




DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS					
OVERCALLS (Style; Responses; 1/2 Level; Reopening)	OPENING LEADS STYLE				WBF and SBF Convention Card		
6-16 aggressive at 1-level		Lead	In Partner's Suit				
Responses: new suit F1	Suit	3/5	3/5				
2NT = Nat inv	NT	3/5	3/5	Category:	Green		
Cuebid = Good raise	Subsequent	3/5 (always in p suit)	3/5	NCBO:	Sweden		
Jump cue = about 8+ 4+ supp		2/4 through declarer in untouched suits		Event:			
Sound on 2-level 5+suit	Other :	K asks for count against 5-level and higher		Players:	Simon Ekenberg, Daniel Gullberg		
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	LEADS				SYSTEM SUMMARY		
15-18 sys on	Lead	Vs. Suit	Vs. NT	GENERAL APPROACH AND STYLE			
4 th live 15-18 sys on	Ace	AKQ+ AKx+ Ax	AKx+ Ax	Generally sound openings, preempts may be (very) light			
Reopen: 11-14 sys on or 11-16 sys off	King	KQJ+ KQT+ KQ+ AK	KQ+ Kx AKQx+	1♣ = 12-14bal/18-19bal or nat			
JUMP OVERCALLS (Style; Responses; Unusual NT)	Queen	QJT+ QJ9+ QJ+	KQJx+ QJ+ Qx KQT9+, AQJ+	1♦ = 11+ 4+♦ always unbal / semi-bal (can be bal 3 rd /4 th seat)			
2M = preemptive (Exceptions: (1♣ neb) – 2♦ = 5/5M)	Jack	JT9+ JT+ Jx, HJ10+	JT9+ JT+ Jx, HJ10+	1M = 11+ 5+M			
(1M) – 3♣ = 5/5 oM+♦	10	Tx, T9x+, H109+	Tx, T9x, H109+	1NT = 15-17bal			
2NT = 5-5 two lowest unbid	9	HT9+ KJ9+ 9x	HT9+ 9x	2♣ = FG or 20-21bal			
Reopen: 2M 6+M 10-13; 2NT 19-21 bal sys on	Hi-x	Xx	Xx	2♦ = 5+D, 5+other, weak			
DIRECT AND JUMP CUE BIDS (Style; Responses)	Lo-x	xxX xxXx xxxX	xxX, xxXx, xxxX	2M = Weak			
(1M) – 2M = 5-5 oM+♣	SIGNALS IN ORDER OF PRIORITY				2NT = 22-24		
(1m) – 2m = 5-5 M's		Partner's Lead	Declarer's Lead	Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENCE		
(2M) – 3M = ♣+♦	Suit: 1 st	Low = enc	Low = even	Low = enc	1♣ opening = 2+		
(1m neb) – 2m = nat	2 nd	Low = even	S/P	Low = even	2♦ opening = Weak M or FG with 5+♦		
VS. NT (vs. Strong/Weak; Reopening; Passed Hand)	3 rd	S/P		S/P	1♣-2♦ = 5+♣, G/T+		
Dbl = strength; 2♣ = MM; 2♦ = a) weak M b) strong M+M;	NT: 1 st	Low = enc	Low = even	Low = enc			
2M = Nat (better than 2♦) 2NT = both m's	2 nd	Low = even	S/P	Low = even			
By PH: dbl = ♠+any suit; 2m = m+♥; 2M = nat	3 rd	S/P		S/P			
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT-bids)	High-low = Discouraging or odd. Low-high = Encouraging or even.				SPECIAL FORCING PASS SEQUENCES		
Dbl = T/O; (2/3M) – 4m = 5-5 m+oM (Exception after 3♠)	DOUBLES				In game force situations		
(3m) – 4♣ = 5-5 om+M; 4♦ = 5-5 M	TAKE-OUT DOUBLES (Style; Responses; Reopening)				After we rdbl for strength to a certain level		
2♦ multi: dbl = 13-15 bal/17+; 2NT-16-19; 4m = 5-5 m+♥	May be light with good distribution				IMPORTANT NOTES THAT DON'T FIT ELSEWHERE		
VS. ARTIFICIAL STRONG OPENINGS	Dbl is almost always take-out				Psychics: Very rare		
Vs strong 1♣: dbl = strong hand; 1X = Nat	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES				May choose to show single A/K as no single		
1NT/2NT = ♣ or ♦-♥; 2X = The suit above or next two suits	1 NT (dbl(pen)) rdbl shows a weak one-suiter				Not strict about hcp ranges		
Vs strong 2♣/♦: dbl = M's; 2X = nat; 2NT = any two-suits	No support dbls				3rd hand openings may be light		
