




DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
1-level: 8-16, normally 5+ suit
2-level: Sound, 11-17, 5+ good suit
Responses: New suit = F1, TRF after 1-level overcalls if the overcalled suit is lower than the suit which is being transferred
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18, sys on.
4 th : 11-16
JUMP OVERCALLS (Style; Responses; Unusual NT)
Jump overcalls = weak (5) 6c suit.
2N = 55+ both lowest unbid
Responses: New suit: F1, 2NT = INV
Reopen: NAT
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Cue bid = 55+ Highest + another suit
Suit = PoC
2NT = asking for other suit, INV+
Jump cue bid = Asking for stopper
VS. NT (vs. Strong/Weak; Reopening;PH)
Dbl = Strength/Tricks
2♣ = both Ms
2♦ = 6+ M
2M = 5+ M and 4+ m
2NT = both ms
3X = TP
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Dbl=Takeout
2NT=15-18, 3NT = to play
(2/3M)-4m=55+ in m and oM
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
VS. 1♣: 1suit-2♣=that suit +1; 1NT=44+♦+♠; Dbl=44+♣+♥
VS. 2♣: Dbl = both Ms; NT = both ms
OVER OPPONENTS' TAKEOUT DOUBLE
Rdbl 10+ hcp, interested in penalizing
(1X)-1Y-(dbl)-rdbl = Hx in Y

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 rd from even, low from odd	3 rd from even, low from odd	
NT	Same	Same	
Subseq	Same	Same	
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKQ+, AKJ+, AKx+	AKQ+, AKJ+, AKx+	
King	KQJ+, KQT+, KQ+, AK	KQJ/T+, KQ+, AK, AKJT+	
Queen	QJT+, QJ9+, QJ+	QJT+, QJ9+, QJ+, KQT9+	
Jack	JT+, Jx	JT+, AQJ+, Jx	
10	HJT+, Tx	HJT+, Tx	
9	KT9+, QT9+, KJ9+, 9x	KT9+, QT9+, KJ9+, 9x	
Hi-X	xxXx, Xx, xxXxxx	xxXx, Xx, xxXxxx	
Lo-X	xxxxX, xxX	xxX, xxxxx	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	ATT, low=enc	Count, low=even	ATT, low=enc
Suit 2	Count, low=even	Suit preference	Count, low=even
3	Suit preference		Suit preference
1	ATT, low=enc	Count, low=even	ATT, low=enc
NT 2	Count, low=even	Suit preference	Count, low=even
3	Suit preference		Suit preference
Signals (including Trumps):			
Hi-lo = discouraging			
Hi-lo = odd			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
X after opening: takeout/17+			
Responses: Cue bid = game forcing			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			

W B F CONVENTION CARD
CATEGORY: 
NCBO: Sweden  
PLAYERS: Erik HANSSON – Castor MANN Teo BODIN
EVENT: U21 all events
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
2/1 = GF
1M = 5+M
1NT = 15-17
2NT = 21-23
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♣ = Art GF OR 18-20 BAL
2♦ = 3-7 with 6c M OR GF with ♦
3NT = 7-8c solid major
SPECIAL FORCING PASS SEQUENCES
When we have forced to game
IMPORTANT NOTES
Singleton A/K usually not shown as singleton
We are not very strict about our hcp-ranges.
PSYCHICS: Very unusual

