DEFENSIVE AND COMPETITIVE BIDDING			LEA	DS AND SIGN	NALS	W B F CONVENTION CARD
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENIN	G LEADS				
Aggressive			Lead In Partner's Suit			CATEGORY: i.e. Green / Blue / Red / HUM / Brown Sticker:
Response=Transfer responses (USP), jumps normal splint inv,2NT over 1M=4card support inv+	Suit		1.3.5		1.3.5	NCBO:
over 1112 read support in 1	NT	1.3	1.3.5 2.4. thru declarer		1.3.5	PLAYERS: Klaus Adamsen – Dennis Koch-Palmund
	Subseq				2.4. thru declarer	EVENT (Senior)
	Other:	•				
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	LEADS					SYSTEM SUMMARY
2 nd . 15-18 – NT system on	Lead	Vs.	Suit		Vs. NT	
4 th . 10-14 – NT-system on.	Ace		AKx(x)		AKx(x)	GENERAL APPROACH AND STYLE
·	King		AK, KQ (x)		KQ(x), (AKJT)	Natural 5-card major
Jump to 2NT in 4 th pos. = 18-20, 2NT system on.	Queen		QJ(x)		QJ(x), (KQT9)	1D=4+, 1C=2+
	Jack		JT(x)		JT(x), AQJ(x)	2 over 1 Gameforce
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	НН	T, T9(x)	, Tx	HHT,T9(x), Tx	12-14 NT openings except 3. Pos red vs green
Preemptive, 2NT=5-5 lowest suits	9	HT	9,9x		HT9, 9x	
·	Hi-X	XX			XX	
	Lo-X	Xxx	x, Hxx		Hxx	
Reopen: Jumps tends to be opening hand	SIGNAL	S IN ORDE	ER OF P	RIORITY		
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		Partner's L	ead	Declarer's Lea	ad Discardin	g SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1Maj-2Maj=5-5 Other major+unknown minor	1	Low=Enc.		Count (Low=		
1min-2min=5-5 in majors, 1x-2NT=5-5 lowest unbid		Count			High=Dis	
1x-3x=Ask for stopper. If 1x=2+ then 3x=natural	3	High=SuitF	P			2H=5-3-3-2 11-14 HCP (weak NT with 5H)
	1	Low=Enc.		Count (Low=	even) Low=End	2S=8-10 6-card
VS. NT (vs. Strong/Weak; Reopening;PH)	NT 2	Count			High=Dis	sc. 3NT=Solid minor
2C=Majors	3	High=SuitF	2.			Defense
2D=Multi (not strong)	Signals (in	ncluding Tr	umps): S	pecial Smith pe	ters vs. NT Note 7	1Maj-2Maj=5-5 Other major+unknown minor
2H/S=Better than multi					from xx, xxxxx)	1min-2min=5-5 in majors
2NT=Good pre-empt in minor	•			`	· · · · · · · · · · · · · · · · · · ·	1x - 2NT = 5-5 lowest unbid
3x=preempt				DOUBLES		
DBL=Points						
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOU	JT DOUBL	ES (Styl	e; Responses;	Reopening)	
3m-4m=5-5 Majors				found or NT bi		
	Same in r		5			
VS. ARTIFICIAL STRONG OPENINGS- i.e. 14 or 24						SPECIAL FORCING PASS SEQUENCES
DBL=Maj., NT=minors	SPECIAL	. ARTIFIC	CIAL &	COMPETITIV	VE DBLS/RDLS	
DDD-1414j., 141-111111013		l doubles ar		COME ETITI	L DULUIKULU	
	Alliost al	i doubles al	C 1/O.			
OVER OPPONENTS' TAKEOUT DOUBLE	Neg.Dobl	es. High-Lo	owDoubl	es on simple bio	d from opponent (ne	important notes
RD=9+, over 1M-DBL Transfers from 1NT						All intervals can vary by judgement
		<u> </u>				PSYCHICS:

