

| DEFENSIVE AND COMPETITIVE BIDDING                                                          | LEADS AND SIGNALS                                                                                     |                                                                     |                                             |                 | WBF and SBF<br>Convention Card                                             |  |  |
|--------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------|---------------------------------------------|-----------------|----------------------------------------------------------------------------|------------------------------------------------------------------------------------|------------------------------------------------------------------------------------|
| OVERCALLS (Style; Responses; 1/2 Level; Reopening)                                         | OPENING LEADS 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 bids is trump support, mixed raise, jump 2NT=trumpsupport gameinvitational  | NT                                                                                                    | 1 <sup>st</sup> /3 <sup>rd</sup> /(4 <sup>th</sup> )5 <sup>th</sup> | Same                                        |                 | Category:                                                                  | Artificial -RED                                                                    |                                                                                    |
| New suit: Constructive but not forcing on 2-level                                          | Subsequent                                                                                            |                                                                     |                                             |                 | NCBO:                                                                      | Sweden                                                                             |                                                                                    |
|                                                                                            | Other :                                                                                               | 2 <sup>nd</sup> /4 <sup>th</sup> through declarer                   |                                             |                 | Event:                                                                     | All events                                                                         |                                                                                    |
|                                                                                            |                                                                                                       |                                                                     |                                             |                 | Players:                                                                   | Wenneberg-Wegnelius                                                                |                                                                                    |
| 1NT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)                 | LEADS                                                                                                 |                                                                     |                                             |                 | SYSTEM SUMMARY                                                             |                                                                                    |                                                                                    |
| 2 <sup>nd</sup> : 15-17,5 Bal (subs auction as after 1NT opening)                          | Lead                                                                                                  | Vs. Suit                                                            |                                             | Vs. NT          | GENERAL APPROACH AND STYLE                                                 |                                                                                    |                                                                                    |
| 4 <sup>th</sup> : 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                                                      | King                                                                                                  | Top or AKJ10(+)<br>(AKx 5+ level)                                   |                                             | Same            | 1C either 11-13 BAL <b>or</b> 16+ any distribution                         |                                                                                    |                                                                                    |
|                                                                                            | Queen                                                                                                 | Top                                                                 |                                             | Same            | 1D 4 + UNBAL11-15                                                          |                                                                                    |                                                                                    |
|                                                                                            | Jack                                                                                                  | Top or AQJ                                                          |                                             | Same            | 1M 5+ (10)11-15                                                            |                                                                                    |                                                                                    |
| JUMP OVERCALLS (Style; Responses; Unusual NT)                                              | 10                                                                                                    | Top or HJ10(+)                                                      |                                             | Same            | 2C "Precision", at least 5 clubs 11-15                                     |                                                                                    |                                                                                    |
| Weak, often rule of 2-3-4                                                                  | 9                                                                                                     | Top or H109(+)                                                      |                                             | Same            | 2D "Multi", 6 card M 6-9                                                   |                                                                                    |                                                                                    |
|                                                                                            | Hi-x                                                                                                  | 1 <sup>st</sup> /3 <sup>rd</sup> /5 <sup>th</sup>                   |                                             | Same            | 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 BIDS THAT MAY REQUIRE DEFENCE                                      |                                                                                    |                                                                                    |
| DIRECT AND JUMP CUE BIDS (Style; Responses; Reopening)                                     |                                                                                                       | Partner's Lead                                                      | Declarer's Lead                             | Discarding      | 1 C BAL 11-13 (14) (may contain singleton D) <b>or</b> 16+ UNBAL/17+BAL    |                                                                                    |                                                                                    |
| (1M)-cue=OM+m.                                                                             | Suit: 1 <sup>st</sup>                                                                                 | Hi=discrg                                                           | Hi/lo=odd                                   | Hi=discrg       | 2 D 6-card M, 6-9                                                          |                                                                                    |                                                                                    |
| Jump cue=Asks for stopper.                                                                 | 2 <sup>nd</sup>                                                                                       | Hi/lo=odd                                                           | Hi=Hi suit 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=odd                                   | 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 suit pref                             | Hi=Hi suit pref |                                                                            |                                                                                    |                                                                                    |
| 2C= at least 34 in M(3-4 when 5 card D), normally 54 or 55                                 | 3 <sup>rd</sup>                                                                                       | Hi=Hi suit pref                                                     |                                             |                 |                                                                            |                                                                                    |                                                                                    |
| 2D= 6+M<br>2M=5M + 4+m (in last pos+4+m not necessary)                                     | Signals (Trumps): when needed;<br>Hi-low=hi ranked suit<br>Low-hi=low ranked suit<br>Rev. Smith in NT |                                                                     | Vs 5+ level: On P's King-lead we use Hi=odd |                 |                                                                            |                                                                                    |                                                                                    |
|                                                                                            |                                                                                                       |                                                                     |                                             |                 |                                                                            |                                                                                    |                                                                                    |
| VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT-bids)                                           | DOUBLES                                                                                               |                                                                     |                                             |                 | SPECIAL FORCING PASS SEQUENCES                                             |                                                                                    |                                                                                    |