OVER OPPONENTS' TAKE-OUT DOUBLE	Maximal doubles when no other bid available				1NT-(dbl(pen))-pass forces rdbl		
New suit on 2-level is F1	1♣-(1♠)-dbl = Take-out (very often 4♥)						
TRF after 1M - (dbl) starts with 1NT showing 5+suit							
Rdbl = strength							

OPENING BID DESCRIPTIONS				Simon Ekenberg & Linus Dahlström – Sweden		
Opening	Tick if Art	Min No Cards	Neg Dbl Thru	Description	Responses	Subsequent Auction
1♣	X	2	4♣	a) 12-14bal (includes 5♦2♣) b) 18-19bal (includes 5♦2♣) c) 11-23nat	1♦/♥/♠ = nat; 1NT = G/T to 3NT; 2♣ = 5+♣ 5-10; 2♦ = 5+♣, G/T+; 2M = 6+M 3-8; 2NT = 55+m's NF vs 12-14NT; 3♣ = Preemptive; 3♦/M = 6+♣, splinter	1♣ - 1x - 1M = 5+♣, 4+M 1♣ - 1x - 1NT = 12-14NT (may contain 4M) 1♣ - 1M - 3M = Typically min 5♣4M(31) or 4♣4M(41)
1♦		4	4♣	a) 5+♦ 11-23 (not 5♦(332)) b) 4♦(441) 11-23 1st/2nd always unbal or semi-bal 3rd/4th may be balanced	1M = 4+M F1; 1NT = Nat (0)3-11; 2♣ = 4+♣ FG; 2♦ = 3+♦ 0-9; 2M = 6M 3-8; 2NT = 4+♦ interest in slam; 3♣ = 4+♦ 10-15; 3♦ = PRE; 3M = Void SPL	1♦-1♥: 1♠=4+♠ F1; 1NT=4+♣ F1; 2♣=6+♦; 2♦=4-3-5-1 or 4-3-6-0; 2♥=Nat; 2♠=4+♥ 16+; 2NT=6+♦ 0-2♥ 18+; 3♣ = 5/5m's, FG 1♦-1♠: 1NT = 4+♠; 2♣=6+♦; 2♦ = 4♥ 11-14; 2♥=Nat; 2♠=Nat; 2NT=6+♦ 0-2♠ 18+ 3♣ = 5/5m's, FG; 3♥ = 4+♠ 16+ 1♦-1NT: 2♣ = Nat F1; 3♣ = Nat NF
1♥		5	4♣	5+♥ 11-23 May have 4♥ in 3rd/4th	1♠ = 4+♠ F1; 1NT = Nat (0)3-11; 2♣ = (3)4+♣ FG; 2♦ = 4+♦ FG; 2♥ = 8-11 3-4♥; 2♠ = 6+♠ 3-8; 2NT=4+♥ INV+; 3m=Nat INV; 3♥=0-8; 3♠ = Any void 12-14	1M-1X: 2♣ = 6+M or 16+ any; 2NT = 6+M 4+m 15+; 3m = 5/5 13-15; 3♥ = 5/5 13-15; 3M=7+M mild invite 1M-2NT: 3♣=Min any; 3♦ = No SPL; 3♥/♠/3NT=SPL ♣/♦/♠
1♠		5	4♥	Same as above	Same as above (2♥ = 5+♥ FG; 2♠ = 8-11 3-4♠)	Same as above
1NT			4♣	14-16bal May have 5M or 6m	2♣ = Stayman; 2♦/2♥/2♠/2NT = TRF; 3♣ = FG both m's 3♦ = 6+M INV; 3M = 0-1M(54m's) FG; 4♣/♦ = TRF to 4♥/♠	1NT-2♣: 2♦ = no 4M; 2M = 4+M 1NT-2♠/2NT: 3♣/♦ = likes ♣/♦
2♣	X	0		a) 20-21bal b) FG ♣/♥/♠	2♦/♥/♠ = TRF; 2NT = 5/5+m's, NF, 3♣ = 5/5m's, FG; 3♦ = 6+M, G/T; 3M = 0-1M(54m's) FG	2♣ - 2♦: 2♥ = 5+♥ or 25+ bal; 2♠ = 5+♠; 2NT = 20-21bal 3♣ = 5+♣ 4X; 3♦ = 6+♣ SPL ♦ or bal; 3M = 6+♣ SPL M
2♦	X	0	4♣	5+♦, 5+other, weak	2M = P/C, 2NT = Ask, 4♣ = TRF to your suit	
2♥		(5)6		Weak	V: 2♠ = 5+♠ F1; 2NT = INV+ ask; 3m = Nat F1; 3♥ = PRE	
2♠		(5)6		Weak	V: 2NT = INV+ ask; 3♣/♦/♥ = Nat F1; 3♠ = PRE	
2NT			4♣	22-24bal	3♣ = Mod Puppet; 3♦/3♥/4♣/4♦ = TRF, 3♠ = m's	2NT-3♣: 3♦ = one or both M; 3♥ = no M; 3♠ = 5+♠; 3NT = 5+♥
3X		6		PRE aggressive 1 st NV, 3 rd free	New = F1; 3X-4♣ = S/T; 3♣-4♦ = S/T	
3NT	X			Solid major	4♣ = Ask for shortness, 4♦ = Ask for length	HIGH LEVEL BIDDING
4♣		6		PRE aggressive 1 st NV, 3 rd free	4♦ = Nat FG; 4M = to play	1430 (5NT = odd + void, 6X = even + void)
4♦		6		PRE aggressive 1 st NV, 3 rd free	4M = to play; 4NT = RKCB; 5♣ = S/T	Voidwood, DOPI, DEPO
4♥		6		PRE aggressive 1 st NV, 3 rd free	4♠ = to play(NV); 4NT = RKCB	Cue bids up the line 1 st or 2 nd
4♠		6		PRE aggressive 1 st NV, 3 rd free	4NT = RKCB	4NT often 2 places to play, 5NT often pick a slam
4NT	X			Specific ace asking	5♣ = no Ace; 5♦/♥/♠ = that Ace; 5NT = ♣ Ace; 6X = 2 Aces	When FP pass and pull is S/T