DEFENSIVE AND COMPETITIVE BIDDING		LEA	ADS AND SIG	NALS	W B F CONVENTION CARD
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENING I	EADS STYLE			
Aggressive (can be only four cards)		Lead		In Partner's Suit	CATEGORY: Green
Sound on the 2-level	Suit	1.3.5 (std fi	rom honours)	1.3.5	NCBO: Denmark
	NT	4 th MUD		4 th MUD	PLAYERS: Peter Jepsen - Signe Buus Thomsen
	Subseq		igh declarer		EVENT: All
	I	(with attitue			
	Other: Attitud	le after the lead			
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	LEADS				SYSTEM SUMMARY
2 nd hand: 15-18	Lead	Vs. Suit		Vs. NT	
Responses: system on	Ace	Ax, AKx(+	·)	Same	GENERAL APPROACH AND STYLE
	King	AK, Kx, K	Q(+)	Same, AKJTx	5cM
4 th hand: 11-14	Queen	Qx, QJ(+)		Same, KQT9x	2/1 GF
Responses: system on	Jack	Jx, J10(+),	KJ10	Same	1nt = (14)15-17
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	10x, K109,	109(+),	Same	2 ♦ = 18-19 bal
		HH109(+)			
2NT = 5-5 in the two lowest	9	9x		Same	UDCA (low = enc, low-high = even)
Over short 1C openings \rightarrow 2D=5-5M	Hi-X	Hi-X even		xXxx, xXx	
	Lo-X	Odd		HxxX, HxX	
Reopen:	SIGNALS IN	NORDER OF I	PRIORITY		
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	Pai	tner's Lead	Declarer's Le	ad Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1M-2M : 5-5 other major and a minor	1 Att	itude	Count	Attitude	
1m-2m : 5-5 majors	Suit 2 Co	unt	Count	Count	
(1x)-3x : asking for stopper	3 Co	unt	Count	Count	
	1 Att	itude/count	Suit preference	ce Count	Signals (including Trumps): trump suit preference
VS. NT (vs. Strong/Weak; Reopening; PH)	NT 2 Co	unt	Count	Count	UDCA
DBL: Penalty	3 Co	unt	Count	Count	Suit preference in smith situations
2clubs: Both majors	Signals (inclu	ding Trumps):			
2diamonds = 1 Major (bad overcall)	UDCA				
2M = natural (good overcall)	Suit preference	e in smith situat	tions		
DBL by passed hand = $5+m$ and $4M$			DOUBLES		
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOUT	DOUBLES (Sty	le; Responses;	Reopening)	
After major preempt : $4m =$ leaping michaels (5+m, 5+other major)		nd depending on	· · · ·		
After minor preempt : $4 = 5.5$ M majors		1 0			
4♦ = one suited major					
4M = 5+M and $5+$ other minor					SPECIAL FORCING PASS SEQUENCES
	SPECIAL. A	RTIFICIAL &	COMPETITI	VE DBLS/RDLS	
		les (not forced)			IMPORTANT NOTES
		ibles (not forced	1)		We are not very strict with our hcp-range
OVER OPPONENTS' TAKEOUT DOUBLE	Lightner		/		We usually don't show singleton K or A as shortness
RD = 10+	Lightiner				
Transfer when opponents double our 1M-opening					
Transfer when opponents double out TW-opening					PSYCHICS: Rare
Tunisters after negative double					

OPENI NG	TICK IF	MIN. NO. OF CARD S	NEG.D BL THRU							
	ARTIFICI AL			DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING			
1♣	Х	2		(10)12+	Inverted minor (GF), 2♦ = invite, WJS, optional walsh, responses on 1-level may be weaker than normal	1m-2m-2/3x (no jump) = single 1m-2m-3/4x (with jump spring) = renonce 1x-1y-1z = unbal	$1 \bigstar - (dbl) - 2 \blacklozenge = invit+, 5 + \bigstar$ $(1m) - P - (1nt) - 2 \bigstar = landy$			
