

DEFENSIVE AND COMPETITIVE BIDDING	
OVERCALLS (Style; Responses; 1/2 Level; Reopening)	
1-level may be weak, 2-level usually sound.	
3-level CUE = support (usually 4-c), 8-10	
2NT after overcall in M = support (usually 4-c), 11+	
When 3 rd hand passes:	
New suit F1, jump in new suit FG (fitshowing by passed hand)	
When 3 rd hand bids:	
New suit NF, fit-showing jumps, TRF after 1x (1M) DBL	
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	
15-18 (12-16). SYS-ON	
JUMP OVERCALLS (Style; Responses; Unusual NT)	
Weak (2NT response F1)	
2NT 5-5 two lowest, sound Reopening 19-21 BAL	
DIRECT AND JUMP CUE-BIDS (Style; Responses)	
CUE in 2 nd hand: 5-5, sound, both highest unbid	
Jump CUE in 2 nd hand: If minor, 5-5 highest-lowest, sound	
If Major, asking for stopper	
Other CUEs = 5-5 with highest	
VS. NT (Vs. Strong/Weak; Reopening; Passed Hand)	
2♣ 2-suiter with 4+♥, second suit (any) often longer	
2♦ 2-suiter with 4+♠, second suit (any) often longer	
2NT 2-suiter with both minors	
DBL by passed hand = one minor	
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)	
DBL T/O through 3♣	
Vs 2M/3M: CUE = oM + minor	
Vs 2m/3m: CUE = both Majors	
Jump to 4m = two-suiter, NF	
VS. ARTIFICIAL STRONG OPENINGS	
DBL = both Majors, at least 5-4	
NT = both minors, at least 5-4	
OVER OPPONENTS' TAKEOUT DOUBLE	
TRF after 1m (DBL) from RDBL	
TRF after 1M (DBL) from INT	
3♣ ART, 4-c support, 8-10	
2NT 4-c support 11+	

LEADS AND SIGNALS			WBF and SBF Convention Card
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 rd /5 th	3 rd /5 th	
NT	3 rd /5 th	3 rd /5 th	
Subsequent	2 nd /4 th thru declarer	3 rd /5 th	
Other:	On 5+ level, K asks for count		Category: Red
			NCBO: Sweden
			Event: All
			Players: Sven-Åke Bjerregård - Anders Morath
LEADS			
	Vs. Suit	Vs. NT	
Ace	AK	AK	
King	KQ or AK bare	KQ or AKQ or AKJ10	
Queen	QJ or AKQ	QJ or KQ109	
Jack	J10	J10 or AQJ	
10	109/10x or KJ10	109/10x or HJ10	
9	9x or H109	98/9x or H109	
Hi-x	even	even or top of nothing	
Lo-x	odd	odd	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit:	1 st	Low encouraging	Low=enc.
	2 nd	Low=even	Low=even
	3 rd	S/P	S/P
NT:	1 st	Same	Same
	2 nd		S/P
	3 rd		
OTHER SIGNALS (INCLUDING TRUMPS)			
Hi-low=odd (original count)			
From a 5-c suit, we may encourage with 4th best if low enough to be clear.			
When discouraging from a known 5+ suit:			
High odd may show interest in higher suit, high even in lower suit.			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
11+, 3+M unless 17+. CUE = F to suit agreement			
(1♣)-DBL-(P)-1NT negative (0-6/7)			
Most DBLs below game are T/O			
LEB variations			
SPECIAL, ARTIFICIAL DOUBLES/REDOUBLES			
1♣-(1♦)-DBL=4+♥; 1m-(1♥)-DBL=4+♠; 1♣-(1♣)-DBL=TRF to 1NT;			
1♣-(DBL)-RDBL= both minors, 1♦-(DBL)-RDBL = 4+♥			
1X-(DBL)-RDBL-(new suit)- DBL= T/O			
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE			
After 1NT (DBL = PEN), 2♣ may be start of run-out. Then:			
RDBL = ♦+♥, 2♦ = ♦+♠, 2♥ = ♥+♣			
Direct RDBL = ♣ + other			
Psychics: Rare (occasional weak 3 rd hand openings)			



