



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	1st/3rd/5th	Same			
Responses: Cue bid is trump support or FG	NT	1st/3rd/(4th)5th	Same	Category:	Artificial -RED	
New suit: Constructive but not forcing on 2-level	Subsequent			NCBO:	Sweden	
	Other :	2nd/4th through declarer		Event:	All events	
				Players:	Wegnelius Benrtsson	
1NT OVERCALL (2nd/4th Live; Responses; Reopening)	LEADS			SYSTEM SUMMERY		
2nd : 15-17,5 Bal (subs auction as after 1NT opening)	Lead	Vs. Suit	Vs. NT	GENERAL APPROACH AND STYLE		
4th : 11-16 Bal (on partner's 2C we bid 2NT with max)	Ace	AK, Ax(+), AKx(+)	Same	Top-Club; a two-way club system		
4th-live: 17-19 balanced	King	Top or AKJ10(+)(AKx 5+ level)	Same	1C either 11-13 BAL or 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	1st/3rd/5th	Same	2M weak with 5 card; VUL must contain 5+m(third:4+)6-9hp		
	Lo-x	1st/3rd/5th	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) or 16+ UNBAL/17+BAL	
(1M)-cue=OM+m.	Suit: 1st	Hi=discrg	Hi/lo=odd	Hi=discrg	2 D 6-card M, 6-9	
Jump cue=Asks for stopper.	2nd	Hi/lo=odd	Hi=Hi suit pref	Hi=Hi suit pref		
	3rd	Hi=Hi suit pref				
VS. NT (vs. Strong/Weak; Reopening; Passed Hand)	NT: 1st	Hi=discrg	Hi/lo=odd	Hi=discrg		
DBL=15+ in last pos.4M+5+m; ans.: 2D ask M(ag.str.NT)	2nd	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	3rd	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 , Reverse Smith		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 rd 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) or 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, pass if weak 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 or 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 or 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 rd ,4 th 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 rd 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 rd 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 st /2 nd pos. Var. in 3 rd	3x=New suit forcing		
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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 st /2 nd /3 rd 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 st or 2 nd round control						Event:	All events
RKCB 0314, Voidwood						Players:	Wegnelius - Berntsson
Last train							