

DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS			WBF and SBF Convention Card
OVERCALLS (Style; Responses; 1/2 Level; Reopening)	OPENING LEADS STYLE			
Aggressive on 1-level, 6-16, may be on a 4 card suit (seldom)		Lead	In Partner's Suit	
Sound on 2-level, 10-16 and 5+ suit	Suit	3 <sup>rd</sup> and lowest	Same	
2 NT after 1-level M-overcall shows support and is INV+	NT	3 <sup>rd</sup> and lowest * <b>except if Russianow</b>	Same	
Cue shows a good raise, (good raise+ after 2-level overcall)				
Ns is Nat F1 but we may have to lie because we have no better alternative, it could even be on a 2 card suit.	Subsequent	Through dummy:3 <sup>rd</sup> and lowest Through dec:2 <sup>nd</sup> -4 <sup>th</sup>	Same	
1N OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)	Other:	*Against 3 NT gambling and situations similar to gambling we lead our spot cards as normal but 10-A according to russinow.		
Direct:15-18, continuation as after NT opening				
Reopen: 11-14, same cont.				
	LEADS			
JUMP OVERCALLS (Style; Responses; Unusual NT)		Vs. Suit	Vs. NT	
1-Suit:weak jump shifts, may be 5 card suit in green	Ace	Ax, AKx+, AKQ+	Same, *unless russinow	
2-Suit: 2NT shows at least 5-5 in 2 lowest unbid suits and opening strength or more	King	Kx, AK, KQ+, KQJ+	Kx, AKQ+ AKJT+ KQx+ *unless russinow	
Reopen: 2NT=19-21	Queen	Qx, QJ+, AQJ+	Qx, QJ+, KQJx, KQT9+, AQJ+, *unless russinow	
DIRECT AND JUMP CUE-BIDS (Style; Responses; Reopen)	Jack	Jx, JT+, AQJ+	Same *unless russinow	
Direct Cue = 5+highest unbid and 5+ other unbid, opening strength+	10	Tx, T9+, 3 <sup>rd</sup>	Same *unless russinow	
Jump Cue = Asking for stopper, normally a 7+ solid suit somewhere	9	9x, or 3 <sup>rd</sup>	Same	
Same when reopen	Hi-x	Sx, xxSx, xxSxxx	Same	
VS. NT (Vs. Strong/Weak; Reopening; Passed Hand)	Lo-x	xxS, xxxS	Same	
2♣=At least (43) in M's, if only (43) then usually 5+♦	SIGNALS IN ORDER OF PRIORITY			
2♦=Weak or strong overcall in one M, 2♦-2M is P/C		Partner's Lead	Declarer'sLead	
2M=Intermediate strength, about 12-15 on a 5332	Suit: 1 <sup>st</sup>	Att.	Count	
2N=m's	2 <sup>nd</sup>	Count	S/P	
D=Penelty oriented, if bal then at least openers higher interval	3 <sup>rd</sup>	S/P	S/P	
Passed hand:D=M's, 2m=5+m and 4+M	NT: 1 <sup>st</sup>	Att	Count	
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)	2 <sup>nd</sup>	Count	S/P	
2NT=15-18, D=T/O, after (2♦-♠)-D-(p) we use Lebensohl	3 <sup>rd</sup>	S/P	S/P	
(2M)-(3M)=minors, (2M)-4m=5+m and 5+oM	OTHER SIGNALS (INCLUDING TRUMPS)			
(2m)-3m=5+♠ and 5+ other unbid suit	Hi-Low is odd number of cards and discouraging			
	S/P in trumps:3 <sup>rd</sup> lowest says that you'll make a S/P with the 2 next trumps.			
VS. ARTIFICIAL STRONG OPENINGS	<b>DOUBLES</b>			
Bid in suit shows that suit or the 2 above, destructive, can be very light.	TAKEOUT DOUBLES (Style; Responses; Reopening)			
NT-bids shows pointed or rounded, also destructive	May be light with classic shape. (1X)-D-(p)-2x=INV+			
On strong hands we pass at first.	(1♠)-D-(p)-1NT=0-7 any dist			
	(3♣)-D-(p)-3♦=0-7(8) any			
OVER OPPONENTS' TAKEOUT DOUBLE	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			
RD is strong, usually 10+ and establishes FP to one step higher	Lightner D's			
After 1M-(D) we use transfers	Responsive D's			
	Invitational D's			
	Category:			
	NCBO:			
	Event: All Events			
	Players: Fredrik Nyström-Peter Strömberg			
	<b>SYSTEM SUMMARY</b>			
	GENERAL APPROACH AND STYLE			
	Strong ♣			
	1♦=0+♦			
	1M=10-15, 5+			
	Variable NT opening			
	Aggressive style			
	Relay bidding after 1♣, 1M, 2m, 2NT			
	1NT Openings: 1 <sup>st</sup> -3 <sup>rd</sup> NV:10-12, else 14-16			
	2-over-1 Responses: FG			
	SPECIAL BIDS THAT MAY REQUIRE DEFENCE			
	1♦-1M can be on a 3 card suit and 0 Hcp.			
	1 NT 1 <sup>st</sup> -3 <sup>rd</sup> NV is 10-12			
	2 NT=12-15 and at least 5-5 in m's			
	1M-2♣=FG Relay			
	SPECIAL FORCING PASS SEQUENCES			
	After 1M-2NT we have eternal FP			
	1NT (14-16)-(D)-RD establishes FP to 2 NT			
	1 NT-(2X=Art)-D establishes FP to 2 NT			
	IMPORTANT NOTES THAT DON'T FIT ELSEWHERE			
	After opening 1♣, 2♣♦, 2 NT we may start relay bidding.			
	In the relay bidding we count zz and not Hcp.			
	A=3 zz, K=2 zz, Q=1 zz, SING K=1 zz, SING Q= 0 zz, J=0 zz			
	Psychics: Happens but pretty rare			