OPENING BID DESCRIPTIONS							
Open ing	Tick if Art	Min No Cards	Neg Dbl Thru	Description	Responses	Subsequent Auction	Passed hand bidding /in competition
1♣	x	0	3♦	Two-way: (10)11-13(14) (semi)BAL or 17+ any	1♦ 0-7; 1M 8+, 4-c; 1NT/2NT/3NT 8-11/11-13/13-18 BAL no M; 2m NF 8-12 5-c, 2♥/2♦ ART FG no M; 3m 10-11 6-c; 3M 4-7 7-c; 4m TRF to 4M, good suit	1♣-1♦; pass 11-13, 1♥ 20+, 1♦/NT/2♦ 17-19 NAT, 2♣ 17-19 4-5♥ unbal, 2♦ 17-19 4♣ unbal, 2♦ 17-19 54 m, 2NT 17-19 45 m, 3x 17-19 6+c	TRF in competition
1♦		4	4♣	11-16, not BAL, may have one card longer ♣	2♦ 10+; 2M FG; 2NT FG, BAL w SUPP; 3♣ ART 8-10, 4+ SUPP; 3♦ 4-7 4+ SUPP	1♦-2♦: new suit SPL, 2NT 5422, 3♦ 6+c MIN	TRF over DBL/1♥ Fit jumps
1♥		5	3♦	11-16	3♣ 8-11, 4+ SUPP; 3♦ 10-12, 3+ SUPP; 3M 4-7 4+ SUPP, 2NT FG, 3+ SUPP, 3NT void ♦	1M-2M; REL=general G/T, others long-suit G/T 1M-2NT; 3♣=MIN, 3♦=BAL, 3♥/♦/NT=SPL♣/♦/oM	Drury (2♣ 3+ support) Fit jumps except 3♣
1♠		5	3♥	11-16	See above but 3NT void ♥	See above	See above
1NT				14-16, 5-c M OK, 6-c m possible but rare	2♣=STAY; 2♦=PUP-2♥, 2M=INV, 3♣=5-c STAY, 3X=INV, 4m=TRF	-2♦; 2♥ then 2♦ S/O; 3X STR; 2NT=PUP-3♣	
2♣		5	3♦	11-16, 6+c or 5-c with 4-c M	2♦ ASK; 2M F1; 2NT NAT INV or SUPP INV+; 3ns 6-c FG, 4♦=RKCB	-2♦; OP rebids ART	Fit-showing jumps except 3♦
2♦	x	0		11-16, 3-suiter with short ♦, 4414 or 4405	2M/3♣ to play; 3M/4♣ INV; 2NT ASK then 3♣ = MIN; 3♦ = MAX 4414; 3♥ = MAX 4405	-2NT; 3♣ then 3♦ ASK; TRF over OP's 3M	
2♥		6(5)		6-10, may be 5-c NV or 3 rd hand	2NT ASK, step responses	-2NT: 3♣=MIN 5-c, 3♦=MIN good 6-c, 3M=MIN 6-c	TRF over DBL
2♦		6(5)		6-10, may be 5-c NV or 3 rd hand	2NT ASK, step responses	-2NT: 3oM=MAX 6-c, 3NT=MAX 5-c, 4m=MAX 6-4	TRF over DBL
2NT				20-21, 5-c M OK	2♣=STAY; 3♦/♥=TRF, 3♦=both m, 4m=TRF		
3♣		6		PRE (could be very weak 1 st /3 rd NVUL vs VUL)	4om=RKCB, 4m INV		
3♦		6		PRE (could be very weak 1 st /3 rd NVUL vs VUL)	See above		
3♥		6		PRE (could be very weak 1 st /3 rd NVUL vs VUL)	4♣ ART S/T, 4♦ NAT FG		
3♠		6		PRE (could be very weak 1 st /3 rd NVUL vs VUL)	See above		
3NT	x			Broken minor (NAT 4m opening)	4♣ P/C; 4♦=ASK CTL (5m= CTL om); 4NT=ASK suit		
4♣	x			Solid or semisolid ♥, 2-3 key-cards	4♦=ASK: 4NT extra ace, new suit = void		
4♦	x			Solid or semisolid ♦, 2-3 key-cards	4♥=ASK: 4NT extra ace, new suit = void		
4♥				PRE	4♦=To play		
4♠				PRE			
4NT	x			6-6 minors, about 3 losers			

HIGH LEVEL BIDDING

Control bids (1st or 2nd round)

RKCB 0314 (DOPE); Kickback when jumping; Voidwood;

From agreed 3M, RELAY is Serious, asks for controls

NCBO: Sweden

Event: All

Players: Sven-Åke Bjerregård - Anders Morath