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 Par	tner's Suit				
2-level: Sound, (10)11-16(18), 5+ good suit (normally 6-c suit) and normally not balanced.	Suit		1 st /3 rd /5 th	S	ame					
Responses: Cue bid is trump support or FG	NT		1 st /3 rd /(4 th)5 th	S	ame		Category:	Artificial -R	ED	•
New suit: Constructive but not forcing on 2-level	Subsequent							NCBO: Sweden		
	Other :		2 nd /4 th through declarer				Event: All events			
							Players:	Wenneberg-	Sellden	
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	LEADS									
2 nd : 15-17,5 Bal (subs auction as after 1NT opening)	Lead		Vs. Suit			Vs. NT		PPROACH AND		
4 th : 11-16 Bal (on partner's 2C we bid 2NT with max)	Ace		K, Ax(+), AKx(+)		Same			two-way club s		
4 th -live: 17-19 balanced	King To		op or AKJ10(+) (AK	O(+) (AKx 5+ level Sam			1C either 11-13 BAL <u>or</u> 16+ any distribution			tion
			lop		Same		1D 4 + UNBAL11-15			
	Jack		op or AQJ		Same		1M 5+(10)1			
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	To	op or HJ10(+)		Same			n", at least 5 cl	ubs 11-15	
Weak, often rule of 2-3-4	9		op or H109(+)		Same		2D "Multi",			
	Hi-x		t/3 rd /5 th		Same				must contain 5	+m(third:4+)6-9hp
			st/3 rd /5 th Same			2NT 22-24 balance				
	SIGNALS IN ORDER OF PRIORITY					1	SPECIAL BIDS THAT MAY REQUIRE DEFENCE			
DIRECT AND JUMP CUE BIDS (Style; Responses; Reopening)			Partner's Lead	Declare	er's Lead	Discarding		-13 (14) (may o BAL/17+BAL		on D) <u>or</u>
(1M)-cue=OM+m.	Suit: 1 st		Hi=discrg	Hi/lo=od	d	Hi=discrg	2 D 6-card M	И, 6-9		
Jump cue=Asks for stopper.	2 nd		Hi/lo=odd	Hi=Hi suit pref Hi=Hi suit pre		Hi=Hi suit pref				
	3 rd		Hi=Hi suit pref							
VS. NT (vs. Strong/Weak; Reopening; Passed Hand)	NT: 1 st		Hi=discrg	Hi/lo=od	d	Hi=discrg				
DBL=15+ in last pos.4M+5+m; answ.: 2D ask M(ag.str.NT)	2 nd		Hi/lo=odd	Hi=Hi su	it pref	Hi=Hi suit pref				
2C= at least 34 in M(3-4 when 5 card D), normally 54 or 55	3 rd		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 suitVs 5+ level: On P's King-lead we use Hi=oddLow-hi=low ranked suitVs 5+ level: On P's King-lead we use Hi=odd				King-lead we					
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT-bids)	DOUBLES						SPECIAL FORCING PASS SEQUENCES			
DBL=Take out	TAKE-OUT DOUBLES (Style; Responses; Reopening)						In obvious sit	uations		
	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 si	des bid we use	fitshowing	
After 1C-DBL-RD; RD is FG or penalty	1-level transfe	rs (in	cl.DBL) after our 10	C/1D open	ngs.					

OPENI	NG BID	D DESCR	IPTION	IS			
Open	Tick	Min	Neg	Description	Responses	Subsequent Auction	Passed Hand Bidding
ing	if	No	Dbl				
	Art	Cards	Thru	11 12(14) DAL(111_4D)	1D 0.7 1M 0 + 4 + M (-111 - 1) 2 - 0.115 + (-M)		S 1 (2)1 2S (12 5
1♣	X 0 4 \checkmark 11-13(14) BAL(possibly singleton D) $\underline{0}$		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 or trf NT no M 2S=FG with 5+diamonds,	1C-1D, pass if weak 1C-1M, 2C=strong, C or bal	Same but 2H,2S=6card 2-5 2NT 5-5 m 8-10	
				10+ ONDAL / 1/+ DAL	2NT=12-13 no M, 3M=single or void and 5-5m FG	$1C-1D, 1H \ge 20 \text{ hcp } 1C-1H-1S=2-way$	2101 5-5 11 6-10
					3NT=14-18 no M forcing against strong opening		
1 ♦		4	4 🗸	11-15, 4+ (could be longer C)	2C= FG, 2D=10-14 (or occasionally more) w supp. 2NT=15+ w	1D-1M, 1NT often short M	Same but 2M 5 M+4 D
				Normally UNBAL	supp. 3D=preempt 3C=7-9 w supp.	1D-1M, 2C 5-4/4-5 in m	8-10 .
1 🗸	5 4 11-15 5+		11-15 5+	2C= FG 2D=6-8 with 3 hearts or FG with diamonds	2NT after support is invitational	With 4+support we jump	
					2M=9-11 3c supp. 2NT=FG 3+ supp. 3M=PRE	asking for singleton or two small	with singleton, 2NT good
		-		11.15.51	3C=8-11 4-card supp. 3D=12-13 3card supp.		raise 2D=6-8 with 3 hearts
1 🔥		5	4 🔶	11-15 5+	2C/H= FG 2D=6-8 with 3 spades <u>or</u> FG with diamonds 2M=9-11 3c supp. 2NT=FG 3+ supp. 3M=PRE	2NT after support is invitational asking for singleton or two small	With 4+support we jump with singleton, 2NT good
					3C=8-11 4-card supp. 3D=3-card supp. 12-13	asking for singleton of two sman	raise 2D=6-8 with 3 spades
1NT			4 🗸	14-16 BAL 3 rd ,4 th 15-16 May contain	2C= STAY, 2D/H Transfer 2S= clubs, weak or strong 2NT=	1NT-2C-2x-2NT; Invitational with or	Same
			- -	5-card M, singleton diamond or singleton	diamonds weak or strong 3C=asking 5 card M, 3D=5-5 m FG.	without M.	
				honour in any suit	3H/S 6card M slaminv. without single 4m=SA Texas		
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 🔶	Х	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	2NT=F1-relay, suit natural nonforcing	Non vul. 3-card m possible	Same
				vul) Denies Hxx in other M			
2 🔥		5		5 S (5)-9 (with 5+m if vul; 3 rd 4+m if vul)	2NT=F1-relay, suit natural nonforcing	Non vul. 3-card m possible	Same
				Denies Hxx in other M			
2NT		(07		22-24 BAL	2C= STAY, 3D,3H TRF heart, spade; 3spade=slaminv. m 3x=New suit forcing		
3♣		(6)7		Good preempt 1 ^{st/2nd} pos. Var. in 3 rd			
3♦		(6)7		Good preempt 1 st /2 nd pos. Var. in 3 rd	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	Х			Preempt in one minor in $1^{st}/2^{nd}/3^{rd}$ pos.	4C=pass or correct		
4♣	Х	0		Running hearts 8-8 1/2 tricks	Relay asks for cue		Same
4 🔶	Х	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 I	EVEL	BIDDING	3	1		NCBO:	Sweden
		r 2 nd rour		ol		Event:	All events
		Voidwood				Players:	Wenneberg-Sellden
Last tra							