DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS				WBF Convention Card	
OVERCALLS (Style; Responses; Reopening)	OPENING LEADS STYLE					
Can be weak when partner passed		Lead		In Partner's Suit		
	Suit	1th/3 rd /5 th often third		Same		
	NT	1th/3 rd /5 ^{th often third}		Same	Category:	Artificial - RED
	Lead is	2th/4th in NT if least	d is throw du	mmy suit, and	NCBO:	SWEDEN
		also throw declarer.			Event:	All events
					Players:	Göran Selldén - Björn Wenneberg
	LEADS				SYSTEM SU	IMMARY
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)	Lead	Vs. Suit		Vs. NT	GENERAL A	APPROACH AND STYLE
2nd: 15-17 BAL (subs auction as after 1nt opening)	Ace	AK, Ax(+), AKx(+)		Same		
	King	Top or AKJ10(+) (A	Akx 5+level)	Same	MINIBEAR	An natural system with Swedish club
Reop: 11-16 w BAL No stop guarantees.	Queen	Тор		Same	and	weak 5-cards major.
(subs auction as after 1nt opening)	Jack	Top or AQJ		Same		
	10	Top or HJ10(+)		Same		
JUMP OVERCALLS (Style; Responses; Unusual NT)	9	Top or H109(+)		Same		
Weak, often rule 2-3-4	Hi-x	i-x 1th/3 rd /5 th		Same	1NT Openings: (14) 15-16 (Can bee. single D)	
	Lo-x	$1 \text{th}/3^{\text{rd}}/5^{\text{th}}$		Same		
					SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
	SIGNALS IN ORDER OF PRIORITY				BROWN STICK	ER:
DIRECT and JUMP CUE BIDS (Style; Responses;		Partners Lead	Declarer's	Ų		
	Suit: 1 st	Hi=DISCRG	Hi/lo=odd	Hi=DISCRG		14)(can bee. single D) or unbal 16+ (bal 17+)
(1M)-cue=OM+m,	2 nd	Hi/lo=odd	Hi= Hi suit	Hi=Hi suit	Opening 2NT=o	ne m; light preempt
Jump cue=Asks for stopper.	3 rd	Hi= Hi suit				
	NT: 1 st	Hi=DISCRG	Hi/lo=odd	Hi=DISCRG		
VS. NT (vs. Strong/Weak; Reopen; PH)	2 nd	Hi/lo=odd	Hi= Hi suit	Hi=Hi suit		
DBL=15+ (vs strong NT 5 minor+4 major), 2C= stayman	3 rd	Hi= Hi suit				
2D = 6+ M 2M=5+M + 4+m	Signals					
	On P's K-l	ead vs 5+level we us	se Hi=odd.			
VS. PREEMPTS (Doubles; Cue bids; Jumps; NT bids)						
D= Take out	DOUBLES				SPECIAL FC	DRCING PASS SEQUENCES
		TAKEOUT DOUBLES (Style; Responses; Reopening)				
	Against 2 o	or 3 way club conv.				
