

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1/2 Level; Reopening)</b>
Aggressive at the 1-level. Sound at the 2-level
Transfer responses (From Cue) if the next hand passes, doubles, bids 1NT or supports with no unbid M (Transfers from D)
2NT on a 1M overcall: 4+ trumps INV+
Mixed raises/Fit jumps/Splinters (OPP. Suit)
Reopenings may be 4-card suit(seldom). On that 2NT=NAT
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15-17 (on 1m) 15-18 (on 1M) in 2. Seat (15-18 in sandwich).
11-14 (on 1m) 12-16 (on 1M) in 4. Seat.
Responses: Stayman+Transfers.
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
<b>1-suit:</b> Pre-emptive (May be stronger if partner has passed)
<b>2-suit:</b> 2NT= 5+-5+ in the two lowest unbid suits
3♣ on 1♦=5+-5+ in ♠+♣. 3♣ on 1M=5+-5+ in ♦+OM
Reopen: Good 6-card suit 11-15 HCP
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
1m-2m= 5+-5+ M. Resp.: 2NT= Asks for strength
1M-2M= 5+-5+ in ♣+OM. Resp.: 2NT= Asks for strength
1M-3M= Asks for stopper for 3NT
1♣-3♣= 5+-5+ in ♦+♠. 1♦-3♦= NAT
<b>VS. NT (vs. Strong/Weak; Reopening; PH)</b>
2♣= Both Majors
2♦= One Major
2M=5M-4+m 3m=NAT (PRE over strong NT)
2NT= Both Minors
D= PEN. D from passed hand=4M-5+m
<b>VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Take-out doubles. (3m)-4m=5-5M. (2M)-3M=Both minors
(2M)-4m= 5+-5+ in m+OM. (2♥)-4♥= 6+♠ PRE or very strong
Vs Multi and other ART openings: D=12-16BAL/17+ any
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
On strong 1/2♣: D=Both M. NT=Both m. Applies after 1♣-1♦ also
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
On 1M/2♣-D: RD= 10+HCP PEN interest.
After 1M-D we play Transfers from 1NT and 2NT= GF with fit
On 1♦-D: RD=♥. 1♥=♠. 1♠=NT. 1NT=♣ weak. 2♣=♦. 2♦=M. 2♥=♣
On 2♣-D: 2♦=♥. 2♥=♠. 2♠=♦. 2NT=Fit, weak or GF. 3♣=INV.

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	3 <sup>rd</sup> /even, low/odd.	3 <sup>rd</sup> /even, low/odd	
NT	Attitude	3 <sup>rd</sup> /even, low/odd unsupp.	
Subseq	Attitude +4.th Rusinow through Declarer	Same	
Other: On the 5+ level or Vs. PRE we lead K from AK (asks for count)			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(+) Ax	Same	
King	KQ(+) AK Kx	Same+AKJ10 AKQx	
Queen	QJ(+) Qx	Same+AQJ KQ109 KQJx	
Jack	J10(+) Jx KJ10(+)	Same+AJ10(+)	
10	109(+) H109(+) 10x	Same	
9	9x KJ9 (6.)	9x 98(+) H98(+)	
Hi-X	xx. 3 <sup>rd</sup> best from even	Sx Sxx SSxx(+)	
Lo-X	Low from odd	HxxS HxxxS HxS	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	ATT	Count	ATT
Suit 2	Count	S/P	Count
3	S/P		S/P
1	ATT	Smith Peter	S/P
NT 2	Count	Count	Count
3	S/P	S/P	
Signals (including Trumps): Upside down. Low=ENC. LOW=Even			
Smith Peter: Low card= Lead was OK (only NT)			
When length shown: odd/even high cards= Suit Pref.			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Normal 10+ with good distribution or 18+ any			
Responses: Cuebid=F1 Promises rebid. Jump cue after 1m: 4-4 M INV			
Reopenings may be very light			
Equal level conversion. D+♦ on ♣ does not show much extra			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Negative through 4♥. Strength showing at higher levels.			
1♦-(1♥)-D=4/5 ♠. 1♣-(1♥)-D=5+♠ GF			
Lightner			
Support D/RD after a 1M response(obligatory)			
Most low-level doubles are for take-out.			
RD=2fit and values on partners overcall			

