

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
Suit: 5+ at 1 level: 6+ HCP, at 2 -level: 10+HCP (2-2-3-4 rule)
New suit from partner Forcing: (a weak partner has tolerance to first suit).
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd hand: 15-18 HCP, Responses same as if it was a 1NT opening.
4 th hand: 11-14 HCP, Responses are natural.
JUMP OVERCALLS (Style; Responses; Unusual NT)
In general: 2-2-3-4 rule
2NT (on MD): 5+ in lowest unbid suit; 5+ cards in higher unbid suit.
2NT (on MA): 5+/5+ in ♣ and ♦
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
(1MA)-2MA: 5+ oMA; 4+ MI (10+ HCP)
Responses: 2NT asks. 3♣: pass or correct to ♦
(1MI)-2MI: Min. 5-4 in MA (6+ HCP). Responses: 2 NT asks
Responses: 2NT ask (Plauken answers)
If (1♣)-2♣: 2♦ asks for best suit.
VS. NT (vs. Strong/Weak; Reopening;PH)
<i>Against weak INT (<15 HP):</i>
2♣: Min 5-4 in MA. 2x: natural. 2NT: 5-5 in ♣ and higher suit
D in first hand: HCP is min in top range of opener-NT
D in third hand: HCP is min in bottom range of opener-NT
<i>Against strong NT (≥15 HCP):</i>
2♣: Min 5-4 in MA. 2♦: 6+ in MA
2♥/♠: 5+ in MA and 4+ MI
D in first hand: HCP is min in top range of opener-NT.
D in third hand: HCP is min in bottom range of opener-NT.
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids):
(2x) -D: Lebensohl-answers.
(2x)- 2NT: 15-18 HCP.
(2x)-3x: Strong 2 suit hand (invit).
(Ekrens)- D: 13-16 HCP and no shortness/17 HP+
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣:
Natural.
OVER OPPONENTS' TAKEOUT DOUBLE:
1x-(D)-RD: 10+ HCP and no 4 card support in MA
1x-(D): New suit is less than 10 HCP.
At 1-level 4+ cards, at 2-level 5+ cards.

LEADS AND SIGNALS			
OPENING LEADS STYLE (att. = attitude)			
	Lead	In Partner's Suit	
Suit	2-4-6 (no att.)	2-4-6 (no att.)	
NT	2-4-6(no att.)	2-4-6 (no att.)	
Subseq	Att.	Att.	
Other: If long suit at the table= count. If 0-1 at the table=Lavinthal			
"may be done otherwise."			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK, asks for att.	AK, asks for att.	
King	AK or KQ, asks for count	AK or KQ, asks for count	
Queen	QJx, KQx, Dx, asks for att.	Qx, QJT, QJ9x, asks for att.	
Jack	JTx(x), Jx	AJT(x), KJT(x), Jx	
10	HT9(x), T9x, Tx, H=K/Q	HT9(x), T9x(x), Tx, H=A/K/Q	
9	2-4-6 or a single	2-4-6 or a single	
Hi-X	Uneven	Uneven	
Lo-X	Even	Even	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
SUIT			
	1 Att./Count	Count	Att.
	2 Lavinthal	Lavinthal	
	3		
NT			
	1 Att./Count	Delayed att.	Att.
	2	Count	
	3		
D DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
In general at least 12+ HCP if reopening may be less.			
Answers: Natural.			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Lightner-D, support-D, invit-D.			
Negative/High-low- D: shows MA/12+ HCP and unknown distribution.			
3NT - D: Either play your weakest MA or play the table's first shown suit.			
In general, the first non-conventional D is take out, the next D is penalty.			

W B F CONVENTION CARD
CATEGORY: WALLFLOWERS
NCBO: Denmark
PLAYERS: Kirstine Lintrup Hermann (71240)
Helle Simon Elbro (94646)
EVENT Women (WBF 2024)
Written January 2024.
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Nat. system. 5-card majors and 1NT 15-17 HP.
1♣/♦ 3+ cards - if 3/3, ♣ is preferred for opening.
1NT = 15-17 HP.
After 1 NT opening: a kind of revised puppet Stayman. Ask.
2-over-1: 10+ HCP, Forcing.
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Opening 2♦ 6 cards in ♥ or ♠, 6-10 HCP.
Weak jumps and weak jump shifts.
Reverse minor.
3 NT: Minor AKQ xxxx (7+), max a side-Q.
Openings in 3 rd or 4 th hand may be "inferior".
Opening 2♥/♠: 5 in MA and 4+ in MI, <11 HCP.
Overcall in opponents suit (1x-(1y)-2y) shows fit to x. In major 10+, in minor 10 HP+.
(1 NT)- D: Strength
4 th suit: Forcing at the 2-level, Game Forcing at the 3-level.
1x -1y- 1NT- 2♣: invit, demands 2♦.
1x -1y- 1NT- 2♦: Game forcing.
SPECIAL FORCING PASS SEQUENCES
1x-(1y)-Pass-(Pass): With shortness in x, opener must not pass.
IMPORTANT NOTES
PSYCHICS: Both may bluff