VS. ARTIFICIAL STRONG OPENINGS						
After strong clubs D=4cards H + 5cards in any suit; 1D= 4cards S						
S + 5 cards in any suit. 1NT=any twos, 2NT M or m	SPECIA	L, ART AND CC)MP DBL/	RDBL's		
OVER OPPONENTS' TAKE OUT DOUBLE						
	 				Psychics: Ra	are

Open Ing AR T Min. Neg Dble t Description Responses 1C Yes 0 2S 11-13 (14) BAL(pos. Single D) 16+ unbal, 17+ bal 1D=0-7, 1M=8+ 4+M, (could be longer m), 2m= 8-11 5+ (no M) 2H=invitational unbal, no M. 2S=FG no M, 2H=12-13 no M,3N=1 After pass 2H=M; 2S=6S+4H; 2NT=m all 5-7hcp 1D 4 4H 11-15, 4+ (could be longer C) 2D=10-14 w supp, 2NT=15+ w supp, 3D= PRE, 3C=7-9 w supp, 1M 5 4D 9-15, 5+ 2M=8-12 3 supp , 2NT=FG 3+ supp, 3M= PRE, 3m=Bergen rais 1NT 2S (14) 15-16, BAL. "Sundelin" 2C=F1-stayman, 2D=Relay to 2H, 2M/3m= invit., 1NT 2S (14) 15-16, BAL. "Sundelin" 2C=F1-stayman, 2D=Relay to 2H, 2M/3m= invit., 2C 5 4H 11-15, 6+C 2D=F1-relay, 2M=F1 w 5+M, 2NT=Inv+ supp 2D Yes 0 6-10 6+M or 24+ BAL 2NT=F1-relay, 3C=H max, 3D=S max 3M=min 3N 24+ 2H Yes 5 Spade 5-8 or 6 spade 2-5 2NT=F1-relay 2N Yes 7 Spade 5-8 or 6 spade 2-5 2NT=F1-relay 2N Yes 7 Preempt one m 3C=to play 3D=transfer; 3H+3S=invitational <th>1C-1H, 1S=11-13(14) 4-card S 1D-1M, 1N often spllinter M 1D-1M, 2C 54/45 in minors</th> <th>Same but: 2M splinter 2S splinter</th>	1C-1H, 1S=11-13(14) 4-card S 1D-1M, 1N often spllinter M 1D-1M, 2C 54/45 in minors	Same but: 2M splinter 2S splinter
16+ unbal, 17+ bal 2H=invitational unbal, no M. 2S=FG no M, 2N=12-13 no M,3N=1 After pass 2H=M; 2S=6S+4H; 2NT=m all 5-7hcp 1D 4 4H 11-15, 4+ (could be longer C) 2D=10-14 w supp, 2NT=15+ w supp, 3D= PRE, 3C=7-9 w supp, 1M 5 4D 9-15, 5+ 2M=8-12 3 supp , 2NT=FG 3+ supp, 3M= PRE, 3m=Bergen raise 1NT 2S (14) 15-16, BAL "Sundelin" 2C=F1-stayman, 2D=Relay to 2H, 2M/3m= invit., 1NT 2S (14) 15-16, BAL "Sundelin" 2C=F1-stayman, 2D=Relay to 2H, 2M/3m= invit., 2C 5 4H 11-15, 6+C 2D=F1-relay, 2M=F1 w 5+M, 2NT=Inv+ supp 11-15, 5C + 4M 11-15, 5C + 4M 11-15, 5C + 4M 11-15, 5C + 4M 2D Yes 0 6-10 6+M or 24+ BAL 2NT=F1-relay, 3C=H max, 3D=S max 3M=min 3N 24+ 2H Yes 5 5spade 5-8 or 6 spade 2-5 2NT=F1-relay 2N Yes 9 9 10-10 ft/d* pos 2N Yes 9 10-10 ft/d* ft/d* pos 2H Yes 5 5spade 5-8 or 6 spade 2-5 2NT=F1-relay 2N Yes 9	4-18 no M 1C-1D, 1M=unbal 4+ 16+ 1C-1H, 1S=11-13(14) 4-card S 1D-1M, 1N often spllinter M 1D-1M, 2C 54/45 in minors es, 1NT-2C, 2H-2N/3N promise 4S	preempt, Same but: 2M splinter 2S splinter
