




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- Simon Hult			
1NT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)	LEADS				SYSTEM SUMMARY			
15-18 sys on	Lead	Vs. Suit	Vs. NT	GENERAL APPROACH AND STYLE				
4 <sup>th</sup> 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	Kx AKx+ KQT9+ KQJx+	1♣ = 11-13bal/17-19bal or nat				
JUMP OVERCALLS (Style; Responses; Unusual NT)	Queen	QJT+ QJ9+ QJ+	KQ+ QJ+ Qx	1♦ = 11+ 4♦ always unbal / semi-bal (can be bal 3 <sup>rd</sup> /4 <sup>th</sup> seat)				
2M = 4M 5+m 11-16 (Exceptions: (1♣ neb) – 2♦ = 5/5M)	Jack	JT9+ JT+ Jx	JT9+ JT+ Jx	1M = 11+ 5+M				
(1M) – 3♣ = 5/5 oM+♦	10	HJT Tx	HJT+ T9x	1NT = 14-16bal				
2NT = 5-5 2 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♦ = Weak M or FG with 5+♦				
DIRECT AND JUMP CUE BIDS (Style; Responses)	Lo-x	xxX xxXx xxxX	xxX, xxXx, xxxX	2M (NV) = Weak 4M 5+m 0-9. 2M (V) = 10-13 6c suit				
(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 <sup>st</sup>	Low = enc	Low = even	Low = enc	1♣ opening = 2+			
(1m neb) – 2m = nat	2 <sup>nd</sup>	Low = even	S/P	Low = even	2♦ opening = Weak M or FG with 5+♦			
VS. NT (vs. Strong/Weak; Reopening; Passed Hand)	3 <sup>rd</sup>	S/P		S/P	2M opening (NV) = 4M 5+m 0-9			
Dbl = strength; 2♣ = MM; 2♦ = a) weak M b) strong M+m; 2M = Nat (better than 2♦) 2NT = both m' s	NT: 1 <sup>st</sup>	Low = enc	Low = even	Low = enc	1♣ - 1red = Trf			
	2 <sup>nd</sup>	Low = even	S/P	Low = even	1♣ - 1♠ = Trf			
By PH: dbl= ♠+any suit; 2m = m+♥; 2M = nat	3 <sup>rd</sup>	S/P		S/P	1♣ - 2♦ = 5+♦ 4+♣ 3-10			
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 = MM; 2X = nat; 2NT = any two-suits	No support dbls				Often transfers and 2NT as artificial in competition			
OVER OPPONENTS' TAKE-OUT DOUBLE	Maximal doubles when no other bid available				3rd hand openings may be light			
TRF after 1♣ - (dbl)	1♣-(1♦)-dbl = 4+♥				1NT-(dbl(pen))-pass forces rdbl			
TRF after 1M - (dbl) starts with 1NT showing 5+suit	1♣-(1♥)-dbl = 4+♠							
Rdbl = strength	1♣-(1♠)-dbl = Take-out (very often 4♥)							

OPENING BID DESCRIPTIONS				Simon Ekenberg & Simon Hult – Sweden		
Open ing	Tick if Art	Min No Cards	Neg Dbl Thru	Description	Responses	Subsequent Auction
