

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
Aggressive on 1-level. Sound on 2-level
Responses: New suit nf on 2 level after 1 level overcall
Cue = good raise/good hand no bid, jump cue = mixed
2N = 4c raise
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
2 <sup>nd</sup> /4 <sup>th</sup> seat: 15-17hcp balanced/semi-balanced
reopening: 11-14/11-16
Responses: Stayman/transfer, 2♠ = weak one/both mi OR strong both minors.
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Weak
(1M)3♣ = 5-5 OM+♦
2NT=2 lowest unbid suits, 5-5
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Michaels 5-5 with ♣ after (1M)-2M
(1♦)3♦ = ♠+♣
Reopening: as above but 2N = nat
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
2cl = majors
2D = one major
2M = M+m
Dbl = pen
2N/3mi = 4♥/♠+longer minor
Ph = meckwell
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Leaping Michaels
Reopening or ph = non leaping too
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Vs 1C: X = strong, 1N = ♣+M, 2♦ = MM, 2M = ♦+M, 2N = mm
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
RD = 10+, 2N = support, jump in new = weak, double jumps = other
Ostot, jump OM = mixed

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	3/5	3/5. Maybe att if raised	
NT	Attitude, the lower the better	3 <sup>rd</sup> from unsupported	
Subseq	Low from odd/attitude	Same	
Other: On 5+ level and vs 3/4level pre: A for attitude, K for count			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AKx, Ax	AKx,	
King	AK, Kx, KQ(x)	Strong	
Queen	QJ(x)	KQ or QJ	
Jack	JT(x), KJT(x)	JT(x), KJT(x)	
10	T9x, HT9(x)	109(x), HT9(x)	
9	H98(x), 9x	H98(x), 9x, 9xx	
Hi-x	3/5	xXxx(x), Xx, XXx	
Lo-x	3/5	HxXXX, the lower the better	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Low=enc( <b>Hi in 1<sup>st</sup></b> )	Low = even	Low = enc
Suit 2	Low = even	(suit pref)	Low = even
3	-	-	-
1	Low=enc( <b>hi in 1<sup>st</sup></b> )	Smith/suit pref/count	Low = enc
NT 2	Low = even	(suit pref)	Low = even
3	-	-	-
Signals (including Trumps):			
Upside down but <b>ALWAYS STD IN TRICK 1</b> , std smith,			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Can be light with good distribution			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Most doubles are takeout			

W B F CONVENTION CARD
<b>CATEGORY:</b>
<b>NCBO: DENMARK</b>
<b>PLAYERS: Dennis Bilde – Martin Schaltz</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
5542 1C only when 4432, 2o1 GF
INT = (14)15-17
IN response = 6-11(12)
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
2D = 18-19 bal
Drury in 3 <sup>rd</sup> and 4 <sup>th</sup>
<b>SPECIAL FORCING PASS SEQUENCES</b>
Rarely
<b>IMPORTANT NOTES</b>
Frequent upgrades
<b>PSYCHICS: rare, but happens</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		2	4H	(10)12+ 4-4 minor tends to opens 1D	1mi – 2mi = GF. 1mi-3mi = weakish Jump in other mi = limit w fit. 2M = inv	1m-2m; 2L natural, 3L shortnes 1m-2N; 3M = short	1mi – 2M = fitbid
1♦		4	4H	(10)12+	1mi – 3M = nat preemptive,		
1♥		5	4D	(10)12+	1♥-3♣ = 3card limit, 3♦ = mixed 2N = inv+, 3♠+ = different voids	Gazzili	1H-2S/3mi= fitbid Drury
1♠		5	4D	(10)12+	1♠-3♥ = nat inv, 3nt+ = voids	Gazzili	
1 NT		2	4H	(14)15-17 (semi)bal	Stayman, transfer, 3♣ = puppet		
2♣	X	0		22+bal or GF in any suit	2♦ relay	Kokish, 2♣-2♦-2M could be canapé w minor	
2♦	X			18-19 bal	Many relays, 3♣ = stayman		
2♥		(5)6		Weak 2	2ut asks, new suit NF nv, F1 if vul		
2♠		(5)6		Weak 2	2N asks		
2NT		2	4H	20-21 (semi)bal	Stayman, transfer	Smolen	
3♣		6		Pre,	4♦ = KC		
3♦		6			4♠ = KC		
3♥		6			4♣ = KC		
3♠		6			4♣ = KC		
3NT	X			Solid minor			
4♣		7			4ma = nat, 4♦ = KC, 4N = nat		
4♦		7					
4♥		(6)7			5mi = asks ctrl, 4♠ nat		
4♠		(6)7			5mi = asks ctrl		
4NT							
5♣		7				<b>HIGH LEVEL BIDDING</b>	
5♦		7				RKCB 1430, Cuebids, Splinter, DOPE, DOPI, voidwood 3014	
5♥							
5♠							
5NT							