After pass 2H=M; 2S=6S+4H; 2NT=m all 5-7hcp ID 4 4H 11-15, 4+ (could be longer C) 2D=10-14 w supp, 2NT=15+ w supp, 3D= PRE, 3C=7-9 w supp, IM 5 4D 9-15, 5+ INT 2S (14) 15-16, BAL "Sundelin" 2C=F1-stayman, 2D=Relay to 2H, 2M/3m= invit., INT 2S (14) 15-16, BAL "Sundelin" 2C=F1-stayman, 2D=Relay to 2H, 2M/3m= invit., INT 2S (14) 15-6, BAL "Sundelin" 2C=F1-stayman, 2D=Relay to 2H, 2M/3m= invit., INT 2S (14) 15-16, BAL "Sundelin" 2C=F1-stayman, 2D=Relay to 2H, 2M/3m= invit., INT 2S (14) 15-6, BAL "Sundelin" 2C=F1-stayman, 2D=Relay to 2H, 2M/3m= invit., INT 2S 4H 11-15, 6+C 2D=F1-relay, 2M=F1 w 5+M, 2NT=Inv+ supp INT 11-15, 5C + 4M 11-15, 5C + 4M 11-15, 5C + 4M INT Yes 5 5heart 5-8 or 6 heart 2-5 2NT=F1-relay, 3C=H max, 3D=S max 3M=min 3N 24+ INT Yes 5 5spade 5-8 or 6 spade 2-5 2NT=F1-relay INT Yes Preempt one m 3C=to play 3D=transfer; 3H+3S=invitational INT Yes Preempt one m in 3th/2 nd pos 4m pass/c	1C-1H, 1S=11-13(14) 4-card S 1D-1M, 1N often spllinter M 1D-1M, 2C 54/45 in minors es, 1NT-2C, 2H-2N/3N promise 4S	Same but: 2M splinter
Image: Normally unbalancedNormally unbalanced1M54D9-15, 5+ $2M=8-12.3 \text{ supp}$, $2NT=FG 3+ \text{ supp}$, $3M=PRE$, $3m=Bergen raise1NT2S(14) 15-16, BAL "Sundelin"2C=F1-stayman, 2D=Relay to 2H, 2M/3m= invit.,2C54H11-15, 6+C2D=F1-relay, 2M=F1 w 5+M, 2NT=Inv+ supp2C54H11-15, 6+C2D=F1-relay, 2M=F1 w 5+M, 2NT=Inv+ supp2C54H11-15, 5C + 4M2DYes06-10 6+M or 24+ BAL2NT=F1-relay, 3C=H max, 3D=S max 3M=min 3N 24+2HYes55beart 5-8 or 6 heart 2-52NT=F1-relay2NYes9Preempt one m3C=to play 3D=transfer; 3H+3S=invitational3X6Preempt 2-3-4 roule 1th/2^{nd} pos93NTYesPreempt in one m in 1th/2^{nd} pos4m pass/correctand an analysis994m pass/correct$	1D-1M, 2C 54/45 in minors es, 1NT-2C, 2H-2N/3N promise 4S	2S splinter
Image: Normally unbalancedNormally unbalanced1M54D9-15, 5+ $2M=8-12.3 \text{ supp}$, $2NT=FG 3+ \text{ supp}$, $3M=PRE$, $3m=Bergen raise1NT2S(14) 15-16, BAL "Sundelin"2C=F1-stayman, 2D=Relay to 2H, 2M/3m= invit.,2C54H11-15, 6+C2D=F1-relay, 2M=F1 w 5+M, 2NT=Inv+ supp2C54H11-15, 6+C2D=F1-relay, 2M=F1 w 5+M, 2NT=Inv+ supp2C54H11-15, 5C + 4M2DYes06-10 6+M or 24+ BAL2NT=F1-relay, 3C=H max, 3D=S max 3M=min 3N 24+2HYes55beart 5-8 or 6 heart 2-52NT=F1-relay2NYes9Preempt one m3C=to play 3D=transfer; 3H+3S=invitational3X6Preempt 2-3-4 roule 1th/2^{nd} pos93NTYesPreempt in one m in 1th/2^{nd} pos4m pass/correctand an analysis994m pass/correct$	1D-1M, 2C 54/45 in minors es, 1NT-2C, 2H-2N/3N promise 4S	2S splinter
1M54D9-15, 5+ $2M=8-12 3 \text{ supp}$, $2NT=FG 3+ \text{ supp}$, $3M=PRE$, $3m=Bergen raise1NT2S(14) 15-16, BAL "Sundelin"2C=F1-\text{stayman}, 2D=Relay to 2H, 2M/3m= \text{ invit.},1NTCan contain splinter D4m=SA Texas.2C54H11-15, 6+C2D=F1-\text{relay}, 2M=F1 w 5+M, 2NT=Inv+ \text{ supp}2C54H11-15, 6+C2D=F1-\text{relay}, 3C=H max, 3D=S max 3M=min 3N 24+2DYes06-10 6+M or 24+ BAL2NT=F1-\text{relay}, 3C=H max, 3D=S max 3M=min 3N 24+2HYes55heart 5-8 or 6 heart 2-52NT=F1-\text{relay}2SYes55spade 5-8 or 6 spade 2-52NT=F1-\text{relay}2NYesPreempt one m3C=\text{to play 3D=transfer; 3H+3S=invitational}3X6Preempt 2-3-4 roule 1th/2nd pos3NTYesPreempt in one m in 1th/2nd pos4m pass/correctnatural in 3nd/4th pos$	1NT-2C, 2H-2N/3N promise 4S	
