



DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS	  WBFB and SBF Convention Card																																				
<b>OVERCALLS (Style; Responses; 1/2 Level; Reopening)</b> Aggressive on 1-level. Sound on 2-level. New suit NAT F1. RESP to 1♠ O/C over 1m: 2♣=5+♥, 2♦=good raise, TRF RESP after (1x) 1M (DBL/1♠ TRF) from 1NT to 2M-1 JUMP CUE=mixed raise.	<b>OPENING LEADS STYLE</b> <table border="0"> <tr> <td></td> <td style="text-align: center;">Lead</td> <td style="text-align: center;">In P suit</td> </tr> <tr> <td>Suit</td> <td>3rd/LOW</td> <td>3rd/LOW</td> </tr> <tr> <td>NT</td> <td>1st/2nd/4th [see B1]</td> <td>3rd/LOW</td> </tr> <tr> <td>Subseq.</td> <td>2nd/4th through declarer (see other)</td> <td>3rd/LOW</td> </tr> <tr> <td>Other:</td> <td colspan="2">After a suit has been touched (played or discarded), we lead 3rd/LOW through declarer</td> </tr> </table>		Lead	In P suit	Suit	3rd/LOW	3rd/LOW	NT	1st/2nd/4th [see B1]	3rd/LOW	Subseq.	2nd/4th through declarer (see other)	3rd/LOW	Other:	After a suit has been touched (played or discarded), we lead 3rd/LOW through declarer		Category: <b>Red</b> NCBO: Sweden Event: ALL Players: <b>Marion Michielsen – Per-Ola Cullin</b>																					
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<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b> (1m) 1NT=15-18 SYS ON (1M) 1NT=15-18 2♣=F2♦ to play or 4oM R/O 11-14 over 1m and 11-16 over 1M (1x) p (1y) 1NT=16-18 NAT RESP, 2y=CUE (1Polish♣) p (1M) 1NT=5+♣ 4oM <b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b> WJO or wide range 2-suited [see D1]	<b>LEADS</b> <table border="0"> <tr> <td></td> <td style="text-align: center;">Lead</td> <td style="text-align: center;">Vs. Suit</td> <td style="text-align: center;">Vs. NT</td> </tr> <tr> <td>Ace</td> <td>AKx(+)</td> <td></td> <td>AK(+)</td> </tr> <tr> <td>King</td> <td>AK, KQ(+), [AKx(+), see B2]</td> <td></td> <td>KQ(+), AKJ10(+) [AK(+), see B2]</td> </tr> <tr> <td>Queen</td> <td>Qx, QJ(+)</td> <td></td> <td>Qx, QJ(+), KQ109(+)</td> </tr> <tr> <td>Jack</td> <td>Jx, J10(+)</td> <td></td> <td>Jx, A/KJ10(+), J10(+)</td> </tr> <tr> <td>10</td> <td>A/KJ10(+), 109(+), 10x</td> <td></td> <td>H109(+), 109(+), 10x</td> </tr> <tr> <td>9</td> <td>HT9(+), A/KJ9(+), 9x</td> <td></td> <td>H98(+), H9x, 9(+)</td> </tr> <tr> <td>Hi-x</td> <td>Sx, xxSxxx, HxSxxx</td> <td></td> <td>Sx, SSx, SSxx(+), HSx(+) [B1]</td> </tr> <tr> <td>Lo-x</td> <td>xxS(x), xxxS, HxS(x), HxxxS</td> <td></td> <td>xxxS, HxS, HxxS(+) [B1]</td> </tr> </table>		Lead	Vs. Suit	Vs. NT	Ace	AKx(+)		AK(+)	King	AK, KQ(+), [AKx(+), see B2]		KQ(+), AKJ10(+) [AK(+), see B2]	Queen	Qx, QJ(+)		Qx, QJ(+), KQ109(+)	Jack	Jx, J10(+)		Jx, A/KJ10(+), J10(+)	10	A/KJ10(+), 109(+), 10x		H109(+), 109(+), 10x	9	HT9(+), A/KJ9(+), 9x		H98(+), H9x, 9(+)	Hi-x	Sx, xxSxxx, HxSxxx		Sx, SSx, SSxx(+), HSx(+) [B1]	Lo-x	xxS(x), xxxS, HxS(x), HxxxS		xxxS, HxS, HxxS(+) [B1]	<b>SYSTEM SUMMARY</b> <b>GENERAL APPROACH AND STYLE</b> <u>Strong ♣ a lá Johan Ebenius and Daniel Auby</u> 1♣ = 16+ w/ highly artificial responses 1♦ = 0+♦ we may respond on 0hcp, 1M = 5+ 10-15 hcp 2m=10-15 hcp, no 4M, 2M= Nat weak, 2NT = 5-5 minors 12-15 Preempts could be garbage @ favorable. 1NT openings: 15-16 red, 14-16 all white, 10-13 favorable Frequent upgrades, but not without a good reason
