DEFENSIVE AND COMPETITIVE BIDDING		LE	ADS AND SIGN	JALS	W B F CONVENTION CARD
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	<b>OPENING I</b>	LEADS STYLE	,		
1 level overcall can be 4card suit.		Lead		In Partner's Suit	CATEGORY:
[Not common but more than average player would do.]	Suit	1/3/5		1/3/5	NCBO:
	NT	1/3/5		1/3/5	PLAYERS: Thomas Karlsson – Alexander Sandin
	Subseq				
	Other:				
1NT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)	LEADS				SYSTEM SUMMARY
15-18. We also use 15-18 in $4^{th}$ position [more likely to be '14-18']	Lead	Vs. Suit		Vs. NT	
	Ace	A/AK/Ax(x	x)	Same	GENERAL APPROACH AND STYLE
	King	KQx(x)	-/	Same	Natural with 4 card suit openings. We open in the order of
	Queen	QJx(x)		Same	H,S,D,C in 1 <sup>st</sup> /2 <sup>nd</sup> position except 4441 we open minor suit if
	Jack	JTx(x)		Same	about 14hcp+.
JUMP OVERCALLS (Style; Responses; Unusual NT)	10				
Weak 6c suit	9				Normally same opening in 3 <sup>rd</sup> /4th seat but not as a rule.
	Hi-X				
	Lo-X				We open 'all' 11hcp. 1 <sup>st</sup> position is more common to open lighter
Reopen:	SIGNALS I	NORDER OF I	PRIORITY		in general unless V.
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	Par	tner's Lead	Declarer's Le	ad Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Direct cuebid is 55 highest and another. Strength 'decent opening'	1 Hi/	Lo	Count	Hi/Lo	
Jump cuebid=ask for stopper. Long solid suit, good hand.	Suit 2				
	3				
	1 Hi/	Lo	Count	Hi/Lo	
VS. NT (vs. Strong/Weak; Reopening; PH)	NT 2				
DBL=Penalty. 2♣=Majors atleast 44. 2♦=6 card M.	3				
2M=5M4+m [Can be 5332 but P cant find out]	Signals (inclu	iding Trumps):			
	UDCA				
			DOUBLES		
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOUT	DOUBLES (Sta	lo: Dosponsos:	Dooponing)	
VS.1 KEEM15 (Doubles, Cuc-blus, Julips, 111 blus)	TAKEOUT DOUBLES (Style; Responses; Reopening)   1X-(P)-1Y-(DBL); RDBL=3c support not weak NT type				[
			support not weak		
	17-(1)-11-(1	<i>1/2L</i> ), DBL–3C 8	support not weak	NT type	
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1+ or 2+	Normally we	use 2 T/O doub	les before penalt	у	SPECIAL FORCING PASS SEQUENCES
	SPECIAL, A	RTIFICIAL &	<b>COMPETITIV</b>	E DBLS/RDLS	
					[
OVER OPPONENTS' TAKEOUT DOUBLE					IMPORTANT NOTES
					PSYCHICS:

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			DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1*		4	(9)11-21	1m-2m="6-10", 1m-3m=Preempt		
				1m-2NT=GF; 'wants to play 3NT' or 'will never play 3NT'.		
1♦		4	(9)11-21	Same.		
1♥		4	(9)11-21	2/1 GF, 1M-2M=(5)6-9 3(4) card support	1♥-1♠/NT-2♣=11-15 4+club or 16+	
				We try raise as if 1M shows 5 as often as possible	1♥-1♠/NT-3m=F1 6H4m	
1		4	(9)11-21	1M-2NT=(7-8 unbal) or 9+ with 4+ support 1M-3Lower=INV 6 card suit, 1M-3M=Preempt, in V most likely a shortness somewhere.	1▲-1NT-2▲=11-15 4+club or 16+ 1▲-1NT-3m/♥=F1 6S4x	
INT		(13)14-16	Can be 5M&6m bal/semibal. [4441/5431 possible/very rare]	2♣=0+hcp majors ask. 2♦/♥=TRF. 2♠=0+hcp minor ask. 2NT=5c M ask. 3m=SPL, denies 5+M. 3M=4 card suit with SPL in oM.	1NT-2♦/♥-2Red-2NT=GF ask support	
2*	X	0	GF or 21+NT		2 <b>♣</b> -2 <b>♦</b> -2 <b>♥</b> =5+H or 24+NT, -2 <b>♣</b> =ask.	
2♦	x	0	Multi weak 6 card major	$2/3 \checkmark = P/C$ , $2NT=INV+$ , $3m=GF(5)6+m$ . $4 \Rightarrow = TRF$ to your M. $4 \Rightarrow = Bid$ your M.		
		1 <sup>st</sup> NV vs V/3 <sup>rd</sup> NV Could be 5 but not very often				
2♥		6	9-12 6 card suit	2NT=A/ INV+ B/ GF 5+oM		
2 ·				3♣=GF, ask if 64 shape. 3♦=GF any 6+m		
2		6	9-12 6 card suit	Same.		
2NT		(18)19-20	Can be 5M&6m bal/semibal. [4441/5431 possible/very rare]	3♣=ask 5c M, 3♦/♥=TRF, 3♠=44+m		
3*		6				
3 <b>↓</b>		6				
3▼ 3▼		6				
3♠		6				
3NT	х		1 <sup>st</sup> /2 <sup>nd</sup> =Solid 7 card suit			
5111			$3^{rd}/4^{th}$ =Anything, to play or long suit.			
4*		7				
4♦		7				
4♥		(6)7				
4♠		(6)7				
4NT						
5*					HIGH LEVEL B	IDDING
5♦					RKC 1430, Cuebids	
5♥						
5♠						