| DBL=Take out                                                                               | TAKE-OUT DOUBLES (Style; Responses; Reopening )                                                       |                                                                     |                                             |                 | In obvious situations                                                      |                                                                                    |                                                                                    |
|                                                                                            | 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 <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                                                            |                                                                                                       |                                                                     |                                             |                 | When both sides bid we use fitshowing                                      |                                                                                    |                                                                                    |
| After 1C-DBL-RD; RD is FG or penalty                                                       | 1-level transfers (incl.DBL) after our 1C/1D openings.                                                |                                                                     |                                             |                 |                                                                            |                                                                                    |                                                                                    |

| OPENING BID DESCRIPTIONS                                  |             |              |              |                                                                                                                          |                                                                                                                                                                                                                           |                                                                                                                                                                    |                                                                            |
|-----------------------------------------------------------|-------------|--------------|--------------|--------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------|
| Open ing                                                  | Tick if Art | Min No Cards | Neg Dbl Thru | Description                                                                                                              | Responses                                                                                                                                                                                                                 | Subsequent Auction                                                                                                                                                 | Passed Hand Bidding                                                        |
| 1 ♣                                                       | X           | 0            | 4 ♥          | 11-13(14) BAL(possibly singleton D) <b>or</b> 16+ UNBAL / 17+ BAL                                                        | 1D=0-7, 1M=8+ 4+M (could be longer m), 2m=8-11 5+ (no M)<br>2H=FG with 5+clubs or trf NT no M. 2S=FG with 5+diamonds no M, 2NT=12-13 no M, 3M=single or void and 5-5m FG<br>3NT=14-18 no M forcing against strong opening | 1C-1D, <b>pass if diamond else konv.</b><br>1C-1M, 2C=strong, C or bal<br>1C-1M, 2D= strong or good 11-13sup.<br>1C-1D, 1H≥20 hcp or weak with M<br>1C-1H-1S=2-way | Same but 2H,2S=6card 2-5<br>2NT 5-5 m 8-10                                 |
| 1 ♦                                                       |             | 4            | 4 ♥          | 11-15, 4+ (could be longer C)<br>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<br>1D-1M, 2C 5-4/4-5 in m                                                                                                                 | Same but 2M 5 M+4 D<br>8-10 .                                              |
| 1 ♥                                                       |             | 5            | 4 ♦          | 11-15 5+                                                                                                                 | 2C= FG 2D=6-8 with 3 hearts <b>or</b> FG with diamonds<br>2M=9-11 3c supp. 2NT=FG 3+ supp. 3M=PRE<br>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 <b>or</b> FG with diamonds<br>2M=9-11 3c supp. 2NT=FG 3+ supp. 3M=PRE<br>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> 15-17 May contain 5-card M, singleton diamond or singleton honour in any suit | 2C= STAY, 2D/H Transfer 2S= clubs, weak or strong 2NT= diamonds weak or strong 3C=asking 5 card M, 3D=5-5 m FG. 3H/S 6card M crosswise 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+4X (14-15 if X = D)                                                                                     | 2D=F1-relay 2H,2S invitational 2NT forcing one round                                                                                                                                                                      | 2C-2D, 3H/3S singleton max.                                                                                                                                        | Same                                                                       |
| 2 ♦                                                       | X           | 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 <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         |              | Good preempt 1 <sup>st</sup> /2 <sup>nd</sup> pos. Var. in 3 <sup>rd</sup>                                               | 3x=New suit forcing                                                                                                                                                                                                       |                                                                                                                                                                    |                                                                            |
| 3 ♦                                                       |             | (6)7         |              | Good preempt 1 <sup>st</sup> /2 <sup>nd</sup> pos. Var. in 3 <sup>rd</sup>                                               | 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                                                       | X           |              |              | Preempt in one minor in 1 <sup>st</sup> /2 <sup>nd</sup> /3 <sup>rd</sup> pos.                                           | 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                                                                       |
|                                                           |             |              |              |                                                                                                                          |                                                                                                                                                                                                                           |                                                                                                                                                                    |                                                                            |
|                                                           |             |              |              |                                                                                                                          |                                                                                                                                                                                                                           |                                                                                                                                                                    |                                                                            |
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|                                                           |             |              |              |                                                                                                                          |                                                                                                                                                                                                                           | Category                                                                                                                                                           | Artificial-Red                                                             |
| HIGH LEVEL BIDDING                                        |             |              |              |                                                                                                                          |                                                                                                                                                                                                                           | NCBO:                                                                                                                                                              | Sweden                                                                     |
| Cuebids= 1 <sup>st</sup> or 2 <sup>nd</sup> round control |             |              |              |                                                                                                                          |                                                                                                                                                                                                                           | Event:                                                                                                                                                             | All events                                                                 |
| RKCB 0314, Voidwood                                       |             |              |              |                                                                                                                          |                                                                                                                                                                                                                           | Players:                                                                                                                                                           | Wenneberg-Sellden                                                          |
| Last train                                                |             |              |              |                                                                                                                          |                                                                                                                                                                                                                           |                                                                                                                                                                    |                                                                            |