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Reopen: 2NT=19-21 <b>DIRECT AND JUMP CUE (Style; Resp., reopening)</b> [See D1]	<b>SIGNALS IN ORDER OF PRIORITY</b> <table border="0"> <tr> <td></td> <td style="text-align: center;">Partner's Lead</td> <td style="text-align: center;">Declarer's Lead</td> <td style="text-align: center;">Discarding</td> </tr> <tr> <td>Suit: 1<sup>st</sup></td> <td>Low=ENC*</td> <td>Low=Even</td> <td>Low=ENC</td> </tr> <tr> <td>2<sup>nd</sup></td> <td>Low=Even*</td> <td>S/P**</td> <td>Low=Even</td> </tr> <tr> <td>3<sup>rd</sup></td> <td>S/P</td> <td></td> <td>S/P</td> </tr> <tr> <td>NT: 1<sup>st</sup></td> <td>As above *</td> <td>Smith (High=like)</td> <td>As above</td> </tr> <tr> <td>2<sup>nd</sup></td> <td></td> <td>S/P</td> <td></td> </tr> <tr> <td>3<sup>rd</sup></td> <td></td> <td>Low=Even</td> <td></td> </tr> </table> * Special rules apply to <b>trick 1</b> on A/K lead [STD or S/P, see supp sheets B3] ** In the trump suit, S/P is 1 <sup>st</sup> priority		Partner's Lead	Declarer's Lead	Discarding	Suit: 1 <sup>st</sup>	Low=ENC*	Low=Even	Low=ENC	2 <sup>nd</sup>	Low=Even*	S/P**	Low=Even	3 <sup>rd</sup>	S/P		S/P	NT: 1 <sup>st</sup>	As above *	Smith (High=like)	As above	2 <sup>nd</sup>		S/P		3 <sup>rd</sup>		Low=Even		<b>SPECIAL BIDS THAT MAY REQUIRE DEFENCE</b> 1♦-1♥ = Nat, GF relay, or 3+ weak 1M-2♣ = ART GF 2NT = 12-15 HCP 5-5+ mm 1♠-2♥ and 1♥-2♦ shows approx. 8-14 HCP w/ SUPP 1♠-2♦ = 3-14 HCP 5+♥ (if only 5, RESP will not pass 2♥)								
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<b>VS. NT (vs. Strong/Weak; Reopening; Passed Hand)</b> 2♣=MM, could be (43)-5-1, 2♦=6(5)M or strong 5M-5m 2M=5+M 4+mi (vs strong) or constructive 6M (vs weak). <b>Passed hand:</b> DBL=MM, 2m=m+M, 2M=NAT; @ favorable DBL=MAX, 2♣=MM, 2♦=♦+M, 2M=NAT	<b>DOUBLES</b> <b>TAKE-OUT DOUBLES (Style; Responses; Reopening)</b> Light on ideal shape. Aggressive when balancing or R/O. Off shape OK if 16+ (14+ 4 <sup>th</sup> seat over 1X). Converting ♣ to ♦ does not show extra values. ADV CUE is FG over 1♠, otherwise F1. ADV DBL is RESP. ADV non jump 2NT is never NAT, ADV 3♥ over their 2♠ is always INV. <b>SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES</b> SUPP DBL and RD, not mandatory. INV DBL when there is no other INV bid. DBL of OPPT SUPP showing ART bid is T/O unless FG. (1X) – 1M – (DBL) – RD=10+, normally 2 card SUPP.	<b>SPECIAL FORCING PASS SEQUENCES</b> 1X-(DBL)-RD = F2X (FG if 1♣) 1♣-(4NT+): now we have FP (3X) – DBL – (5X): FP @ V vs NV 1NT-(DBL)-RD and 1NT-(2X ART)-DBL = F2NT																																				
<b>VS. ARTIFICIAL STRONG OPENINGS</b> On strong hands we usually pass at first DBL=MM NT=mm	<b>OVER OPPONENTS' TAKE-OUT DOUBLE</b> RD sets forcing pass to 2M, TRF over 1M – (X)	<b>IMPORTANT NOTES THAT DON'T FIT ELSEWHERE</b> In relay bidding we use ZZ-points and not HCP. A=3 zz, K=2 zz, Q=1 zz, SING K=1 zz, SING Q= 0 Psychics: Happens but pretty rare [see G1]																																				