1♦		4		With 4-4 we (usually) open 1♦	Inverted minor (GF), 3♣ = invite, WJS Responses on 1-level may be weaker than normal	$1m-2m-3m = 4+m \text{ (semi-bal/bal with 'low' doubleton)}$ $1m-2m-3nt = bad \text{ minimum}$ $1m-1M-2nt = 16+6m, 3M \text{ or } 16+4M$ $1 \bigstar -1M-2 \bigstar -2 \bigstar = art \text{ GF}$	$1 \bigstar - (dbl) - 3 \bigstar = invit+, (4)5+ \bigstar$			
1♥ 1≰		5		(10)12+ (3 rd seat can be light)	$2M = 8-10, 3 \bigstar = 11-12 3M, 3 \bigstar = 6-9 4M$ 3M = weak, 2NT = 4M, invitational + $1 \heartsuit -3 \bigstar = 13-15$ unknown void $1 \bigstar -3NT = 13-15$ unknown void $1 \bigstar -3 \heartsuit = 6 + \heartsuit$, invit	$1M-3 \spadesuit -3 \blacklozenge$ = asking good 5-card suit $1M-3 \spadesuit -3 \circlearrowright$ = suggestion $1 \lor -3 \spadesuit -3 \blacklozenge$ = short \bigstar $1 \blacktriangledown -3 \blacklozenge -3 \blacklozenge$ = asking for shortness $1 \bigstar -3 \blacklozenge -3 \lor$ = asking for shortness	1M - (2x) - 3x = 10+, 3M 1M - (2x) - 2NT = 10+, 4M 1M - (2x) - 4x/y = void Transfers after 1M - (dbl) Transfers after (1x) -1M - (dbl)			
INT				(14)15-17 (5M and 6m possible)	Stayman, transfer, smolen, $2sp=$ size ask/clubs $2nt=$, $3 \Rightarrow =$ puppet, $3 \Rightarrow =10$ cards m, 3M = (31)(54) $4 \Rightarrow =$ hearts, $4 \Rightarrow =$ spade, $4M=$ natural	$1nt-2 \bullet - 2 \bullet - 2 \bullet =$ invitational. $5 \bullet$, $4 \bullet$ $1nt-2 \bullet - 2 \bullet / \bullet - 2 \bullet =$ unbal invitation with $5 \bullet$ $1nt-2 \bullet - 2 \bullet - 2 \bullet =$ weak with both majors $1nt-2 \bullet - 2 \bullet - 2 \bullet =$ $= 5-5M$ slammy	Transfer-lebensohl			
2*	х	0		a) (19)20-21nt/25+nt b) GF	2♦= relay 2M/3m = to play opposite 20-21NT	2 - 2 = 2 = 2 = 3 = 1 - 2 controls 2 - 2 = 2 = 3 + controls	2 - (2M) - pas = negative - dbl = art GF - transfer-leb			
	х	2		18-19 bal	2♥=5+ ♠, 2♠= transfer to 2nt, 2nt=6+♣, 3♣=6+♦, 3♦=5-5M GF, 3M=splint 5-4(5)m, 4♣=hearts, 4♦=spades	After transfer to $2 = 2$ nt-system on	$2 \blacklozenge - (2M) - dbl = T/O$ Transfer-lebensohl after overcalls $3 \clubsuit =$ transf to 3nt after interference			
2M		(5)6		Weak: ca. (2)4-9	2nt = asking for shortness New suit is only forcing when we are vulnerable		Transfers after 2M – (dbl)			
2NT				(21)22-24 balanced	Stayman, transfer, smolen, $3 \neq =$ both minors $4 \neq =5-5$ major (SI), $4 \neq =$ pick a major, $4 \neq =$ clubs, $4 \neq =$ diamonds					
3♣		(5)6		Depending on position and	4♦ = ace asking					
3♦		(5)6		vulnerability. Normally around	4 = ace asking					
3♥		6		(0)4-9hp, however after a passed hand it can be up to	4 = ace asking		<u> </u>			
3♠		6		opening strength.	4 ♣ = ace asking					
3NT	х			1st + 2nd pos: solid 7(8)-card major suit 3.+4. pos: gamble	4 = asking for shortness, 4 = bid your major 4M = to play	Shortness is shown up the line				
4 ♣				Depending on position and						
4♦		(c)-		vulnerability. Normally around						
4♥		(6)7		(2)4-9hp, however after a passed hand it can be up to						
4 ♠				opening strength.						
4NT	X			Both minors (weak), 6-6+		HIGH LEVEL BIDDING: RKCB 1430, Void	wood 0314, D0P1, R0P1, PUDL			
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