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	Partner's Suit				
2-level: Sound, (10)11-16(18), 5+ good suit (normally 6-c	Suit		1 st/3 rd/5 th	9	Same					
suit) and normally not balanced.			1 70 70		,					
Responses: Cue bid is trump support or FG	NT		1st/3rd/(4th)5th		Same		Category:	Artificial -R	ED	1
New suit: forcing on same level	Subsequent						NCBO:	Sweden		
	Other:		2 nd /4 th through dec	clarer			Event:	All events		
							Players:	Wenneberg-	-Sellden	
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	LEADS						SYSTEM SU			
2 nd : 15-17,5 Bal (subs auction as after 1NT opening)	Lead		Vs. Suit			Vs. NT	GENERAL AF	PROACH AND) STYLE	
4th: 11-16 Bal (on partner's 2C we bid 2NT with max)	Ace	Al	K, Ax(+), AKx(+)		Same		Top-Club; a	two-way club	system	
4 th -live: 17-19 balanced	King	To	op or AKJ10(+) (AK	x 5+ leve	l Same		1C either 11-13 BAL or 16+ any distribution			
	Queen	To		Same			1D 4 + UNBAL11-15			
	Jack		p or AQJ		Same		1M 5+ (10)11-15			
JUMP OVERCALLS (Style; Responses; Unusual NT)	10			or HJ10(+)			2C "Precision", at least 5 clubs 11-15			
Weak, often rule of 2-3-4	9	To	p or H109(+)		Same			2D "Multi", 6 card M 6-9		
After 2+ club; jump 2D shows 5-5 in M	Hi-x		/3 rd /5 th						must contain 5	5+m(third:4+)6-9hp
	Lo-x		/3 rd /5 th	Same			2NT 22-24 balance			
	SIGNALS IN ORDER OF PRIORITY SPECIAL BIDS THAT MAY REC					REQUIRE DEF	ENCE			
DIRECT AND JUMP CUE BIDS (Style; Responses; Reopening)			Partner's Lead	Declar	er's Lea	d Discarding		l-13 (14) (may NBAL/17+BAI	contain single	ton D) <u>or</u>
(1M)-cue=OM+m.	Suit: 1st		Hi=discrg	Hi/lo=oc	ld	Hi=discrg	2 D 6-card	M, 6-9		
Jump cue=Asks for stopper.	2 nd		Hi/lo=odd	Hi=Hi sı	it pref	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=oc	ld	Hi=discrg				
DBL=15+ in last pos.4M+5+m; answ.: 2D ask M(ag.str.NT)	2 nd		Hi/lo=odd	Hi=Hi sı	iit pref	Hi=Hi suit pref				
2C= at least 3-4 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 (Trum Hi–low=hi ran Low-hi=low ra	ked								
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 distr	ibution.						
	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						SEWHERE			
After 1C; DBL=5+ H constr. 1D=5+S constr.	,						xy-NT: 1x-1	y-(1z)1NT; 2C	=puppet-2D; 2	D=ART FG
1H = weak, any 5-card Major. 1S=often minor(s)	SPECIAL, ART	IFIC:	IAL AND COMPETI	TIVE DO	JBLES/F	REDOUBLES				s/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 sides bid we use fitshowing									
After 1C-DBL-RD; RD is FG or penalty	1-level transfers (incl.DBL) after our 1C/1D openings.									

ing if Art Cards Thru 1♣ X 0 4♥ 11-13(14) BAL(possibly singleton D) or 10-0-7, 1M=8+4+M (could be longer m), 2m=8-11 5+ (no M) 16+ UNBAL / 17+ BAL 1♣ A 0 4♥ 11-13(14) BAL(possibly singleton D) or 16+ UNBAL / 17+ BAL 16+ UNBAL / 17+ BAL 17+ BAL 18+ BAL 18+ BAL 18+ BAL 18- B				S	IPTION	DESCR	NG BID	OPENI
Art Cards Thru	sed Hand Bidding	Subsequent Auction	Responses	Description	Neg	Min	Tick	Open
16+ UNBAL / 17+ BAL 2H-FG with 5+clubs or tr to NT no M. 2S-FG with 5+clubs or tr								ing
Normally UNBAL Supp. 3D=preempt 3C=7-9 w supp. ID-1M, 2C 5-5/4-5 in m 8-10 .	but 2H,2S=6card 2-5 5-5 m 8-10	C-1M, 2C=strong, C or bal C-1D, 1H≥20 hcp 1C-1H-1S=2-way	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	16+ UNBAL / 17+ BAL	4♥	0	X	1♣
2M=9-11 3c supp. 2NT=FG 4+ supp. 3M=PRE asking for singleton or two small min size 2D 2C/H=FG 2D=6-8 with 3 spades or FG with diamonds 2NT after support is invitational with sin raise 2D 2C/H=FG 2D=6-8 with 3 spades or FG with diamonds 2NT after support is invitational with sin raise 2D 2C/H=FG 2D=6-8 with 3 spades or FG with diamonds 2NT after support is invitational with sin raise 2D 2NT=FG 4+ supp. 3M=PRE 3C-8-11 4-card supp. 3D=3-card supp. 12-13 3M=PRE 3M=NC scard M, 3D=5-5 m FG, 3H/S 6card M slaminv. without min size 2D 3C-8-11 4-card supp. 3D=3-card supp. 12-13 3M=PRE 3M=NC scard M, 3D=5-5 m FG, 3H/S 6card M slaminv. without single 4 m=S-8 Texas 3D=spades max 3D=spade	but 2M 5 M+4 D				4♥	4		1 •
