DEFENSIVE AND COMPETITIVE BIDDING		LE	ADS AND SIGN	ALS	W B F CONVENTION CARD	
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENING I	LEADS STYLE				
Sound Style: 1-level 6-16		Lead		In Partner's Suit		CATEGORY: Green
2-level 11-16	Suit	1,3,5		1,3,5		NCBO: Sweden
	NT	Att		1,3,5		PLAYERS: Simon Hult - Peter Bertheau
			ays in p suit)			
			eclerer in unplaye	d suits		
		int on 5-level and	d vs preempts			
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	LEADS				SYSTEM SUMMARY	
15-18	Lead	Vs. Suit		Vs. NT		
Reopening:11-16 (2C=stayman, (2NT=15-16))	Ace	AKQ+AK+Ax		Akx+ Ax		GENERAL APPROACH AND STYLE
	King	KQJ+ KQT+ KQ+		KQJ+ KQ+		3+m Sound openings (11-12 bal can be passed)
	Queen	QJT+ QJ9+			QJ9+ QJ+	3-seat might be weaker
	Jack	KJT+ JT9+			KJT+ JT9+ Jx	5+M Sound openings (11-12 bal can be passed)
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	HT9+ T9x-	+ Tx		T9x+Tx+	3-seat might be weaker
Pre Sound style (may be very aggressive non vul vs vul)	9	KJ9+ 9x+		98x+9		1NT 15-17 (5-c M 6-c m possible)
	Hi-X	Xx			Xxx Xx	2C 18-19 bal/any GF
	Lo-X	,xxX xxxx		HxX I	HxxX HxxxX	
Reopen: 10-13 6+ suit		N ORDER OF I				2NT= 20-21 bal (5-c M 6-c m possible)
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		rtner's Lead	Declarer's Lead	d	Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1m-2m (Both M)		w=enc	Low=even		Low=enc	2D multi
1M-2M (oM+C)	Suit 2 Lo		S/P		Low=even	
1M-2N (oM+D)	3 S/I				S/P	
1M-3C both m nf, 1M-3M both m F		w=enc	Low=even			
VS. NT (vs. Strong/Weak; Reopening; PH)	NT 2 Lo		S/P			
X=Pen	3 S/F)				
2C= Both M	Signals (inclu	uding Trumps):				
2D= One M 2D weak M overcall	We do a lot o	f suit pref, not n	nuch count			
2M=M+m VS weak NT 2M constructive	In Trumps we	e play high (give	e me a ruff)			
			DOUBLES			
By passed hand dbl is Max hand 10-11 bal						
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOUT	DOUBLES (Sty	le; Responses; R	eopeni		
2M-4m (5+oM+m)	TO dbl may b	be light with dist	tribution			
3m-4D (both M)		~				
3m-4C (H+om)						
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1+ or 2+						SPECIAL FORCING PASS SEQUENCES
X = (Both M)	SPECIAL, A	RTIFICIAL &	COMPETITIVI	E DBL	When we forced to game we play forcing pass	
NT=(Both m)		No support dbls				
OVER OPPONENTS' TAKEOUT DOUBLE						IMPORTANT NOTES
XX=10 points						
	-1					
						PSYCHICS: Very rare
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		DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1*	3+,	If 3 (4333)(3433)(4423) 11-23	1D= 3+, 1M=4+ 1NT=NF 2C=GF, 2D=Multi, 2H=Bal inv/GTsupp 2S=inv 5+C 2NT=Nat GF 3C=pre 3X=short 5+C PaG	1C-(1X)-1NT-(2C= inv any (2D=GF) (3m=5+m inv)	
1•	3+,	If 3 (4432) 11-23	1M=4+, 1NT=NF, 2C=GF, 2D=Multi, 2H=Bal/sup inv 2S=Mixed/gf D 2NT=Nat GF 3C=Nat inv, 3D=pre 3M=short 5+D PaG	Same as above	
1•	5+,	11+, (may be light 3-seat)	1S=4+ 1NT=sf 2C=3+GF 2D=GF 2H=8-11 2S=Weak 6+, 2NT=10+ 4+H, 3C=Mixed, 3H=pre		Drury 2C= 3-c supp 8-11 2D= 4-c supp 8-11
1	5+,	11+, (may be light 3-seat)	1NT=sf 2C=3+GF 2D=GF 2H=GF 2S=8-11 2NT=10+ 4+S, 3C=7-9 4+S, 3D/H=6+inv, 3S=pre		Same as above
INT		15-17 5-c M, 6-c m possible	2C=stayman, 2D/H=Trf, 2S=6+C 2NT=6+D 3C=puppet, 3D=5-5m, 3M=short, 4C=H 4D=S		
2*		18-19 Bal/Any GF	2D= Relay (other bids NF vs 18-19) 2NT=both m weak		
2♦	(5)6+	One Major weak/ 22-24 bal/ GF 5+D	New suit F1, 2NT=asking	2D-(2NT)-3C= any min 3D=Max H, 3H=Max S	
2♥	5	5+M 4+m(5-5 if vul) 5-10	2N=ask inv+ 3C=p/c 3D=M supp inv+	2H-(2NT)-3m=min 3H=6-5, 3S=C 3N=D	
2	5	Same as above	Same as above	Same as above	
2NT		20-21 (5-cM, 6-c m possible)	3C=Muppet stayman, 3D=5+H, 3H=5+S 3S=Minors, 4C=6+H slamtry 4D=6+S slamtry	2N-(3C)-3D= one/both M 3H no M, 3S 5, 3N= 5+H	
3*	(6)7				
3♦	(6)7				
3♥	(6)7				
3	(6)7				
3NT	7+M	Running Major			
4*					
4					
4♥ 4♠					
4MT					
				HIGH LEVE	LBIDDING
				1430, Forcing pass when we forced to game.	
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