		EVENT Women	
	Other:							
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	LEADS						SYSTEM SUMMARY	
15-18, continuation as after opening	Lead	V	/s. Suit		Vs. NT			
Reopening:11-14(16)	Ace		AKQ+, AKJ+, AKx+		AKQ+, AKJ+, AKx+		GENERAL APPROACH AND STYLE	
	King Queen		KQ+, QJ+		KQ+, QJ+		Natural system with 5 card MM openings. C opening can be 2- card suit, D opening always semi or unbal	
							2♦ multi with weak M or strong D	
	Jack		JT+, Jx		JT+, Jx		2♥/♠ 6-card suit 10-12	
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	Н	HJT+, Tx		HJT+, Tx			
2NT = 55+ both lowest unbid, constructive (Reopen: 19-21 bal).	9	K	CT9x, QT9x	x, KJ9x, 9x	KT9x,	QT9x, KJ9x, 9x		
Jump overcall weak	Hi-X			, ,	,			
	Lo-X							
Reopen:	SIGNAL	S IN ORI	DER OF P	RIORITY				
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		Partner's		Declarer's Lo	ead	Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
(,,,,,,,,,,,,,,,,,,		Lo=ENC		Lo=E		Lo=ENC	$2 \blacklozenge = a)$ 6-card M, 6-9 hcp b) FG with 5+ \blacklozenge	
		Lo=E	·	(suit preferer	ice)	Lo=E		
		(suit pref	erence)	(suit preferen		(suit preference)	-	
	1	Lo=ENC		Lo=E		Lo=E		
VS. NT (vs. Strong/Weak; Reopening;PH)		Lo=E	/	(suit preferer	(ce)	(suit preference)		
Dbl = strong	2	L0-L		(suit preferen		(suit preference)	-	
2 = asking for M usually at least 4+ & & 4+	Signala (in	ncluding 7	Trumma):					
6 ,	Signals (I	ncluding	rrumps).					
2♦ = weak M overcall	4 4						_	
2M= NAT constructive	┨┣━━━━			DOUBLES		-		
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)				e; Responses;	Reopeni			
	Offshape		5)17+					
	lebensohl							
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1 + or 2+							SPECIAL FORCING PASS SEQUENCES	
Against strong 1.4:D=M, 1NT = m								
OVER OPPONENTS' TAKEOUT DOUBLE							IMPORTANT NOTES	
Rdbl = 10+ interested in penalizing								
							PSYCHICS: Rare	

U	IF JAL	. OF	NEG.DBL THRU						
OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS		DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING		
1*	\checkmark	2	4♥	a) (11)12-14/18-19 bal w/o 5M	1 NT=8-11, $2 = 5 + 6 - 9$, $2 = invite with 5 + 3$,				
		4		b) Natural unbal with 4+	2♥/♠=6+4-8, 2NT=invite				
1 ♦		4	4♥	Natural unbal with 4+◆	1 NT=6-11, $2 = 4 + FG$, $2 = invite with 4 + 4,$				
1 🗸		5	4	11-23	2 ♥/♠=6+ 4-8, 2NT=invite 1 NT=6-11, 2 ♥=3+♥ 8-11, 2NT= invite with 4+♥				
1		5	T	11-25	2 / 4 = 4 + 4 / 4 FG, $2 = 6 + 4 - 8$, $3 / 4 = 6 + 6$ invite				
1		5	4♥	11-23	1 NT=6-11, 2 = 3+ & 8-11, 2 NT= invite with 4+ &				
1 **		5	→		2*/4=3+*/4+4 FG, $3*/4=6+$ invite				
INT				15-17 NT (semi)bal	2♣=Stayman, 2♦/♥=Trf to ♥/♠, 2♠= Trf to ♣ or FG with ♣/♦, 2NT=invite, 3♣= FG asking for 4 and 5 card M, 3♦= FG 3 suits with short m, 3♥/♠ FG 3 suits with short other M				
2*				a) 20-21 NT b) Any FG (not ♦)	$2 \blacklozenge = $ Waiting, $2 \checkmark / 2 \spadesuit / 3 \clubsuit / \blacklozenge = 5 + 0 - 4$				
2 ♦	\checkmark			a) 6-card M, 6-9 b) FG with 5+◆	2/3♥/♠=Pass or correct, 2NT=INV+ ask, 3m=Nat FG, 4♣=Trf to your suit, 4♦=Bid your suit	$2 \bullet - 2$ NT; $3 \bullet = Any max$, $3 \bullet = Min 6 \bullet$, $3 \bullet = Min 6 \bullet$			
		(10.10					
2♥		6		10-12	2NT=ask				
2.		6		10-12	2NT=ask				
2		0		10-12	21N1-dSK				
2NT				22-24 NT	3♣ asking M, 3♦/♥=transfer	Opener accepts transfer with support			
3*		6		Preemtive					
3 ♦		6		Preemtive					
3♥		6		Preemtive					
3♠		6		Preemtive					
3NT				Solid 7-card minor					
4*		7		Preemtive		ļ			
4 •		7		Preemtive					
4♥♥		7		To play					
4▲ 4NT		/		To play Asking for specific aces	5				
				Asking for specific aces	5&=no ace, $5 \neq / \neq / A / NT=1$ ace, in bid suit, $6 \neq =2+$ aces	HIGH LEVEL BIDD	INC		
5 ♣ 5♦						RKC 1430			
5 ♦ 5 ♥						1st and 2nd round controls up the line			
5▼ 5★						Splinters, Non-serious, Last Train			
<i></i>						Spiniters, rion serious, East rium			