DEFENSIVE AND COMPETITIVE BIDDING		LEAI	OS AND SIGN	NALS	W B F CONVENTION CARD	
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENING LEADS STYLE			· · · · ·		
1-level: Aggressive, 6-18, (4)5+ suit		Lead		In Partner's Suit	CATEGORY:	
2-level: Sound, 10-17, 5+ good suit	Suit	3 rd from eve	en, low from	3 rd from even, low from odd	NCBO: Sweden	
Responses: New suit=F1, Double cue bid=7-9, 4+support	NT	Attitude		Attitude	PLAYERS: Erik HANSSON – Castor MANN	
After 1M overcall: Transfers from cue to raise at 2-level	Subseq	1-3-5		1-3-5	71	
	Reverse Smith	n in NT: low=	enc. & high=d	isc.	EVENT: All events	
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	LEADS				SYSTEM SUMMARY	
15-18, Sys-On.	Lead	Vs. Suit		Vs. NT		
Balance position: 14-17	Ace	AKQ+, AK		AKQ+, AKJ+, AKx+	GENERAL APPROACH AND STYLE	
	King			KQJ/T+, KQ+, AKJT+	1♣= a) 12-14 BAL w/o 5cM OR b) 10-23 4+♣ UNBAL	
	Queen	QJT+, QJ9-	+, QJ+	QJT+, QJ+, KQT9+	1 ♦ =4+ ♦ UNBAL 10-23	
	Jack	JT+, Jx		JT+, AQJ+, Jx	1M=5+M 10-23	
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	HJT+, Tx		HJT+, AQT, Tx	1NT=15-17 BAL 5cM or 6cm possible	
Jump overcalls=5-13 6+ suit. 2 ◆=both M's	9		9+, KJ9+, 9x	HT9+, KJ9+, AJ9+, 9x	2♣= a) 18-19 BAL or b) 24+BAL or C) GF w/ ♣/M	
2N=55+ both lowest unbid suits	Hi-X	xxXx, Xx,	xxXxxx	TXxx, Xx, Xxx+	$2 \bullet = a) 3-7 \text{ w/ } 5+\text{M or b) } 22-23 \text{ BAL or c) } \text{GF w/} \bullet$	
Responses: New suit F1, 2NT=INV+	Lo-X	xxxxX, xxX	ζ	Hxxx, HxxxX	2M =6cM 8-11 1 st / 2 nd ; 3 rd 5+M 0-11, 4 th 6+M 10-13	
Balance position: Jump overcall=6+suit 11-14; 2N=20-21	SIGNALS IN ORDER OF PRIORITY				2NT=20-21 BAL	
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	Partr	ner's Lead	Declarer's Le	ead Discarding	3NT=7-8c solid major, one side Q possible	
2 ◆=both M's; 2M cue bid=55+ oM+m	1 ATT	1	Count	ATT		
Responses: suit=P/C, 2NT=asking INV+	Suit 2 Cour	nt	Suit preferen	ce Count		
Jump cue bid in m/M=PRE/Asking for stopper		preference		Suit preference		
	1 ATT	1	ATT for led s	suit ATT	SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
VS. NT (vs. Strong/Weak; Reopening;PH)	NT 2 Cour	nt	Count	Count	1♣= 2+ (5♦2♣33 12-14 possible)	
dbl=Penalty; if a passed hand=5+m 4cM	3 Suit	preference	Suit preferen	ce Suit preference	2♣= a) 18-19 BAL or b) 24+ BAL or C) GF w ♣/M	
2♣=both Ms; 2♦=6+M; 2M=5+M 4+m	ATT=Attitude	e, low is encou	raging & high	is discouraging	2 ← a) 3-7 with 5-6cM or b) 22-23 BAL or c) GF w/ ◆	
2NT=both ms; 3X=6+X 5-14	Count: high-low=odd & low-high=even					
	DOUBLES					
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOUT DOUBLES (Style; Responses; Reopening)				SPECIAL FORCING PASS SEQUENCES	
dbl=Takeout	X after opening: takeout, 11+ with 3+c in unbid suits/17+				When we have forced to game	
2NT=15-18, 3NT=to play	Responses: Cue bid in M=GF/INV both ms					
(2/3M)-4m=55+ in m and oM	Cue bid in m=					
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1* or 2*					IMPORTANT NOTES	
VS. 1♠: dbl=44+Ms; 1/2NT=both ms; 2♦=55+Ms	SPECIAL, A	RTIFICIAL	& COMPETI	TIVE DBLS/RDLS	3 rd hand openings may be light	
VS. 2♠: dbl=both Ms; NT=both ms	1 NT-(dbl(pen))-rdbl=weak one-suiter				We are not very strict about our hcp-ranges	
	Support r/dbls on 1-level				Some transfers and 2NT as artificial in competition	
