				DS AND SIGN	ALS	W B F CONVENTION CARD	
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENIN	G LEAD	S STYLE				
1 level: Can be weak, ~7-16, (4)5+ suit. 2 level: sound, (10)11-16(17), good suit. 2m most often not balanced			Lead		In Partner's Suit	CATEGORY: Green	
Responses: New suit: F1, cue bid: good raise	Suit		3 <sup>rd</sup> from even, low from odd		3 <sup>rd</sup> from even, low from odd	NCBO: Sweden	
, ,					3 <sup>rd</sup> from even, low from odd	PLAYERS: Sanna CLEMENTSSON – Alexander SANDIN	
	Subseq		3 <sup>rd</sup> from even, low from odd		3 <sup>rd</sup> from even, low from odd	11	
Reopening: NAT	2 <sup>nd</sup> 4 <sup>th</sup> thro	ough decl	arer in unto	ouched suits		11	
1NT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)	LEADS					SYSTEM SUMMARY	
2 <sup>nd</sup> : 15-18 with stopper			Vs. Suit		Vs. NT		
Responses: Sys on	Ace		AKx(x), Ax		AK(x), Ax	GENERAL APPROACH AND STYLE	
Reopening: 4th: Over 1m: 11-14, over 1M: 11-16	King		AK, KQ(x), Kx		AKJ10(x), KQ(x), Kx, AKQ+	1 <b>4</b> : 12-14 BAL/18-19 BAL/ NAT	
Responses: After 11-14: sys on, after 11-16: 2♣ ASK M; 2♦-2♠sys on 11-14, 2NT: 15-16, unknown distribution (3♣: reask)	Queen	(	QJ(x), Qx		KQ109(x), QJ(x), Qx, KQJx	1 ♦: 4+♦ UNBAL	
(1x)-P-(1y)-1NT: 15-18	Jack	J	10(x), Jx		QJ98(x), J10(x), Jx, AQJ(x)	1M: 5+, 11+	
JUMP OVERCALLS (Style; Responses; Unusual NT)			KJ10(x), 10x		109(x), 10x, AQ10(x), HJ10(x)	15-17 NT Can contain 5cM, can be semibalanced	
Jump overcalls: weak, ~5-11, (5)6card suit. (1M) - 3♣ – both m NF	9				H109(x), HH9(x), 98(x), J109+	2 <b>4</b> : 20-21 NT/GF	
2NT: 2 lowest unbid over 1m, 2 highest over 1M	Hi-X		Xx, xxXx, x		Xx, XXx+	2♦: 6c weak M/GF ♦	
Responses: New suit: F1, 2NT: NAT INV	Lo-X		xX, xxxxX		xxxX+, HxX,, HxxX+	2M: 6c suit, 10-13	
Reopen: NAT	SIGNALS	S IN OR	DER OF P	RIORITY		2NT: 22-24	
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		Partner's	Lead	Declarer's Lea	d Discarding	2/1: GF	
Cue bid: M's over 1m, oM + ♣ over 1M	1 Attitud		e Count		Attitude	SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
Responses: 2NT: asking for other suit, suit: P/C	Suit 2 Count		Suit preference		Count	1 <b>4</b> : 2+	
Jump cue bid: $1m - (3m) - \blacktriangle + om$ . $(1M) - 3M - both m forcing$		Suit pref	erence		Suit preference	2♦: weak 6cM/GF 5+♦	
	1	Attitude		Count	Attitude		
VS. NT (vs. Strong/Weak; Reopening; PH)	NT 2	Count			Count		
X: Upper opening strength/stronger	3	Suit pref	erence		Suit preference		
2.: Both majors, 4-4+	Signals: L	ow-High	: Encouragi	ng/even, High-L	11		
2♦: a) Weak 6c M b) Strong one-suited M c) Strong 5+M 5+m							
2M: NAT, constructive							
2NT: 5-5+ both m				DOUBLES			
3m: NAT							
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOU	J <b>T DOU</b> I	BLES (Styl	e; Responses; F	Reopening)		
2NT: 15-18, sys on				2+ depending or			
X: Takeout, continuation: lebensohl	Responses				•		
VS. Multi: X: 13-15 BAL/17+, 3M: 4cM+6cm, 4m: m+H							
VS. ARTIFICIAL STRONG OPENINGS- i.e. 14 or 24	Reopening	g Can be	weaker, ~8-	+		SPECIAL FORCING PASS SEQUENCES	
X: both M, 1NT: both m	_ ,	_			E DBLS/RDLS		
OVER OPPONENTS' TAKEOUT DOUBLE		•		·		IMPORTANT NOTES	
New suit on 2 <sup>nd</sup> level: non forcing, XX: 10+. After 1M (X) 1NT-2uM							
