

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS</b> (Style; Responses; 1/2 Level; Reopening)
<b>1-level overcalls:</b> (6) 8-16 5+suit. Seldom 4-card overcalls.  Cue-bid = Strong raise+. INT = 9-13. Fit jumps if 1M-overcall. 2NT = Strong raise if overcall is a major. New suit = F1.
<b>2-level overcalls:</b> Sound, 5+suit, if only 5-card suit, usually strong suit. (1m) p (INT) = INT-defence on.
<b>INT OVERCALL</b> (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)
INT = 15-17, balanced. Same responses as INT-opener.  Re-opening: 11-14.
<b>JUMP OVERCALLS</b> (Style; Responses; Unusual NT)
2NT = 5+5+ lowest unbid suits.  Jump overcalls = PRE.
<b>DIRECT AND JUMP CUE BIDS</b> (Style; Responses; Reopening)
(1♣)-2♣ = 5+♠5+♥.  (1M) 2M = Constructive, highest + one. Jump cue asks for stopper.
<b>VS. INT</b> (vs. Strong/Weak; Reopening; Passed Hand)
DBL = PEN, strong hand or tricks. 2♣ = Asking for major, usually at least 4-4 in the majors. 2♦ = MULTI; weak overcall in a major or some strong un-bal hands. 2♥/2♠ = 5+♥/♠ 4+♣/♦. 2NT = Both minors.
<b>Passed hand:</b>
<b>VS. PREEMPTS</b> (Doubles; Cue-bids; Jumps; NT-bids)
(2M) 3M = 5+♣5+♦. (3m) 4m = 5+♥5+♠
<b>VS. ARTIFICIAL STRONG OPENINGS</b>
DBL = 4+♥4+♠. NT = ♣+♦
<b>OVER OPPONENTS' TAKE-OUT DOUBLE</b>
RDBL = 10+, usually no support for partner's suit.

LEADS AND SIGNALS			
OPENING Leads style			
	Leads	Partners suit	
Suit	1-3-5	1-3-5	
NT	1-3-5	1-3-5	
Subsequent	1-3-5 and attitude.		
If suit, usually 3rd from six and 5 <sup>th</sup> from seven. King vs 5-level or higher asks for COUNT.			
LEADS			
Lead	VS Suit	VS NT	
Ace	Ax, AK+	Ax, AK+	
King	Kx, AK, KQ+.	Kx, AKJT(+) KQ+	
Queen	Qx, QJ+	Qx, KQT9(+) QJ+	
Jack	Jx, JT+	Jx, JT+, AQJ+	
10	Tx, HJT(+) T98+	Tx, HJT(+) T98+	
9	9x, HT9(+)	9x, HT9(+)	
Hi-X	Xx, xxXx, xxXxxx	ATTITUDE	
Low-X	xxX, xxxX.	ATTITUDE	
SIGNALS, in order of priority.			
	Partners lead	Decl. lead	Discarding
	1 Low = ENC	Low = Even	Low = ENC
SUIT	2 Low = Even	(Suit preference)	Low = Even
	3 (Suit preference)		(Suit preference)
	1 Low = ENC	Low = Even	Low = ENC
NT	2 Low = Even	(Suit preference)	Low = Even
	3 (Suit preference)		(Suit preference)
DOUBLES			
TAKE-OUT DOUBLES (Style; Responses; Reopening)			
10+ if perfect shape. Responses: Cue-bid forcing one.			
SPECIAL DBL/RDBL and COMP DBL/RDBL			
Lightner dbl, Responsivse dbl, support dbl and rdbl. Invitational dbl.			

WBF CONVENTIONCARD
<b>Category:</b> <b>Green</b>
<b>NCBO:</b> Sweden
<b>Events:</b> All events
 Filip <b>ASPLUND SIVELIND</b> Markus <b>BERTHEAU</b> – Hakim <b>LARHNIMI</b> Andrea <b>NILSSON</b> – Maya Lo <b>BJÖRK HEED</b>
<b>SYSTEM SUMMERY</b> General approach and style
<b>5533, 15-17 NT.</b> <b>Aggressive style.</b> <b>Frequent use of non-penalty doubles.</b> <b>2♣ = 18-19 balanced or most FG-hands (See 2♦).</b> <b>2♦ = Weak M, 22-24 balanced or FG 5+♦.</b> <b>Might open aggressive in 3<sup>rd</sup> seat.</b>
<b>1 NT opening: 15-17</b>
<b>2 over 1: Game-forcing.</b>
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENCE</b>
 2♣ = 18-19 balanced or most FG-hands. 2♦ = (a) Weak M (5-card suit possible) (b) 22-24 balanced. (c) FG 5+♦.  2♥/2♠ = 6-7 ♥/♠ 10-13.
<b>Forcing pass</b>
After 1X (Dbl) Rdbl and when we have forced to game.
<b>Important notes that not fit elsewhere:</b>
<b>Psychis:</b>
Rare.

