

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Aggressive on 1-level. Sound on 2-level
Responses: New suit "F1", jump in new suit = fitbid
Cue = good raise, jump cue = mixed, 2N after 1M = 4card raise
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd /4 th seat: 15-17(18)hcp balanced/semi-balanced
reopening: 11-14hcp
Responses: Stayman/transfer
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak
2NT=2 lowest unbid suits, 5-5
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michaels 5-5
(1x)-3x= asking for stopper for 3nt
Reopening: constructive two suiter (same as above)
VS. NT (vs. Strong/Weak; Reopening;PH)
2cl = majors
2D = bad major/very good
2M = constructive
Dbl = M+mi vs strong, pen vs weak except reopening
Reopening = same as above
Ph = 2D = nat, dbl = 5+m 4+M
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
(non)Leaping Michaels
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Vs 1C: X = major, nt = minor
OVER OPPONENTS' TAKEOUT DOUBLE
RD = 10+, 2N = support, jump in new = fitbid, double jump = splint

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4 th , MUD	xxX	
NT	4 th , att.	xxX	
Subseq	Same	Same	
Other: On 5+ level and vs 3/4M pre: A for attitude, K for count			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx, Ax	AKx,	
King	AK, Kx, KQ(x)	AK, KQ(x)	
Queen	QJ(x)	(A)QJ(x)	
Jack	JT(x),	JT(x), KJT(x)	
10	T9x, KT9(x)	109(x), HT9(x)	
9	9x, H98(x)	H98(x), 9x,	
Hi-x	xXx, xXxx(x), Xx	xXxx(x), Xx, XXx	
Lo-x	HxX, HxxX(x)	HxxXx, HxX	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Low=enc	Low = even	Low = enc
Suit 2	Low = even	(suit pref)	Low = even
3	-	-	-
1	Low=enc	Smith echo	Low = enc
NT 2	Low = even	Low= even	Low = even
3	-	-	-
Signals (including Trumps):			
Upside down.			
Smith echo (high=enc), Lavinthal,			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Can be light with good distribution			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Lots of takeout doubles			

W B F CONVENTION CARD
CATEGORY:
NCBO: DENMARK
PLAYERS: Marlene Henneberg – Dorte C. Bilde
Den35490 Den19908
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5542
1NT = (14)15-17
1N response = 6-11(12)
2o1 response = GF
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
3N = solid minor
2D = 18-19 bal
Reverse Drury in 3 rd and 4 th
SPECIAL FORCING PASS SEQUENCES
Rarely
IMPORTANT NOTES
Frequent upgrades
PSYCHICS: rare, but happens

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU					
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING	
1♣		2	4H	(10)12+	1mi-2mi = GF. 1mi-3mi = 5-8 5+C		1mi - 2M = fitbid	
				4-4 minor usually opens 1D	Jump in other mi = 9-12 fit. 2M = WJS	After 1C - 2D, 3C is NF		
1♦		4	4H	(10)12+	1mi - 3M = splinter 8-11,			
1♥		5	4D	(10)12+	1M-3cl = 3card limit, 3D = mixed	Gazzili	1H-2S/3mi= fitbid	
1♠					2N = inv+		Reverse Drury	
		5	4D	(10)12+	3sp/nt/4x = voids			
1 NT		2	4H	(14)15-17 (semi)bal	Stayman, transfer, 3M = short	1N - 2S: 2nt min, 3C = max. 1N - 2C; 2x - 2N/3C = trf		
2♣	X	0		22+NT or GF in any suit	2D = relay, 2N-3H = transfer			
2♦		2		18-19 bal	2H=5+sp, "transfers"			
2♥		(5)6		Weak	2ut asks, jumpshift = fitbid	same		
2♠		(5)6		Weak	Same	same		
2NT		2	4H	20-21 (semi)bal	Stayman, transfer	2N-3C-3N = 4-4M		
3♣		6						
3♦		6				same		
3♥		6			4mi = cue			
3♠		6			4mi = cue			
3NT	X			Solid minor	4/5/6/7CD = p/c			
4♣		7			4ma = nat			
4♦		7						
4♥		(6)7			4sp nat, 5mi cue			
4♠		(6)7						
4NT								
5♣		7						
5♦		7						
5♥								
5♠								
5NT								
HIGH LEVEL BIDDING								
							RKCB 1430, Cuebids, Splinter, DOPE, Voidwood	