DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS				
OVERCALLS (Style: Responses: 1/2 Level; Reopening)	OPENING	LEADS STYLE				
Sound Style: 1-level 6-16		Lead		In Partner's Suit		
2-level 11-16	Suit	1,3,5	1,3,5		1,3,5	
	NT	Att		1,3,5		
	Subseq	3,5 (Alway				
	Other: 2,4 with Att through declerer in unplayed suits					
	K ask for count on 5-level and vs preempts					
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	LEADS					
15-18	Lead	Vs. Suit		Vs. NT		
Reopening:11-16 (2C=stayman, (2NT=15-16))	Ace		AKQ+ AK+ Ax		Akx+ Ax	
	King	KQJ+ KQT				
	Queen	QJT+ QJ9+		QJT+	QJ9+ QJ+	
	Jack		KJT+ JT9+ JT+ Jx		AJT+ KJT+ JT9+ Jx	
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	HT9+ T9x+	- Tx	HT9+ T9x+ Tx+		
Pre Sound style (may be very aggressive non vul vs vul)	9	KJ9+ 9x+		98x+9		
	Hi-X	Xx			Xxx Xx	
	Lo-X	,xxX xxxxX		HxX F	IxxX HxxxX	
Reopen: 10-13 6+ suit	SIGNALS	IN ORDER OF P	PRIORITY			
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	Pa	artner's Lead	Declarer's Lea	ad	Discarding	
1m-2m (Both M)		ow=enc	Low=even		Low=enc	
1M-2M (oM+C)	Suit 2 L	ow=even	S/P		Low=even	
1M-2N (oM+D)	3 S/	/P			S/P	
1M-3C both m nf, 1M-3M both m F	1 L	1 Low=enc		Low=even		
VS. NT (vs. Strong/Weak; Reopening;PH)	NT 2 L	ow=even	S/P			
X= Pen	3 S/	/P				
2C= Both M	Signals (inc	luding Trumps):				
2D= One M 2D weak M overcall	We do a lot of suit pref, not much count					
2M=M+m VS weak NT 2M constructive	In Trumps we play high (give me a ruff)					
			DOUBLES			
By passed hand dbl is Max hand 10-11 bal						
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOUT	DOUBLES (Stv	le; Responses; I	Reopeni	ng)	
2M-4m (5+oM+m)		TAKEOUT DOUBLES (Style; Responses; Reopening) TO dbl may be light with distribution				
3m-4D (both M)						
3m-4C (H+om)						
VS. ARTIFICIAL STRONG OPENINGS- i.e. 14 or 24						
X= (Both M)	SPECIAL.	ARTIFICIAL &	COMPETITIV	E DBL	S/RDLS	
NT=(Both m)	No suppert		- January			
(2000.00)	- To support					
OVER OPPONENTS' TAKEOUT DOUBLE						
XX=10 points						
TM TO POINT						

CATEGORY: Green NCBO: Sweden PLAYERS: Simon Hult - Peter Bertheau SYSTEM SUMMARY GENERAL APPROACH AND STYLE 3+m Sound openings (11-12 bal can be passed) 3-seat might be weaker
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5+M Sound openings (11-12 bal can be passed)
3-seat might be weaker
1NT 15-17 (5-c M 6-c m possible) 2C 18-19 bal/any GF
2C 18-19 bai/any GF
2NT= 20-21 bal (5-c M 6-c m possible)
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2D multi
2D muiti
SPECIAL FORCING PASS SEQUENCES
When we forced to game we play forcing pass
when we forced to game we play forcing pass
IMBODTANT NOTES
IMPORTANT NOTES
DOMONICO M
PSYCHICS: Very rare

W B F CONVENTION CARD

92	TICK IF	CARDS	NEG.DBL THRU						
OPENING	ARTIFICIAL	MIN. NO. OF CARDS		DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING		
1.4		3+,		If 3 (4333)(3433)(4423) 11-23	1D= 3+, 1M=4+ 1NT=NF 2C=GF, 2D=Multi, 2H=Bal inv/GTsupp 2S=inv 5+C 2NT=Nat GF 3C=pre 3X=short 5+C PaG	1C-(1X)-1NT-(2C= inv any (2D=GF) (3m=5+m inv)			
1 ♦		3+,		If 3 (4432) 11-23	1M=4+, 1NT=NF, 2C=GF, 2D=Multi, 2H=Bal/sup inv 2S=Mixed/gf D 2NT=Nat GF 3C=Nat inv, 3D=pre 3M=short 5+D PaG	Same as above			
1♥		5+,		11+, (may be light 3-seat)	1S=4+ 1NT=sf 2C=3+GF 2D=GF 2H=8-11 2S=Weak 6+, 2NT=10+ 4+H, 3C=Mixed, 3H=pre		Drury 2C= 3-c supp 8-11 2D= 4-c supp 8-11		
1 🖍		5+,		11+, (may be light 3-seat)	1NT=sf 2C=3+GF 2D=GF 2H=GF 2S=8-11 2NT=10+ 4+S, 3C=7-9 4+S, 3D/H=6+inv, 3S=pre		Same as above		
INT				15-17 5-c M, 6-c m possible	2C=stayman, 2D/H=Trf, 2S=6+C 2NT=6+D 3C=puppet, 3D=5-5m, 3M=short, 4C=H 4D=S				
2*				18-19 Bal/Any GF	2D= Relay (other bids NF vs 18-19) 2NT=both m weak				
2♦		(5)6+		One Major weak/ 22-24 bal/ GF 5+D	New suit F1, 2NT=asking	2D-(2NT)-3C= any min 3D=Max H, 3H=Max S			
2♥		5		5+M 4+m(5-5 if vul) 5-10	2N=ask inv+ 3C=p/c 3D=M supp inv+	2H-(2NT)-3m=min 3H=6-5, 3S=C 3N=D			
2.		5		Same as above	Same as above	Same as above			
2NT				20-21 (5-cM, 6-c m possible)	3C=Muppet stayman, 3D=5+H, 3H=5+S 3S=Minors, 4C=6+H slamtry 4D=6+S slamtry	2N-(3C)-3D= one/both M 3H no M, 3S 5, 3N= 5+H			
3 .		(6)7							
3♦		(6)7							
3♥		(6)7							
3 A		(6)7							
3NT		7+M		Running Major					
4.									
4♦	<u> </u>								
4♥	<u> </u>	+							
4 ♠ 4NT									
1111		†				HIGH LEVE	L BIDDING		
		1				1430, Forcing pass when we forced to game.			
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