Opening bids	Tick if ART	MIN of cards	NEG DBL TRUH	TEAM SWEDEN U21: Filip ASPLUND SIVELIND, Markus BERTHEAU, Hakim LARHNIMI, Maya Lo BJÖRK HEED, Andrea NILSSON.			
				DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣		3	4♥	10-22, normally 1♣ if 33 in minors. <i>Might be weaker in 3<sup>rd</sup> seat.</i>	1X = Natural, usually bypass diamonds if weak. 2♣ = FG 4+♣. 2♦ = 5+♣ GT/. 2♥/♠ = 4-8 6+♥/♠. 2NT = Nat, game-try. 3♣ = PRE.	1♣-1X; 1NT = Might still hold 4-card major. 1♣-1M; 1NT: 2♣/2♦ = Two way checkback. 1♣-1X; 2NT = 16+ 6+♣.	
1♦		3	4♥	10-22, normally 1♦ if 44 in minors. <i>Might be weaker in 3<sup>rd</sup> seat.</i>	2♣ = 4+♣ FG. 2♦ = FG with support. 2♥/♠ = 4-8 6+♥/♠. 3♣ = G/T 5+♦. 3♦ = PRE.	1♦-1♥; 1♠ = (4)5+♦ 4+♠ (4144 or 5+♦) 1♥-1♥; 1NT = may hold spades. 1♦-1M; 1NT: 2♣/2♦ = Two way checkback. 1♦-1X; 2NT = 16+ 6+♦.	
1♥		5	4♦	10-22 <i>Might be weaker in 3<sup>rd</sup> seat.</i>	1NT = 3-11, may hold a weak raise.	1♥/1♠-2NT; 3♣ = Minimum, 3♦ = Extras, no shortness. 3♥/3♠/3NT = Stepwise shortness. 4♣+ cue, no shortness. 1M-1X; 2♣ = MIN with clubs or any 16+hand.	2♣ = Good raise in openers suit.
1♠		5	4♥	10-22 <i>Might be weaker in 3<sup>rd</sup> seat.</i>	1M-3m = 6+m game-try. 1♥-2♠ = 3-7 6+♠		
1NT			4♥	(14) 15-17. Including 5M332, 6-card minor and 5m422's.	2♣ = STAY. 2♦/♥ = TRF 5+♥/♠. 2♠ = 6+♠. 2NT = 6+♦. 3♣ = PUPPET STAYMAN. 3♦ = 55m's FG+. 3♥ = Splinter 3♠ = Splinter. 4♣/4♦ = TRF to 4♥/4♠.		
2♣	✓	0		<ul style="list-style-type: none"> <li>18-19 BAL</li> <li>All FG-hands except unbal hands with diamonds as longest suit.</li> </ul>	2♦ = Relay. 2♥/2♠ = Weak, to play if 18-19 BAL. 3♣/3♦ = Weak, to play if 18-19 BAL.	2♣-2♦: 2♥/2♠ = 5+♥/♠ FG+ 2NT = 18-19 BAL (2NT-sys on) 3♣ = 5+♣.	
2♦	✓	0		<ul style="list-style-type: none"> <li>Weak (5)6♥/6♠. Five card suit possible, usually NV vs V.</li> <li>22-24 BAL</li> <li>FG with 5+♦.</li> </ul>	2♥/2♠ = P/C. 2NT = INV+, asks for suit and strength. 3♥/3♠ = P/C. 4♣ = Asks for TRF.	2♦-2♥; 2NT = 22-24 BAL (2NT-sys on). All bids on the 3-lvl shows a strong hand with diamonds.,	
2♥		6		6-7♥, 10-13.	New suit = Natural and forcing. 2NT = INV+, usually with support. 3♥/4♥ = PRE.		
2♠		6		6-7♠, 10-13.	Same as 2♥.		
2NT				20-21 BAL, including 5M332, 6-card minor and 5m422's.	3♣ = Asks for majors. 3♦/♥ = TRF 5+♥/5+♠. 3♠ = 5-4+ minors, FG+.	2NT-3♦; 3♥ = Support for hearts. 2NT-3♥; 3♠ = Support for spades.	
3♣		6		PRE, might be very aggressive NV vs V and 3 <sup>rd</sup> seat.			
3♦		6		PRE, might be very aggressive NV vs V and 3 <sup>rd</sup> seat.			
3♥/3♠		6		PRE, might be very aggressive NV vs V and 3 <sup>rd</sup> seat.			
3NT				Running major, 7+cards.	4♣ = Asks for TRF.		
4♣/4♦		6		PRE, might be very aggressive NV vs V and 3 <sup>rd</sup> seat.		<b>HIGH LEVEL BIDDING:</b> RKC 1430, Cue-bids (up the line) Splinter, Voidwood.	
4♥/4♠		6		PRE, might be very aggressive NV vs V and 3 <sup>rd</sup> seat.			
4NT							