



DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			WBF and SBF Convention Card		
OVERCALLS (Style; Responses; 1/2 Level; Reopening)		OPENING LEADS STYLE					
1-level: (6)8-16, normally 5+ suit (occasionally 4)		Lead	In Partner's Suit				
2-level: Sound, (10)11-16(18), 5+ good suit (normally 6-c suit) and normally not balanced.	Suit	1 <sup>st</sup> /3 <sup>rd</sup> /5 <sup>th</sup>	Same				
Responses: Cue bid is trump support or FG	NT	1 <sup>st</sup> /3 <sup>rd</sup> /(4 <sup>th</sup> )5 <sup>th</sup>	Same		Category:	Artificial -RED	
New suit: Constructive but not forcing on 2-level	Subsequent				NCBO:	Sweden	
	Other :	2 <sup>nd</sup> /4 <sup>th</sup> through declarer			Event:	All events	
					Players:	Wenneberg-Sellden	
1NT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY		
2 <sup>nd</sup> : 15-17,5 Bal (subs auction as after 1NT opening)	Lead	Vs. Suit		Vs. NT	GENERAL APPROACH AND STYLE		
4 <sup>th</sup> : 11-16 Bal (on partner's 2C we bid 2NT with max)	Ace	AK, Ax(+), AKx(+)		Same	Top-Club; a two-way club system		
4 <sup>th</sup> -live: 17-19 balanced	King	Top or AKJ10(+)(AKx 5+ level)		Same	1C either 11-13 BAL <b>or</b> 16+ any distribution		
	Queen	Top		Same	1D 4 + UNBAL11-15		
	Jack	Top or AQJ		Same	1M 5+ (10)11-15		
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	Top or HJ10(+)		Same	2C "Precision", at least 5 clubs 11-15		
Weak, often rule of 2-3-4	9	Top or H109(+)		Same	2D "Multi", 6 card M 6-9		
	Hi-x	1 <sup>st</sup> /3 <sup>rd</sup> /5 <sup>th</sup>		Same	2M weak with 5 card; VUL must contain 5+m(third:4+)6-9hp		
	Lo-x	1 <sup>st</sup> /3 <sup>rd</sup> /5 <sup>th</sup>		Same	2NT 22-24 balance		
	SIGNALS IN ORDER OF PRIORITY			SPECIAL BIDS THAT MAY REQUIRE DEFENCE			
DIRECT AND JUMP CUE BIDS (Style; Responses; Reopening)		Partner's Lead	Declarer's Lead	Discarding	1 C BAL 11-13 (14) (may contain singleton D) <b>or</b> 16+ UNBAL/17+BAL		
(1M)-cue=OM+m.	Suit: 1 <sup>st</sup>	Hi=discrg	Hi/lo=odd	Hi=discrg	2 D 6-card M, 6-9		
Jump cue=Asks for stopper.	2 <sup>nd</sup>	Hi/lo=odd	Hi=Hi suit pref	Hi=Hi suit pref			
	3 <sup>rd</sup>	Hi=Hi suit pref					
VS. NT (vs. Strong/Weak; Reopening; Passed Hand)	NT: 1 <sup>st</sup>	Hi=discrg	Hi/lo=odd	Hi=discrg			
DBL=15+ in last pos.4M+5+m; ans.: 2D ask M(ag.str.NT)	2 <sup>nd</sup>	Hi/lo=odd	Hi=Hi suit pref	Hi=Hi suit pref			
2C= at least 34 in M(3-4 when 5 card D), normally 54 or 55	3 <sup>rd</sup>	Hi=Hi suit pref					
2D= 6+M 2M=5M + 4+m (in last pos+4+m not necessary)	Signals (Trumps): when needed; Hi-low=hi ranked suit Low-hi=low ranked suit		Vs 5+ level: On P's King-lead we use Hi=odd				
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT-bids)	DOUBLES			SPECIAL FORCING PASS SEQUENCES			
DBL=Take out	TAKE-OUT DOUBLES (Style; Responses; Reopening )			In obvious situations			
	Maybe down to 10 HCP with nice distribution.						
	After strong 1C and neg. 1D; double shows Majors						
VS. ARTIFICIAL STRONG OPENINGS				IMPORTANT NOTES THAT DON'T FIT ELSEWHERE			
After 1C; DBL=5+ H constr. 1D=5+S constr.				xy-NT: 1x-1y-(1z)1NT; 2C=puppet-2D; 2D=ART FG			
1H = weak, any 5-card Major. 1S=often minor(s)	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			Psychics: Rare, lighter or stronger openings/PRE:s in 3 <sup>rd</sup> hand			
1NT= pointed or rounded suits. 2X=suit or next two suits	After our low-level overcall, DBL/RDBL shows 3-card support.			Frequent use of transfers and lebensohl in competition.			
OVER OPPONENTS' TAKE-OUT DOUBLE				When both sides bid we use fitshowing			
After 1C-DBL-RD; RD is FG or penalty	1-level transfers (incl.DBL) after our 1C/1D openings.						