Non vul. 3-card m possible Same	4+support we jump ingleton, 2NT good 2D=6-8 with 3 heart	sking for singleton or two small	2M=9-11 3c supp. 2NT=FG 4+ supp. 3M=PRE	11-15 5+	4 ♦	5		1♥
S-card M, singleton diamond or singleton 3C=asking 5 card M, 3D=5-5 m FG. 3H/S 6card M slaminv. without M.	4+support we jump ingleton, 2NT good 2D=6-8 with 3 spade	sking for singleton or two small	2M=9-11 3c supp. 2NT=FG 4+ supp. 3M=PRE	11-15 5+	4 •	5		1 🖍
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; 3rd 4+m if vul) Denies Hxx in other M 2NT=F1-relay, suit natural nonforcing Non vul. 3-card m possible Same 2NT 5 S (5)-9 (with 5+m if vul; 3rd 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 3spade=slaminv. m 4spade=slaminv. m <t< td=""><td></td><td>*</td><td>3C=asking 5 card M, 3D=5-5 m FG. 3H/S 6card M slaminv.</td><td>5-card M, singleton diamond or singleton honour in any suit</td><td>4♥</td><td></td><td></td><td>1NT</td></t<>		*	3C=asking 5 card M, 3D=5-5 m FG. 3H/S 6card M slaminv.	5-card M, singleton diamond or singleton honour in any suit	4♥			1NT
5 H (5)6-9 (with 5+m if vul; 3rd 4+m if vul) 2NT=F1-relay, suit natural nonforcing 5 S (5)-9 (with 5+m if vul; 3rd 4+m if vul) 2NT=F1-relay, suit natural nonforcing Non vul. 3-card m possible Same 2NT		C-2D, 3H/3S singleton max.	2D=F1-relay 2H,2S invitational 2NT forcing one round	11-15, 6+C or 5C+4M; 6C+4D 14-15	4♥	5		2*
vul) Denies Hxx in other M vul) Denies Hxx in other M Non vul. 3-card m possible 2		C=hearts max, 3D=spades max	2NT=F1-relay, 2M=Pass or correct	6-9(10) 6M	2 🔥	0	X	2 🍁
Denies Hxx in other M 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 3NT X Preempt in one minor in 1st/2nd,3rd 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		Non vul. 3-card m possible	2NT=F1-relay, suit natural nonforcing			5		2♥
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 1st/2nd,3nd to play. 4C=pass or correct 4♠ X 0 Running hearts 8-8 1/2 tricks Relay asks for cue 4♠ X 0 Running spades 8-8 1/2 tricks Relay asks for cue 4♠ (6)7 Preempt New suit=Cue bid Same 4♠ (6)7 Preempt New suit=Cue bid Same		Non vul. 3-card m possible	2NT=F1-relay, suit natural nonforcing			5		2 🖍
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 1st/2nd,3nd 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			2C= STAY, 3D,3H TRF heart, spade; 3spade=slaminv. m	22-24 BAL				2NT
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 1st/2nd, 3rd 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			3x=New suit forcing	Preempt		(6)7		3♣
3♠ 6(7) Preempt 3m=Cue bid; 4H=To play 3NT X Preempt in one minor in 1st/2nd, 3rd 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			3x=New suit forcing	Preempt		(6)7		3♦
3NT X Preempt in one minor in 1st/2nd, 3rd 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			3S=New suit forcing 4m=Cue bid	Preempt		6(7)		3♥
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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			4C=pass or correct	Preempt in one minor in 1st/2nd,3rd to play.		` '	X	
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			Relay asks for cue			0	X	4.
4♥ (6)7 Preempt New suit=Cue bid Same 4♠ (6)7 Preempt New suit=Cue bid Same			Relay asks for cue	Running spades 8-8 1/2 tricks		0	X	
4 • (6)7 Preempt New suit=Cue bid Same			New suit=Cue bid	Preempt		(6)7		
			New suit=Cue bid	~				
			5C=no A, suit=that A, 5NT=2A.	-		(-).		
Category Artificia		e ,						
HIGH LEVEL BIDDING NCBO: Sweden								
Cuebids=1st or 2nd round control Event: All events Places of the control of the				rol				
RKCB 0314, Voidwood Players: Wennet Last train	eberg-Sellden	riayers:			a	Voidwoo		