Image: space of the space o		
2C 5 4H 11-15, 6+C 2D=F1-relay, 2M=F1 w 5+M, 2NT=Inv+ supp 2D Yes 0 6-10 6+M or 24+ BAL 2NT=F1-relay, 3C=H max, 3D=S max 3M=min 3N 24+ 2D Yes 5 5heart 5-8 or 6 heart 2-5 2NT=F1-relay 2C Yes 5 5spade 5-8 or 6 spade 2-5 2NT=F1-relay 2N Yes Preempt one m 3C=to play 3D=transfer; 3H+3S=invitational 3X 6 Preempt 2-3-4 roule 1th/2 nd pos undefined "weak" in 3 rd /4 th pos 3NT Yes Preempt in one m in 1th/2 nd pos 4m pass/correct atural in 3 rd /4 th pos atural in 3 rd /4 th pos 4m pass/correct	2C-2D, 3M=splinter max	
Image: Second	2C-2D, 3M=splinter max	
2D Yes 0 6-10 6+M or 24+ BAL 2NT=F1-relay, 3C=H max, 3D=S max 3M=min 3N 24+ 2H Yes 5 5heart 5-8 or 6 heart 2-5 2NT=F1-relay 2S Yes 5 5spade 5-8 or 6 spade 2-5 2NT=F1-relay 2N Yes Preempt one m 3C=to play 3D=transfer; 3H+3S=invitational 3X 6 Preempt 2-3-4 roule 1th/2 nd pos 90 Undefined "weak" in 3 rd /4 th pos 3NT Yes Preempt in one m in 1th/2 nd pos 4 Preempt in 3 rd /4 th pos		
2H Yes 5 5heart 5-8 or 6 heart 2-5 2NT=F1-relay 2S Yes 5 5spade 5-8 or 6 spade 2-5 2NT=F1-relay 2N Yes Preempt one m 3C=to play 3D=transfer; 3H+3S=invitational 3X 6 Preempt 2-3-4 roule 1th/2 nd pos Undefined "weak" in 3 rd /4 th pos Undefined "weak" in 3 rd /4 th pos 3NT Yes Preempt in one m in 1th/2 nd pos 4 1 1		
2S Yes 5 5spade 5-8 or 6 spade 2-5 2NT=F1-relay 2N Yes Preempt one m 3C=to play 3D=transfer; 3H+3S=invitational 3X 6 Preempt 2-3-4 roule 1th/2 nd pos Undefined "weak" in 3 rd /4 th pos Undefined "weak" in 3 rd /4 th pos 3NT Yes Preempt in one m in 1th/2 nd pos 4 1 1		
2N Yes Preempt one m 3C=to play 3D=transfer; 3H+3S=invitational 3X 6 Preempt 2-3-4 roule 1th/2 nd 90 0 0 1 0 0 3X 6 Preempt 2-3-4 roule 1th/2 nd 1 0 0 1 0 0		
3X 6 Preempt 2-3-4 roule 1th/2 nd pos Undefined "weak" in 3 rd /4 th pos 3NT Yes Preempt in one m in 1th/2 nd pos atural in 3 rd /4 th pos		
3X 6 Preempt 2-3-4 roule 1th/2 nd pos Undefined "weak" in 3 rd /4 th pos 3NT Yes Preempt in one m in 1th/2 nd pos atural in 3 rd /4 th pos		
image: positive positi		
3NT Yes Preempt in one m in 1th/2 nd pos 4m pass/correct natural in 3 rd /4 th pos natural in 3 rd /4 th pos		
natural in 3 rd /4 th pos		
4m Yes 0 Semisolid/solid M 8 tricks		
4NT Yes Asks for specific aces 5C=0 A, suit=that A, 5NT=2A,		
HIGH LEVEL BIDDING	I	
Controls: Up the line, 1st/2nd round equally		
4NT: RKCB, 0314		