


DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
1-level: 7-16, 4+ suit (4c is rare!)
2-level: 10-16, 5+ suit
Preemptive raises
New suit on 1/2 level is forcing 1 round
3♣ is a mixed raise
INT OVERCALL (2 nd /4 th Live; Responses; Reopening)
(1x)-1N = 15-18
Reopen: (1x)-p-(p)-1N = 11-14
JUMP OVERCALLS (Style; Responses; Unusual NT)
1-suiter: usually weak, except (1x)-2♦/2M= 6c 10-13
2-suiter: 2N = both m's, good or bad
Reopen: (1x)-p-(p)-2♦/2M= 6c 10-13, (1x)-p-p-2N=19-21
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Direct cuebid = good or bad two suiter, highest + 1
Jump cuebid asks for stopper
VS. NT (vs. Strong/Weak; Reopening;PH)
X=strength, 2♣ ask for M's, 2♦=5+ M, 2M=5c w 4+ m
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Vs 2x: X=TO, Lebensohl if possible, 2N=15-18, (2M)-3M=55 m
(2M)-4m=55 m+oM
Vs 3x: X=TO, (3M)-4m=5+c with 4c oM
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Vs strong ♣: Suit bids are either trf or the next two suits, 1♥ for
example is ♠ or m's all NT bids are ♣+♥/♦+♠
OVER OPPONENTS' TAKEOUT DOUBLE
RD "bal", other bids are often TRF and constructive

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	1-3-5	1-3-5	
NT	1-3-5	1-3-5	
Subseq			
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Ax, AK+	AKx+	
King	AK	KQ109x	
Queen	Qx, QJ+	KQxx, QJxx	
Jack	Jx, J10+, 3rd	same	
10	10x, 109+, 3rd	same	
9	9x, 3rd	same	
Hi-X	xx	same	
Lo-X	xxx	same	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Hi = discg	Hi/low=odd	Hi = discg
Suit 2	Hi/low=odd	Suit preference	Hi/low=odd
3	Suit preference		Suit preference
1	Hi = discg	Hi/low=odd	Hi = discg
NT 2	Hi/low=odd	Suit preference	Hi/low=odd
3	Suit preference		Suit preference
Signals (including Trumps):			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
TO X = Opening values 3+M or 17+			
Responsive X = 8+			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Reverse Pass/Double when opponents cuebids our shown 5+ suit			
I.e. pass ask for lead in the suit and x do not!			

W B F CONVENTION CARD	
CATEGORY: Blue NCBO: Sweden PLAYERS: Malin Helin / Daniel Eriksson	
SWEDISH MIXED TEAM	
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
STRONG CLUB, Nebolous 1♦ 5c M's and 12-14 NT	
SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
1♣	
1♦	
2♦	
SPECIAL FORCING PASS SEQUENCES	
IMPORTANT NOTES	
PSYCHICS: very rare, occasionally weak 3rd hand openings	

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	Malin Helin / Daniel Eriksson			
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	X	0	4♥	Any 15+	1♦=0-9, 1♥=9+bal, 1♠=5+♥, 9+, 1N=5+♠, 9+ 2m=5+c, 9+, 2♥=any 4441, 9+, 2♠=55 m, 9+	1♣-1♦; 1♥=any 18+	1♣-(x)-? = Transfer 1♣-(bid up to 2♣)-? = Transfer
1♦	X	0	4♥	A/ 10-14, 4♦+ unbal B/ 10-14, 4414/(34)15/4405 C/ 10-14, bal with 34/43/44 M	1♦-2♦=inv+, 1♦-2M=6+ nonforcing		1♦-(x/1♥)-? Transfer
1♥		5	4♦	10-14, 5+	1M-1N=F1 (incl weak support, 4-7) 1M-2M=8-11, 3♣ 6-9 4+M, 1M-2N=4+M 10+	1M-2N; 3♣=min, 3♦=max, bal/semibal 1M-2N; 3♥/3♠/3N=max, singleton ♣/♦/oM	1M-(2N)-3m shows corr M
1♠		5	4♥	10-14, 5+	1M-3m or 1♠-3♥ = singleton, inv+		
INT			4♥	12-14 balanced (not 44 M)	2♣/♦=Stayman, 2M=5+♣, nonforcing, 3♣=m's 3♦=M's, 3M=6+♣ FG, 4m = SAT		1NT-(2x)-? Lebensohl
2♣		5	4♥	10-14	2♦=asking, 2M=5+ inv, 2N=F1 (game-/slamtry) 3♦=55 M inv+, 3M=singleton/void	2♣-2♦; 2M=4c, 2N=max 6+♣ 3♣=min 6+c, 3♦/3♥/3♠=max singleton/void	
2♦	X	0	No	0-7 (5)6+M	2N=asking, 3M=P/C 4m ask for Openers M	2♦-2N; 3♣=max, 3♦=weak w ♥ 3♥=weak w ♠, 3♠= A(K/Q)xxxx	
2♥		6	No	(7)8-11(12)	2♥-2N=2+ support 12+	2M-2N; 3♣=min, 3♦=max, bal/semibal 2M-2N; 3♥/3♠/3N=max, singleton ♣/♦/oM	
2♠		6	No	(7)8-11(12)	2♠-2N=2+ support 12+		
2NT	X		No	12-14, ≥ 55 m	3m=To play, 3♥=asking, 3♠=6+♠ FG	2N-3♥; 3♠=singleton ♠, 3N=singleton ♥ 2N-3♥; 4M=void	
3♣		6		preempt	3M=natural FG		
3♦		6		preempt	3M=natural FG		
3♥		(6)7		preempt	New suit=Q		
3♠		(6)7		preempt	New suit=Q		
3NT				To play, any distribution			
4♣		7		preempt			
4♦		7		preempt			
4♥		7		preempt			
4♠		7		preempt			
4NT				Ask for specific Aces			
5♣		8		preempt		HIGH LEVEL BIDDING	
5♦		8		preempt		Que bids = 1st/2nd round controls are shown equally except splinterbids	
5♥		8		preempt		Last train, splinter bids	
5♠		8		preempt		Roman Key Card Blackwood 1430, Voidwood 0314	
						Jump to 5NT = triumph ask	
						5NT from 5x = general GS try after RKCB, else RKCB	