OPENING BID DESCRIPTIONS							
Opening	Tick if Art	Min No Cards	Neg Dbl Thru	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣	X	0	4♥	11-13(14) BAL(possibly singleton D) <b>or</b> 16+ UNBAL / 17+ BAL	1D=0-7, 1M=8+ 4+M (could be longer m), 2m=8-11 5+ (no M) 2H=FG with 5+clubs no M. 2S=FG with 5+diamonds or trf NT no M, 2NT=12-13 no M, 3M=single or void and 5-5m FG 3NT=14-18 no M forcing against strong opening	1C-1D, <b>pass if weak</b> 1C-1M, 2C=strong, C or bal 1C-1D, 1H≥20 hcp 1C-1H-1S=2-way	Same but 2H,2S=6card 2-5 2NT 5-5 m 8-10
1♦		4	4♥	11-15, 4+ (could be longer C) Normally UNBAL	2C= FG, 2D=10-14 (or occasionally more) w supp. 2NT=15+ w supp. 3D=preempt 3C=7-9 w supp.	1D-1M, 1NT often short M 1D-1M, 2C 5-4/4-5 in m	Same but 2M 5 M+4 D 8-10 .
1♥		5	4♦	11-15 5+	2C= FG 2D=6-8 with 3 hearts <b>or</b> FG with diamonds 2M=9-11 3c supp. 2NT=FG 3+ supp. 3M=PRE 3C=8-11 4-card supp. 3D=12-13 3card supp.	2NT after support is invitational asking for singleton or two small	With 4+support we jump with singleton, 2NT good raise 2D=6-8 with 3 hearts
1♠		5	4♦	11-15 5+	2C/H= FG 2D=6-8 with 3 spades <b>or</b> FG with diamonds 2M=9-11 3c supp. 2NT=FG 3+ supp. 3M=PRE 3C=8-11 4-card supp. 3D=3-card supp.12-13	2NT after support is invitational asking for singleton or two small	With 4+support we jump with singleton, 2NT good raise 2D=6-8 with 3 spades
1NT			4♥	14-16 BAL 3 <sup>rd</sup> ,4 <sup>th</sup> 15-16 May contain 5-card M, singleton diamond or singleton honour in any suit	2C= STAY, 2D/H Transfer 2S= clubs, weak or strong 2NT= diamonds weak or strong 3C=asking 5 card M, 3D=5-5 m FG. 3H/S 6card M crosswise slaminv. without single 4m=SA Texas	1NT-2C-2x-2NT; Invitational with or without M.	Same
2♣		5	4♥	11-15, 6+C or 5C+4X (14-15 if X = D)	2D=F1-relay 2H,2S invitational 2NT forcing one round	2C-2D, 3H/3S singleton max.	Same
2♦	X	0	2♠	6-9(10) 6+M	2NT=F1-relay, 2M=Pass or correct	3C=hearts max, 3D=spades max	Same
2♥		5		5 H (5)6-9 (with 5+m if vul; 3 <sup>rd</sup> 4+m if vul) Denies Hxx in other M	2NT=F1-relay, suit natural nonforcing	Non vul. 3-card m possible	Same
2♠		5		5 S (5)-9 (with 5+m if vul; 3 <sup>rd</sup> 4+m if vul) Denies Hxx in other M	2NT=F1-relay, suit natural nonforcing	Non vul. 3-card m possible	Same
2NT				22-24 BAL	2C= STAY, 3D,3H TRF heart, spade; 3spade=slaminv. m		
3♣		(6)7		Good preempt 1 <sup>st</sup> /2 <sup>nd</sup> pos. Var. in 3 <sup>rd</sup>	3x=New suit forcing		
3♦		(6)7		Good preempt 1 <sup>st</sup> /2 <sup>nd</sup> pos. Var. in 3 <sup>rd</sup>	3x=New suit forcing		
3♥		6(7)		Preempt, rule of 2-3-4	3S=New suit forcing 4m=Cue bid		
3♠		6(7)		Preempt, rule of 2-3-4	3m=Cue bid; 4H=To play		
3NT	X			Preempt in one minor in 1 <sup>st</sup> /2 <sup>nd</sup> /3 <sup>rd</sup> pos.	4C=pass or correct		
4♣	X	0		Running hearts 8-8 1/2 tricks	Relay asks for cue		Same
4♦	X	0		Running spades 8-8 1/2 tricks	Relay asks for cue		Same
4♥		(6)7		Preempt	New suit=Cue bid		Same
4♠		(6)7		Preempt	New suit=Cue bid		Same
4NT				Asks for specific aces	5C=no A, suit=that A, 5NT=2A.		Same
						Category	Artificial-Red
HIGH LEVEL BIDDING						NCBO:	Sweden
Cuebids= 1 <sup>st</sup> or 2 <sup>nd</sup> round control						Event:	All events
RKCB 0314, Voidwood						Players:	Wenneberg-Görnandt
Last train							Bergdahl-Wegnilius