DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS						WBF and SBF Convention Card			
OVERCALLS (Style; Responses; 1/2 Level; Reopening)	OPENING L	EADS	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		1 <sup>st</sup> /3 <sup>rd</sup> /5 <sup>th</sup>	Same						
Responses: Cue bid is trump support or FG	NT		1st/3rd/(4th)5th	,	Same		Category:	Artificial -RE	D	
New suit: forcing on same level	Subsequent						NCBO:	Sweden		
	Other:		2 <sup>nd</sup> /4 <sup>th</sup> through declarer				Event:	All events		
							Players: Wenneberg-Sellden			
1NT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)	LEADS						SYSTEM SU			
2 <sup>nd</sup> : 15-17,5 Bal (subs auction as after 1NT opening)	Lead		Vs. Suit			Vs. NT	GENERAL AP	PROACH 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			
4 <sup>th</sup> -live: 17-19 balanced			op or AKJ10(+) (AK	Xx 5+ level Same		1C either 11-13 BAL or 16+ any distribution			ion	
	Queen		op		Same		1D 4 + UNB			
	Jack		op or AQJ		Same		1M 5+ (10)11			
JUMP OVERCALLS (Style; Responses; Unusual NT)	10 To		Top or HJ10(+)		Same		2C "Precision", at least 5 clubs 11-15			
Weak, often rule of 2-3-4	9 To		Top or H109(+)		Same		2D "Multi", 6 card M 6-9			
After 2+ club; jump 2D shows 5-5 in M			st/3rd/5th		Same		2M weak with	2M weak with 5 card; VUL must contain 5+m(third:4+)6-9hp		
	Lo-x 1 <sup>st</sup> /3 <sup>rd</sup> /5 <sup>th</sup>			Same		2NT 22-24 balance				
	SIGNALS IN ORDER OF PRIORITY						SPECIAL BID	S THAT MAY I	REQUIRE DE	FENCE
DIRECT AND JUMP CUE BIDS (Style; Responses; Reopening)			Partner's Lead	Declar	er's Lead	Discarding		-13 (14) (may co BAL/17+BAL	ontain singleto	on D) <u>or</u>
(1M)-cue=OM+m.	Suit: 1st		Hi=discrg	Hi/lo=oc	id	Hi=discrg	2 D 6-card M			
Jump cue=Asks for stopper.	2 <sup>nd</sup>		Hi/lo=odd	Hi=Hi sı	uit pref	Hi=Hi suit pref				
	3 <sup>rd</sup>		Hi=Hi suit pref							
VS. NT (vs. Strong/Weak; Reopening; Passed Hand)	NT: 1 <sup>st</sup>		Hi=discrg	Hi/lo=oc	dd	Hi=discrg				
DBL=15+ in last pos.4M+5+m; answ.: 2D ask M(ag.str.NT)	2 <sup>nd</sup>		Hi/lo=odd	Hi=Hi sı	uit pref	Hi=Hi suit pref				
2C= at least 3-4 in M(3-4 when 5 card D), normally 54 or 55	3 <sup>rd</sup>		Hi=Hi suit pref							
2D= 6+M 2M=5M + 4+m (in last pos+4+m not necessary)	Signals (Trumps): when needed; Vs 5+ level: On P's King-lead v Hi-low=hi ranked suit Hi=odd				King-lead we use					
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT-bids)	DOUBLES					SPECIAL FORCING PASS SEQUENCES				
DBL=Take out	TAKE-OUT DOUBLES (Style; Responses; Reopening )						In obvious situ	uations		
	Maybe down to 10 HCP with nice distribution.									
	After strong 1C and neg. 1D; double shows Majors; 1NT=pointed or rounded									
VS. ARTIFICIAL STRONG OPENINGS	Suits; 2X=suit or next 2 suits					IMPORTANT NOTES THAT DON'T FIT ELSEWHERE				
After 1C; DBL=5+ H constr. 1D=5+S constr.	Series, 212 out of none 2 outlo					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				DOUBLES	Psychics: Rare, lighter or stronger openings/PRE:s in 3 <sup>rd</sup> 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			,		11			les bid we use f		•
After 1C-DBL-RD; RD is FG or penalty	1-level trans	fers (in	cl.DBL) after our 1C	C/1D openi	ings.					

ing	Tick if Art	Min No	Neg	Description			
	Art		Dbl	Description	Responses	Subsequent Auction	Passed Hand Bidding
	X	0	Thru 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 or trf to NT no M. 2S=FG with 5+diamonds no M, 2NT=12-13 no M, 3m 10-12 6+m 3M=single or void and 5-5m FG 3NT=14-18 no M forcing against strong opening	1C-1D, <b>pass if weak</b> 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 5-5/4-5 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 <u>or</u> FG with diamonds 2M=9-11 3c supp. 2NT=FG 4+ 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 <u>or</u> FG with diamonds 2M=9-11 3c supp. 2NT=FG 4+ 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 <sup>rd</sup> ,4 <sup>th</sup> 15-16 May contain 5-card M, singleton diamond or singleton honour in any suit	2C= STAY, 2D/H Transfer 2S= clubs 2NT= diamonds 3C=asking 5 card M, 3D=5-5 m FG. 3H/S 6card M 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+4M; 6C+4D 14-15	2D=F1-relay 2H,2S invitational 2NT forcing one round	2C-2D, 3H/3S singleton max.	Same
2 🔷	X	0	2 🔥	6-9(10) 6M	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 <sup>rd</sup> 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 <sup>rd</sup> 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		Preempt	3x=New suit forcing		
3♦		(6)7		Preempt	3x=New suit forcing		
3♥		6(7)		Preempt	3S=New suit forcing 4m=Cue bid		
3 🔥		6(7)		Preempt	3m=Cue bid; 4H=To play		
3NT	X			Preempt in one minor in 1 <sup>st</sup> /2 <sup>nd</sup> ,3 <sup>rd</sup> to play.	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
LITCH	-					Category	Artificial-Red
HIGH LE				1		NCBO:	Sweden
Cuebids= RKCB 03				01		Event: Players:	All events Wenneberg-Sellden
Last train		oluwoo	.1			riayeis.	weinieberg-senden