OVER OPPONENTS' TAKEOUT DOUBLE	1m-(1♥)-dbl=4+♠				1	
TRF after 1M-(dbl)	, , , , , ,					
V /						
					PSYCHICS: Occasionally	
	,				_	

C D	F IAL	MIN. NO. OF CARDS	NEG.DBL THRU	Erik HANSSON - Castor MANN					
OPENING	TICK IF ARTIFICIAL			DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING		
1 *		2	4♥	a) 12-14 BAL w/o 5cM b) 4+* UNBAL 10-23 Only 4* when 4-4-1-4	1 ← 3 + ← F1; 1M 4+M F1; 1NT=GF relay; 2 ♣ = 5 + ♣ 5 - 10; 2 ← = 6 + M 3 - 7; 2 ♥ = 5 + ♥ 4 ♠ 5 - 10; 2 ♠ = 6 + ♠ INV; 2NT = 55 + m's 5 - 10; 3 ♠ = PRE	-1M: 2♦=5+♣ 4+ ♦ 16+/6+♣ 16+ 2N=4cM UNBAL 16+	(2♦-3♦): Transfers		
1•		4	4♥	4+♦ UNBAL 10-23 Only 4♦ when 4♦441	1M=4+M F1; 1NT=GF relay; 2♣=5+♣ 5-10; 2♦=3+♦ 5-10; 2M=6+M 3-7; 2NT=4+♦ INV; 3♣=6+♣ INV; 3♦=PRE; 3M/4♣ =void 4+♦	-1M: 1N=16+ or 6+ 11-15 or 3cM 14-15 2N=4cM UNBAL 16+ 3♣=55+m's 13-15	(2♥-3♦): Transfers		
1♥		5	4•	10-23	1♠=4+♠ F1; 1NT=5-11; 2♠=GF relay; 2♦=5+♦ GF; 2♥=3♥ 8-11; 2♠=6+♠ 3-7; 2NT=4+♥ 8+; 3m=6+m INV; 3♥=4+♥ 3-7; 3♠= any void $4+♥$ 12-14; $3NT/4m=♠/m$ void $4+♥$ 8-11/15+	-1♠/NT: 2♣=16+ or 6+♥ 12-15 2♥=5+♥ 4+♣ 11-15 2NT=6+♥ 4m 16+	(dbl): Transfers two-way drury		
1 🖍		5	4♥	10-23	Same as above; $2 \checkmark = 5 + \checkmark$ GF; $3m/\checkmark = 6 + m/\checkmark$ INV; $3 \triangleq = 4 + \triangleq 3 - 7$; $3NT = any void$, $4 + \triangleq 12 - 14$; $4m/\checkmark = void$, $4 + \triangleq 8 - 11/15 + 3 + 4 = 12 - 14$;	-1NT: 2♣=16+ or 6+♠ 12-15 2♠=5+♠ 4+♣ 11-15	(dbl): Transfers two-way drury		
1NT			4♥	15-17 (semi)BAL 5cM or 6cm possible	2♣=Stayman; 2♦/2♥/2♠/2NT=TRF; 3♣=Ask for 5cM; 3♦=55+m's GF; 3M=SPL M w/ m's; 4♣/♦=TRF to ♥/♠; 4M=TP	-2♠: 2♦-2♥: 44+M's weak 2♠=5♠ INV; 2N=INV, doesn't promise 4cM	(2♠): Sys-On (2♦-3♦): Transfers		
2.	√		4♥	a) 18-19 BAL or b) 24+ BAL or c) GF w/ */M	2♦/♥=TRF to ♥/♠; 2♠=TRF to 2NT; 2NT/3♣=TRF to ♣/♦; 3♦=55+m's; 3M=SPL M w/ 54(+)m's; 4m=64m's slamtry	-2♠-2NT: 3♠=Ask for 5cM; 3♦=4-4-(4-1); 3♥=4-1-4-4; 3♠=1-4-4-4	(2♦-3♦): Transfers		
2•	1		_	a) 3-7 5-6cM or b) 22- 23 BAL or c) GF w/ ◆	2/3M=P/C; 2NT=INV+; 3m=NAT F1; 3NT=TP; 4♣=Trf to your M; 4♦=bid your M; 4M=TP	-2NT: 3♣=bad; 3♦=min w/ ♥; 3♥=min w/ ♠; 3♠=max w/ ♥; 3NT=max w/ ♠	3 rd /4 th seat: 22-23 BAL or GF w/ ◆		
2♥		6	-	8-11	New suit=NAT F1; 2NT=INV+; 4♣=Mini RKC; 4♦=pick a M	-2NT: 3♣=min; 3♦=max; 3♥=6♥ 4♣; 3♠=6♥ 4♦; 3NT=AKQxxx	3 rd seat: 5+M 0-11 4 th seat: 6+M 10-13		
2 🛦		6	-	8-11	3♣=5+♥ INV+; 3♥=6+♣ GF; otherwise same as above	Same as above	Same as above		
2NT			4♥	20-21 (semi)BAL 5cM or 6cm possible	3♣=Ask for 4/5cM; 3♦/♥=TRF; 3♠=54+m's OR 6+♦; 3NT=TP 4♣=6+♣; 4♦/♥=TRF; 4♠=55+m's weak	-3♠: 3♦=atleast one 4cM; 3♥=no 4/5cM; 3♠=5c♠; 3N=5c♥			
3X		6	-	PRE	3◆=Ask for 3cM; 3M=NAT F1; 3NT=TP; 4♣=Mini RKC in X (4◆ if X=♣); 4X=PRE; 4◆=pick a M if X=M; 4M=TP		4 th seat: 7+X 10-13		
3NT	V	7	-	7-8c solid major, one side Q possible	4♣=Ask for SHO; 4♦=Ask for side Queens; 4M=P/C; 4N=Ask for 8 th card	-4•: 4♥=no side Q; 4♠=stepwise Q	3 rd /4 th seat: to play		
4♣/♦		6	-	PRE	4♦=both M's; 4M=TP; 4NT=RKC	HIGH LEVEL BIDDING			
4♥		6	-	PRE	4♠=TP; 4NT=RKC; 5m=cue bid	RKC 1430 in M; RKC 0314 in m; 4♠ RKC ♥			
4 ♠		6	_	PRE	New suit=cue bid; 4NT=RKC	Then ask for specific Ks and Qs stepwise			
4NT			-	Ask spec aces	5♣=0 ace; 5♦/♥/♠=♦/♥/♠-ace; 5NT=♣-ace	Splinters; 1st, 2nd cues up the line.			
5♣/♦		7	-	PRE		Pass=1 st step, (r)dbl=2 nd step, DEPO			