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1 *		2+ 4H Only 2 if 4-4-3-2		Only 2 if 4-4-3-2	2C=FG,. 2D=Limit in C.2H/S=Weak. 3C=Weak		Over simple bid we play high-low doubles
					3D/H/S=Splint – not GF		
1 ♦		4+	4H	We tend to open 1D with 4-4 in	2D=FG, 3C=Limit in D, 2H/S=weak, 3D=Weak		high-low doubles (note 3)
				Minors	3D/H/S=Splint		
1♥		5+	4D		1NT=nat. 2SP=Weak, 2NT=GF+fit,3C/D=Bergen 3H=limit with 3H, 3SP=unkn.void, Splinter	1H-1NT note 1	high-low doubles (note 3)
1 ♠		5+	4H		3H=invit. 6+H. Otherwise same as over 1H	1S-1NT note 2	high-low doubles (note 3)
INT		12-14	4H	12-14	2C=staym. 2D/H=trns. 2S=ask for max/min.		Note 6 if 1NT doubled
			4H	15-17 3. Red vs. green	2NT=Transfer 3KL (weak or any 4-4-4-1 GF)		
2.	X			Weak D or any strong	Diamond bid is to play opposite weak. 2H/S/3C		
					Natural NF, 2NT=Ask bid, 3.H/S=GF		
2♦	X			Weak in a major (Multi)	2NT=Ask bid, Major is correctable, 3C/D=Nat NF	After 2NT. 3C=max, 3D=H,3H=S	
2♥		5		5-3-3-2 -11-14 HCP	2SP=To play, 2NT/3C/D= transf. 3S=GF		
				(Weak NT with 5H)			
2♠		6		8-10 with spades	2NT=Ask bid.	2NT Note 4	
2NT				20-21	3C=Ask for M (4/5), 3D/H=Transf, 3S=5S+4H		
3♣		6			3D=Ask for 3 card M, 3H/S=Nat. NF		
3♦		6			3H/S=Nat. NF, 4C=Ask bid.	4C Note 5	
3♥		6			3S=Nat. NF. 4C/D=Ask bid.	4C/D Note 5	
3 A		6			4C/D=Ask bid, 4H=Nat.	4C/D Note 5	
3NT	Х			Solid minor – max. Q outside	4C=Sign off, 4D=Transf, 4H/S/NT=Ask bid		
4.		7 (6)					
4♦		7 (6)					
4♥		7(6)					
4 A		7 (6)					
4NT	X			Ask for specific aces	5C=0 aces, 5D/H/S=tha ace, 5NT=Ace of C		
5 .		-				HIGH LEVEL BIDDING	
5♦		7		A L C ATT : 1		1430-RKCB, CueBids, Trelde askbids after p	preempt
5 ♥	X X			Ask for AK in hearts Ask for AK in spades			
5♠	X			Ask for AK in spaces			
			1				

Note 1: 1H-1NT

2C=Nat or 16+

Responses 2D=max 8-9, 2H=weak raise 3 hearts, 2SP=Both minors, 2NT=9-11

2D/H=Nat. max 16

2S=Invit 5H+4S

2NT=5H+5C inv.+

3C=5H+5D inv +

3D=GF with 6H (NT responder choose between NT or H)

3H=Invit

3S = 6H + 5S

Note 2: 1S-1NT

2C=Nat or 16+

Responses 2D=max 8-9, 2H=5H max 8-9, 2SP=Weak with 3S, 2NT=9-11 5H

2D/H/S=Nat. max 16

2NT=5S+5C inv.+

3C=5S+5D inv +

3D=5S+5H inv +

3H=GF with 6S (NT responder choose between NT or S)

3S=Invit

Note 3: High-low doubles

Over simple bid bid on 2 level is natural NF, singlejump=Nat. invit

Exceptions:

1C-1D (No high-low)

1m-1D/H - 2S = weak jump

Note 4: After a weak jump 2H/2S

 $2NT=Ask\ bid-Responses\ 3C,3D,3other\ M=short.$

Note 5: After a preempt 4 minor is ask bid in thaSt suit. (Trelde ask bids)

Responses:

1 Step= No control

2 Step = Control + 0 aces (5 aces)

3 Step=Control + 1 ace

4 Step=Control + 2 aces

5 Step=Void + 0 aces

And so on!

Note 6: 1NT-DBL (penalty)

RD= Clubs + higher suit

2C=Nat. or 2 suits without C – typically D+a major

2D=Nat. or Majors

Opener treat 2C/D as natural until proven wrong

This concept is also used by opener

Note 7: Smith peters vs NT

High from leader=Find something else, High from responder=YES. Low from both is neutral.

Defense against Multi

Defense is on if 2D shows one weak major.

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2. pos
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ad a/

$$2D - DBL - PAS/RD - 2M = Naturlig$$

 $2NT = Lebensohl \rightarrow weak with C/D. Inv.H/S or GF with no M$

3C = Natural with some points – not forcing

3D = GF – often looking for 4-4 fit in M 3H/S = GF 5+ in bid suit

$$2D - DBL - 2H/S - DBL =$$
 two-way if corr. Penalty if own suit.

2S = naturlig NF

2NT = Lebensohl to play 3C/D - or GF with no M

3m = Natural invit.

3M = GF 5+ in bid suit also overbid 2H/3H and 2S/3S

$$2D - DBL - 2/3NT - DBL = Points$$

Bid = Natural – in principle forcing

$$2D - DBL - 3C/D - DBL = Penalty$$

Bid = Natural GF

$$2D - DBL - 3H/S - DBL = Two-way if corr.$$

Bid = Natural GF Cue = slamgoing

ad/b

2D - Bid.

After 2M other M is cue. If opponent bids Dbl is points.

After 3m the bidding is natural, however 2D - 3m, 3H - 3S - like last train for 3NT

4NT = RKCB.

If bidding goes 2D - 2H - 2S - PAS, PAS – then DBL is T/O. Lebensohl is on.

ad/c

2D - 3 major – Preemptive. We can preempt against preempt.

4 m is natural and GF

Side 1 af 2 Version 11

3/4 in opposite M is good raise.

ad/d

2D - 4m

GF. 4C = 5H and 5 in unknown minor -4D=5S and 5 in unknown minor.

5m is pass/correct – 4 in opposite major is slamtry in major

4NT = RKCB - with M set as trump.

5NT = bid your minor.

4. pos

Nothing special – Dbl of major is two-way – 2NT natural.

6. hånd

After 2D - P - 3H - P

P 3S = 4S and longer minor – values about small opening (Fredin)

DBL in 6.pos is normaly 4441 hand with single in a major (opponents) this is the hand that you can't bid in 2. pos.