is transfer							
						PSYCHICS: Unusual	

۲۶	F IAL	MIN. NO. OF CARDS	NEG.DBL THRU	Sanna CLEMENTSSON – Alexander SANDIN					
OPENING	TICK IF ARTIFICIAL			DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING		
1*		2		12-14 BAL 18-19 BAL (5♠332 possible) 11-23 NAT	1 ♦ / ♥: 4 + ♥ / ♠, 1 ♠: a) To play 1NT b) Weak 6 + ♦ c) GF BAL d) GF 5 + ♦ e) GT + 54 + ms, 1NT: BAL GT vs 12-14, 2 ♣: 5 + ♣ GF, 2 ♦ / ♥: 6 + ♥ / ♠ weak or GF, 2 ♠: GT (5)6 + ♣, 2NT: 5 - 5 m weak or strong, 3 ♣: PRE 6 + ♣, 3 ♦ / ♥ / ♠: void 6 + ♣ GF	1 <b>*</b> -1red ; 1red+1: 12-14 BAL 2-3 supp/11-15 UNBAL with 3 supp, 3M: 18-19 BAL 4-support 1 <b>*</b> -1red-1red+1 − 2 <b>*</b> : a) S/O <b>*</b> b) GT c) GF 55+, 2 <b>*</b> art GF, 3m: GT 55			
1 •		4		4+ ♦ UNBAL (only 4 if 4441) 11-23	1M: 5+ 4+M, 1NT: 6-11, 2♣: GF 4(3)+♣, 2♦: GF 4+♦, 2M: 4-7 6M, 2NT: NAT INV, 3♣: GT 4+♦, 3♦: PRE, 3M: void 4+♦	1 → - 1M - 1NT+: TRF 1 → - 1NT - 2 ♣: F1			
1M		5		11-23	2♣: 2+ GF, 2♠: 5+ GF, 2M: 8-11 3(+)M, 2♠ (if opening 1♥): 4-7 6♠, 2NT: GT+ 4+support, 3m nat GT, 3M: PRE, double jump: void SPL	1M-1x; 2M: 5-4+ in M+♣ 11-15, 2♣: 14-16 6cM/any 16+ 1♥-1♠-1NT- 2♣: a) S/O♦ b) GT c) COG 5*♠, 2♦: GF, 2NT: S/O♣/GF 5-5+♠+m	TRF after dbl. Cue: 3-supp GT+.		
INT				15-17; may contain 5cM or 6cm; may be semibalanced	2♣: asking for M, 2♠/♥: TRF to ♥/♠, 2♠: a) BAL INV b) 6+♣ any strength, 2NT: 6+♠ any strength/weak 55m. 3♣: GF both ms, 3♠: one 6cM, GT, 3M: Single M 3*oM	1NT-2 ♦/♥; 3 ♥/♠: 4 supp, min. 1NT-2 ♠; 2NT: not accepting possible GT, 3 ♣: accept. 1NT-2NT- 3 ♣: not accepting possible GT, 3 ♦: accept 1NT-3 ♣; 3 ♦: No 4cm, good hand, 3 ♥/♠: 4+ ♣/♠, 3NT: no interest, 4m: max, 5m	Dbl: negative, 2x: weak NAT, 2NT: S/O/GT+♣, 3♣/♦/♥: TRF 5+suit, GT+, 3♠: GF both ms After strong X: 2♣:♣/♦+♥/♦+♠, 2♦: ♦/both M, 2NT: both m		
2.	*			20-21 NT/GF	2 ♦: 4+♥/ BAL/ms. 2♥: 4+♠ (w longer m if only 4♠). 2♠: 6+♣ weak/GF/6+♦ SHO ♣ GF. 2NT: GF 55+ M. 3♣: 6+♦ weak/GF w SHO M. 3♦/♥/♠: 4441 SHO in the suit (3♦: SHO in either m).	2♣-2♠/♥; OP relays with 20-21NT (2♥ could also be GF ♥). 2NT is GF (usually BAL) and asking.	As after 1NT, but 2NT+ always GF		
2.	*			~4-9 6cM/GF ◆	2/3M: P/C, 2NT: GT+, 3m: NAT F1, 4♣: wanting opener to transfer to M, 4♠: wanting opener to bid M	2 ♦ -2 ♥ - 2NT: GF ♦ , 3x: NAT GF ♦ 2 ♦ -2 ♠ -2NT: weak ♥ 2 ♦ -2NT- 3 ♣: weak M maximum, 3 ♦ / ♥: TRF weak minimum M, The rest: GF ♦	Dbl: penalty		
2M		6		10-13	2♠ (over 2♥) or 2NT (over 2♠): art F1, 3♣ GT+ 5+oM, 3/4M competitive	2M-2NT- 3♣: one single, 3♦: one 4cm, 3oM: 4coM, 3M/NT: no SHO min/max	Dbl: penalty		
2NT				22-24	3♣: asking for 5/4 M, 3♦/♥: 5+ ♥/♠ GF	2NT-3♣- 3♠: at least one 4cM, 3♥: no 4+M, 3♠/NT: 5♥/♠			
3m		6		PRE, 3-9	4om: modified RKCB, 4M: to play: 4NT: Blackwood				
3M		6		PRE, 3–9	4♣: ST, voluntary RKCB, 4♦: NAT, 4M: to play, 4NT: RKCB	3M-4♣ -4♦: no accept, 4♥-5♦: 0,5-2,5 aces			
3NT	*			1st and 2nd seat: 7+ solid M	4♣: asking for SHO, 4♦: asking for tricks, 4M: P/C	3NT-4 ◆ -4 ♥/ ♠/NT: 7/8/9			
4m		(6)7		PRE	4NT: To play, 4♦/5♣ RKCB				
4M		(6)7		NAT	4NT: asking for aces				
4NT	*			Asking for specific aces	5♣: 0, 5♦: ♦A, 5♥: ♥A, 5♠: ♠A, 5NT: ♣A, 6♣: 2	HIGH LEVEL BI			
5m				NAT		Cue bid showing 1 <sup>st</sup> or 2 <sup>nd</sup> round controls, RKCB 1430			