Erik HANSSON – Castor MANN – Teo BODIN

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	Erik HANSSON – Castor MANN – Teo BODIN			
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4♥	10-23	1♦/♥/♠ = 5+; 1NT = 5-10; 2♣ = 5+♣, 10+; 2♦/♥/♠ = 6+suit, 4-8; 2NT = 11-12; 3♣ = 5+♣ 4-9; 3♦/♥/♠ = 5+♣, void 8-11/15+; 3NT = 5+♣, any void, 12-14 hcp; 4♣ = PRE	-1X-1Y/NT-2♣ = PUP 2♦ (♦s-off / any INV) -2♦ = 12+ ART FG ASK.	2/1 = F1; TRF after 2♦/♥/♠; Cue bid = INV+ w supp After dbl: RDBL = 10+
1♦		3	4♥	10-23	1M = 5+; 1NT = 6-11; 2♣ = 12+; 2♦ = 5+♦ 10+; 2♥/♠ = 6+suit 4-8; 2NT = 11-12; 3♣ = 6+♣, 10-11; 3♦ = 4-9; 3♥/♠/4♣ = 5+♦, void, 8-11/15+; 3NT = 5+♦, any void, 12-14	-1X-1Y-2♣ = PUP 2♦ (♦s-off/any INV) -2♦ = ART FG ASK.	Same as above
1♥		5	4♦	10-23	1♠ = 5+; 1NT = 5-11; 2m = 12+; 2♥ = 3+♥ 8-11; 2♠ = 6+♠, 4-8; 2NT = 4+♥, 10+; 3m = 6+m 10-11; 3♥ = 4+♥ 4-7; 3♠ = ♥supp, any void 12-14; 3NT = void♠, 8-11/15+; 4m = void, 8-11/15+	-1♠/NT-2♣ = 16+ / 6+♥, 12-15 -1♠-1NT-2♣ = PUP 2♦ (♦s-off / any INV) -2♦ = ART FG ASK	Two way drury After dbl: TRF
1♠		5	4♥	10-23	Same as above; 3♣/♦/♥ = 6+ 10-11; 3♠ = 4+♠ 4-7; 3NT = ♠supp, any void, 12-14; 4new = ♠supp, void, 8-11/15+	-1NT-2♣ = 16+ / 6+♠, 12-15	Same as above
1NT		---	-	15-17 (semi)bal, 5cM or 6cm possible	2♣ = Stayman; 2♦/♥ = Trf to ♥/♠; 2♠/2NT = Trf to ♣/♦; 3♣ = Both ms FG; 3♦ = Inv. w 6+M; 3M = 5431 distribution with single M and 3 in oM; 4♣/♦ = Trf to ♥/♠; 4M = to play	-2♣-2♦-3M = 4M+5+oM GF	Transfer lebensohl
2♣	√	---	-	Art GF OR 18-20 BAL	2♦ = 0-4 w no 5cM or 6cm OR 5+; 2M = 5+M, 0-4; 3m = 6+m, 0-4 hcp	-2♦-2NT = 18-20 BAL	Transfer lebensohl
2♦	√	---	-	3-7 with 6cM OR GF with ♦	2/3M = PoC; 2NT = INV+; 3m = NAT F1; 3NT = to play; 4♣ = TRF to your M; 4♦ = bid your M 4M = to play	-2NT-3♣ = min; 3♦ = max w ♥; 3♥ = max w ♠; 3♠ = max w ♥ w HH; 3NT = max w ♠ w HH	2♦-(2M)-dbl = PoC 2♦-(2NT) or higher-dbl = penalty
2♥		6	-	8-11	New suit = Nat. F1; 2NT = Inv+; 4♣ = slamtry in ♥	-2NT; 3♣ = min, bad suit; 3♦ = min, good suit; 3♥ = max, bad suit; 3♠ = max, good suit; 3NT = AKQ	dbl = penalty
2♠		6	-	8-11	New suit = Nat. F1; 2NT = Inv+; 4♣ = slamtry in ♠	Same as above	dbl = penalty
2NT		---	-	21-23 BAL	3♣ = Asking for Ms; 3♦/♥ = Trf; 3♠ = both ms or 6+♦; 3NT = to play; 4♣ = 6+♣; 4♦/♥ = Trf to ♥/♠; 4♠ = both ms weak		
3X		6	-	PRE, 3-9	New suit = F1; 4NT = RKC (4♠ if X=♥); 4♣ = slamtry in X (4♦ if X=♣)		
3NT	√		-	Solid 7+ major, no aces or kings in other suits	4♣ = TRF to your suit 4♦ = bid you suit		
4♣/♦		(6) 7	-	PRE	New suit = to play; 4NT = RKC	HIGH LEVEL BIDDING	
4♥		(6) 7	-	To play	New suit = to play; 4♠ = RKC	RKC 1430 in Majors; RKC 0314 in minors	
4♠		(6) 7	-	To play	New suit = cue bid; 4NT = RKC	Then ask for spec kings and queens	
4NT	√	---	-	Ask spec aces	5♣ = 0 ace; 5♦/♥/♠ = ♦/♥/♠-ace; 5NT = ♣-ace; 6♣ = 2 aces in red/black suits; 6♦ = 2 aces in Ms/ms; 6♥ = 2 aces in ♠/♣♥; 6♠ = 3 aces	Splinters, 1st, 2nd cues up the line	
5♣/♦			-	To play		Ripo, Dopi, Depo	