

DEFENSIVE AND COMPETITIVE BIDDING

<b>OVERCALLS</b> -General Style 8-18		
Responses 3Q=supp, inv+; new=F1, jump new=inv; 2Y after 2X=F1		
Xfer after neg D of 1M: 1NT->♣, 2♣->♦...2under M=constr. raise		
See clarification under 'Special comp. bids that may require defence'		
IN BAL POS.		
Responses		
<b>TAKE-OUT DOUBLE</b> - General Style 10+, more if shape worse		
Responses 1NT=neg after 1♠		
IN BAL POS may be lighter		
Responses		
<b>1NT OVERCALL</b>	Responses	Other Meanings
2nd pos.15-18	SYSON	
4th pos.(11)12-16	SYSON, but 2NT over 2♣=15-16, then 2NT methods	
<b>JUMP OVERCALL</b>	<b>WEAK</b>	<b>INTERM</b> <b>STRONG</b> <b>2 SUITER</b>
<b>OTHERS</b>	Yes, but	3♥ over 1♠=decent hand 2X vul
Responses 2NT=ART ASK shortness; New suit=F1, Nat or values + supp		
<b>UNUSUAL NT2</b> lowest unbid (over short ♦ 2NT=mm). In 4th=19-21 NT		
Responses		
<b>DIRECT CUEBID</b> STYLE 2-suiter, HI+any, good+. In 4th = any 55		
Jump Q = ASK NTstopper		
Responses 2NT=ASK side suit, suit=p/c		
<b>VS. NT</b> 2♣=4+♥ and other	Responses Relay = p/c; 2NT=ASK	
2♦=4+♠ and other	New suit=NF	
Side suit is often longer		
2NT =mm OR str, any 2		
<b>VS. PREEMPTS</b> T-O, 4m-jump=M+m, 4♣=t-o over 3♠(4♦=t-o with much better ♦)		
<b>VS. ARTIFICIAL STRONG</b> 1♣ or 2♣ OPENINGS D= M oriented, 1NT = minors, 2NT = ♠+♦ or ♥+♣		
<b>OVER OPPONENTS TAKEOUT DOUBLE</b> PRE jump support; Q=3supp, inv; 2NT=inv+raise; After 1M(D) xfer structure from 1NT through 2M-1; Jump new by passed: after 1♦Nat+fit, after 1M=spl; Else=NF pre;		

IMPORTANT: Use symbols ♣♦♥♠ when needed

LEADS AND SIGNALS

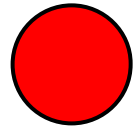
O P E N I N G	L E A D S	SUIT	3rd/5th: Yes	4th:	Attitude:	Rusinow:
		N.T.	3rd/5th: Yes	4th:	Attitude:	Rusinow:
			Others			
		SUBSEQUENT LEADS 2nd or 4th when breaking new suit through				
		declarer except in partner's suit				
		Circle opening leads vs no-trumps Underline leads against suit contracts if different				
		SAME LEADS IF OUR SIDE SHOWED SUIT				
		YES NO				
		AK	KQ	QJ	J10	10x
		AKx	KQx	QJx	J10x	109
		AKJx	KQxx	QJ109	J1098	109x
		AKJ10x	KQJx	KQ10x	KJ109	98x
		AJx	KJ10x	K109x	K1098	xx
		AJx	Kx	Qx	Jx	10x
		KJxx	Kxx	Qxx	Jxx	10xx
		Kxx	Kxx	Q10x	Jxx	10xx
		SIGNAL WHEN FOLLOWING SUIT OR DISCARDING USE 1 = ODD NO. OF CARDS, 2 = EVEN NO. OF CARDS D = DISCOURAGING, E = ENCOURAGING, S = SUIT PREFERENCE BRACKET THE SIGNALING SYMBOL WHEN RARELY USED				
		CARDS	HIGH	LOW	ODD	EVEN
S U I T	On partner's lead		D1(S)	E2(S)	((S))	((S))
	On declarer's lead		1(S)	2(S)		
	Discarding		D1(S)	E2(S)		
	On partner's lead		D1(S)	E2(S)	((S))	((S))
N T	On declarer's lead		1(S)	2(S)		
	Discarding		D1(S)	E2(S)		
		SIGNALS IN TRUMP SUIT		OTHER SIGNALS		
		SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES				
		Maximum overcall D is used if 4th hand supports or introduces most inconvenient suit.				
		Double of 1NT in 4th position: by passed hand = long minor, by unpassed against 14/less=PEN, against 15= any suit + side values.				
		SPECIAL FORCING PASS SEQUENCES				
		1♣(P)-1♥-(1♠)-P				