W B F CONVENTION CARD
<b>CATEGORY: Blue</b>
<b>NCBO: Denmark</b>
<b>PLAYERS: Michael Askgaard-Kasper Konow</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
Precision. Strong club (16+) 5 card majors
1♦ is 2+♦. 11-13/12-14 BAL/10-15 unbalanced 4+♦, maybe longer ♣
2♣ is 5♣-4M or 6+♣ 10-15 HCP
1NT=14-16 1.2. seat NV. Else 15-17
Often relays after we have forced to game.
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
2♦= 3- suiter short diamonds. 10-15 HCP 4414/4405
2NT=5+-5+ minors 2-9HCP
Transfer responses to our 1M openings:
1M-2♣ = weak with ♦ or any INV with no fit
1♥-2♦ and 1♠-2♥ = INV with 3-card support
1♠-2♦ = 5+♥, signoff or INV
1♦-2♥ = 5+♠, 4+♥, weak
1♦-2♠ = Both minors INV
Transfer responses to our overcalls
<b>SPECIAL FORCING PASS SEQUENCES</b>
1♣-(1X)-P= Forcing
<b>IMPORTANT NOTES</b>
2NT= Better minor-Lebensohl or scrambling in many auctions
On 1NT-D we play transfers from RD(♣).
1♦-(1♥)-2♥=6+♠. Lots of TRF after overcalls.
<b>PSYCHICS: Seldom</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	X	0	“4♥”	16+HCP or less with good Distribution	1♦=0-7 HCP. 1♥=5+♠/14+BAL. 1♠=5+♥. 1NT=8-13 BAL. 2m= NAT 5+ cards. 2♥=5-4/4-5 minors. 2♠/2NT=4441 Black/Red single. 3♣=Solid suit.	1♣-1♦-1♥=20+. On that 1♠=0-4 HCP Opener can relay on a positive RESP 1♣-1♦-2♥=5+♥ UNBAL. 16-19 HCP	Often Transfers after overcalls
1♦	X	2	4♥	11-13/12-14 HCP BAL or 4+♦ UNBAL. 10-15 HCP Maybe longer ♣	1M=NAT. 1NT=6-10/11. 2m=NAT GF. 2♥=5+♠-4+♥ weak 2♠=Both m INV. 2NT=11-12. 3m=NAT INV. 3M=6+M 2-9 HCP	1♦-2m-2♥=BAL  1♦-1♠-2♥=NAT/♠ raise UNBAL 1♦-1M-2NT=6+♦-3M MAX	Transfers after 1♠/2♣/2♠/3♠ O/C
1♥		5	4♦	5+♥ 10-15 HCP	1NT= GF Relay. 2♠=♦/INV no fit. 2♦=3♥ INV. 2♠= Weak 2NT=4+♥ INV. 3♣= NAT Weak. 3♦=4♥ 7-9 (Mixed raise) 3♥=PRE. 3♠= Some singleton. 3NT(♠)/4m= Void	1M-2♣: Opener can break the transfer with extra lengths 1♥-1♠-2NT=6-3/4♠ MAX	P-1M-1NT=6-9 no fit Transfers after 1♠/2♣ O/C
1♠		5	4♥	5+♠ 10-15 HCP	As over 1♥. But 2♦=5+♥(0-12 HCP). 2♥=3♠ INV. 3NT= Some singleton 3♥/4m= Void.		Transfers after 2♣ O/C
INT			4♥	14-16 HCP 1. 2. NV.15-17 else 5♥/6m OK. Choose with 5♠	Stayman+Transfers(4+M if INV) 2♠=INV/♣. 2NT= Both minor 3♣=♦. 3♦=ASK for 5M. 3M= GF 4M. 4♣/♦= Transfer to ♥/♠	1NT-2♣-2♦-2♥= Weak both M 1NT-2♣-2X-2NT/3♣=TRF to ♣/♦	3-level transfers on O/C
2♣		5	4♥	5♣-4M/6+♠. 10-15 HCP	2♦=ASK. 2M=NF. 2NT=NAT INV 3♦/M=INV 6+ cards. 4♦=5+-5+M	2♣-2M-3♦=Good raise	On O/C: 3♣=INV 2NT=Fit. Weak/GF
2♦		0		4414/4405 10-15 HCP	2M/3♣=To play. 3♦=ASK. 2NT/3M/4♣=NAT INV	2♦-3♦: 3♥=MIN. 3♠=4414. 3NT=4405 ⇒4m=TRF(SlamINV/S-O) 4♥+=RKCB	
2♥		5		Weak 2-9 HCP (5+ at Fav/3.)	2♠=NF. 2NT=ASK for short. 3m=NF	On 2NT: 3m=Short. 3M=MIN.	
2♠		5		Weak 2-9 HCP (5+ at Fav/3.)	2NT=ASK for short. 3m/3♥=NF	3OM=Short. 3NT=MAX no short	
2NT	X			5+-5+ both minors 2-9 HCP	3♥=ASK for Majors. 3♠=SlamINV with fit	On 3♥: 3♠=Short. 3NT=Short ♥	
3♣		6		NAT PRE 2-9 HCP	4♦=Ace ASK. 4NT=SlamINV		
3♦		6		NAT PRE 2-9 HCP	4♣=Ace ASK. 4NT=SlamINV		
3♥		6		NAT PRE 2-9 HCP	4♠=Ace ASK. 4♦=SlamINV		
3♠		6		NAT PRE 2-9 HCP	4♣=Ace ASK. 4♦=SlamINV		
3NT	X			Solid Minor. No side A/K 4. Seat: To play	X♣=P/C. 4♦=ASK for shortness. 4NT=ASK for length		
4♣		6		PRE 2-9 HCP	4♦=Ace ASK		
4♦		6		PRE 2-9 HCP	4M=NAT. 4NT=RKCB		
4♥		6		PRE. Wide range	4♠=NAT. 4NT=RKCB		
4♠		6		PRE. Wide range	4NT=RKCB		
4NT	X			Asks for specific aces	5♣=0. 5NT=♣ Ace. 5♦/♥/♠=Ace. 6X=Two aces (CRO)		
						<b>HIGH LEVEL BIDDING</b>	
						Cuebids. RKCB 1430. Splinters. 5NT=Pick A Slam if no fit found When a M-fit is found: Fairway splinters(Cheapest=no short, rest is short)/non serious (3♠/3NT). 4♣/♦ to set trumps in R auctions Exclusion RKCB 0314 (only jump past game). Last Train	