1♣	X	2	4♣	a) 11-13bal (includes 5♦2♣) b) 17-19bal (includes 5♦2♣) c) 11-23nat	1♦/♥ = 4+ ♥/♠; 1♠ = a)5-11bal b) 5+♦ 4M FG c) 6+♦ FG d) 54+m INV+; 1NT = FG bal or ♣; 2♣ = 5+ ♣ 5-10; 2♦=5+♦ 4+♣ 3-10; 2M = 6+M 3-8; 2NT = 55+m's NF vs 11-13NT; 3♣/♦ = INV with good 6+suit	Trfs are accepted with 11-13 BAL and some semibalanced hands 1♣ - 1red - 1+red= 11-13NT (or some 11-15unbal 3♥) 1♣ - 1red - 1NT= 17-19NT 1♣ - 1red - 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+♦ intrest in slam; 3♣ = 4+♦ 10-15; 3♦ = PRE; 3M = Void SPL	1♦-1♥: 1♠=4+♠ F1; 1NT=4+♠ F1; 2♣=6+♦; 2♦=3-4-5-1 or 3-4-6-0; 2♥=Nat; 2♠= 4+♥, 16+; 2NT=6+♦ 18+; 3♣ = 6+♦ 18+; 3♦ = 6+♦ 3♥ 15-17 1♦-1♠: 1NT = 4+♠; 2♣=6+♦ or 4♥ 18+; 2♦ = 4♥ 11-16; 2♥=Nat 15-17; 2♠=Nat; 2NT=4+♠ 16+ 3♣ = 6+♦ 18+; 3♦ = 6+♦ 3♥ 15-17; 3♥ = 6+♦ 3♥ 18+; 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♠= Void SPL	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 ♣/♦/oM
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 55+m's 3♦ = 6+M INV; 3M = 0-1M(54+m's) FG; 4♣/♦ = TRF 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 = To play in one m 3x+ as 1NT-system	2♣ - 2trf: 2trf+1 = 20-21NT
2♦	X	0	4♣	a) Weak (5)6-c M b) FG ♦	2/3 M = P/C; 2 NT = F1 ask; 3m = Nat F1 4♣ = transfer to your M; 4♦ = bid your M 4M = To play	2♦-2♠: 2NT = 6♥ 2♦-2NT: 3♣ = Max 3♦ = Min with ♥, 3♥ = Min with ♠, 3♠ = FG ♦ 2♦-4♣: 4♦ = ♥; 4♥ = ♠
2♥	X	4(6)		NV: 4♥ 5+m 0-9 V: 6♥ 10-13	NV:2♠ = 5+♠ F1; 2NT = INV+ ask; 3♣ = P/C 3♦ = INV in M V: 2♠ = 5+♠ F1; 2NT = INV+ ask; 3m = Nat F1; 3♥ = PRE	
2♠	X	4(6)		NV: 4♠ 5+m 0-9 V: 6♠ 10-13	NV:2NT = INV+ ask; 3♠ = P/C 3♦ = INV in M; 3♥ = Nat FG V: 2NT = INV+ ask; 3♣/♦/♥ = Nat F1; 3♠ = PRE	
2NT			4♣	22-24bal	3♣ = Mod Puppet; 3♦/3♥ = TRF; 3♠ = m's 4♣/4♦ = S/T in ♥/♠	2NT-3♣: 3♦=one or both M; 3♥=no M; 3♠ = 5+♠; 3NT = 5+♥
3X		6		PRE aggressive 1 <sup>st</sup> NV, 3 <sup>rd</sup> free	New = F1; 3X-4♣ = S/T; 3♣-4♦ = S/T	
3NT	X			Solid minor	4♣ = P/C; 4M = Nat	<b>HIGH LEVEL BIDDING</b>
4♣		6		PRE aggressive 1 <sup>st</sup> NV, 3 <sup>rd</sup> free	4♦ = Nat FG; 4M = to play	1430 (5NT = odd + void, 6X = even + void)
4♦		6		PRE aggressive 1 <sup>st</sup> NV, 3 <sup>rd</sup> free	4M = to play; 4NT = RKCB; 5♣ = S/T	Voidwood, DOPI, DEPO
4♥		6		PRE aggressive 1 <sup>st</sup> NV, 3 <sup>rd</sup> free	4♠ = to play(NV); 4NT = RKCB	Cue bids up the line 1 <sup>st</sup> or 2 <sup>nd</sup>
4♠		6		PRE aggressive 1 <sup>st</sup> NV, 3 <sup>rd</sup> 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