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WBF CONVENTION CARD

SWEDEN

NCBO



PO Sundelin

NAME OF PLAYER

Johan Sylvan

NAME OF PLAYER

<b>SYSTEM SUMMARY: GENERAL APPROACH AND STYLE</b>									
Two way 1♣ 11-13 balanced or 17+, any shape									
5+ Majors, 4+♦									
14-16 NT (may have any 5suit)									
2♦=wk 2M (6-11) or 22 bal; 2♥=11-16, 4414 or 4405									
2♠=12-16, 5+♦ and 4♣, 4-5,5 losers;									
RESPONSES:	1♦ 1NT=6-10 / 16+    2 OVER 1 1M-2♣=relay; 1♦♥♠=2Y=F1								
ARTIFICIAL STRONG 1♣ Response Style NAT and ART, see below									
CANAPE:	<table border="1"> <tr> <td>OPENING</td> <td>ALL</td> <td>STRONG</td> <td>SPECIAL</td> </tr> <tr> <td>RESPONSES</td> <td>HANDS</td> <td>HANDS</td> <td>SEQUENCES</td> </tr> </table>	OPENING	ALL	STRONG	SPECIAL	RESPONSES	HANDS	HANDS	SEQUENCES
OPENING	ALL	STRONG	SPECIAL						
RESPONSES	HANDS	HANDS	SEQUENCES						
<b>SPECIAL OPENINGS AND RESPONSES THAT MAY REQUIRE DEFENSE</b>									
OPENINGS	DESCRIPTION								
OP.1 1♣	11-13 bal or 17+; Resp: NAT NF 1/2NT/2♣/3♦♥								
OP.2	NAT F 1♥♠ ART 1♦=0-7; 2♥=mm(inv OR bal 20+)								
OP.3	2♠=6+♣, inv+ OR 5+/4+mm FG; 3♠=xfer to 3NT								
OP.4 2♦	6-11, 6M OR 22-23 NT; 2/3M=p/c, 2NT/3m=F, 4m=ART								
OP.5 2♥	11-16, 4414 or 4405; 2NT=ART FG, others NF								
OP.6 2♠	12-16, 5+♦, 4♣, 4-5/1/2 losers; 2NT/3♣=ART relays								
OP.7 3NT	PRE, long broken m								
OP.8 4♣♦	Solid or semisolid M (♣=♥, ♦=♠)								
<b>SPECIAL COMPETITIVE BIDS THAT MAY REQUIRE DEFENSE</b>									
CB. 1 We use a transfer structure if doubled in 1M opening/overcall									
CB. 2 from 1NT thru 2M-1 to show nxt suit or values there + support.									
CB. 3									
CB. 4 If opp. bid 1X over our 1♣ then D, 1X+1 thru 2♥ are 'xfers',									
CB. 5 except 1♠ which is 'neg' D without 'xferable' suit, and									
CB. 6 2X= 4441 or 5440 FG with short X; (2X-1= 4M and 5+m, inv);									
<b>IMPORTANT NOTES THAT DON'T FIT IN ELSEWHERE</b>									
We use a transfer structure after 1♦ - 1NT,									
PSYCHICS: OPENINGS	OTHER								

IMPORTANT: All text must be typewritten or block letters.