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣ 1♦		3 (lowest minor if 3-3)	4♥	12 HCP (may be less in 3rd or 4th hand)	1♣/♦-3♣/♦ or 4♣/♦ = weak 1♣/♦-2♣/♦: 13+ HCP and no 4+ in MA 1♣/♦-2♦/3♣: (9)10-12HCP and 5+ in ♣/♦ 1♥/♠ may have diamonds (4+) also. Weak jump shift: 2♥/♠ (2-7 HCP, 6+♥/♠).	1♣ -1♦ - 1UT may have 4 card major. After WJS: 2NT= ask. XY- sans Other bids are natural	1♣/♦-2♣/♦ is natural, 6-9 HCP.
1♥ 1♠		5	4♥	12+ HCP (may be less in 3rd or 4th hand)	1♥/♠-3♥/♠=weak, (max 6 p, 4+♥/♠) 3♦=7-9 p, 3♣= 10-12 p (4+♥/♠) 2 UT= 13+ HCP (4+♥/♠) or 18+ HCP (3♥/♠)	1♥/♠-3♣-3♦ = ask/invit. XY-sans, Long suit trial bid After 1♥/♠-2NT: 3♣/3♦ = 12-15/16+ HCP 3♥/♠/NT: 16+ HCP + and 0-1♣/♦/other major 4♣/♦/oMA: 5-card suit, 12+ HCP	If 1♥/1♠ in 3rd or 4th hand: 2♣ = Reverse Toronto (3+ in♥/1♠ and 10-11 p.).
INT		May incl 5-card MA		15-17 HCP	2♣= 5-card major? 2♦/♥= transfer♥/♠ 2♠= ask about♣/♦. 3♣/♦= invit to 3 UT 3♥/♠/4♣/♦= invit to slam, 6+in suit	After 2♣: 2♦= no 5 card major. After 2♣-2♦: 2♥= no 4c♥, 2♠= 4c♥+ no 4c♠, 2/3UT: 4c♥+4c♠	Lebensohl.
2♣	X			22+ HCP, or max 4 losers+17 HP	Control-answers 2♦:0-1, 2♥:2, 2♠:3, 2NT:4 and 3♣:5+ Step answers if competitive bidding.	After 2♣- 2♦-x: With 0 control or no 5 card suit, responder next time will show off with first suit above. After 2♣-X-2/3UT: Same as opening 2UT.	
2♦	X	0		6c♥/: (2-2-3-4 rule). 6-10 HCP	2♥/♠=Pass or correct, 2NT= ask.	After 2NT: 3♣= max. 3♦/♥= transfer to♥/♠ and min. HCP	If D: RD= show your suit. 2/4♥/♠= own suit 3♥/♠= pass or correct
2♥ 2♠	X X	5 5		5c♥/♠ + 4+ MI (2-2-3-4 rule) 6-10 HCP	2 NT= ask about second suit and strength. 3♣= Pass or correct. Opposite MA or 3♦= own suit.	Own suit may be passed. After 2 NT: 3♣/♦ = min with♣/♦. 3♥/♠=max with♣/♦.	
2NT		As for 1NT		20-21 HCP	Same principle as for 1NT. Except that transfer is only completed if 3+ in♥/♠. Otherwise 3 UT		
3♣, 3♦, 3♥, 3♠		6+,6+ 7+,7+		Max 10 HCP in first hand (2-2-3-4 rule), Pre-empt	3♦/3♥/3♠= nat., forcing. 4♣/♦= cue. 4♥/♠ cue if jump, if no jump nat		
3NT	X			MI AKQxxxx (7+), max a side-Q	4♣= pass or correct.		
4♣, 4♦, 4♥, 4♠		7+		Pre-empt Max 10 HCP in first hand (2-2-3-4 rule)	4♥/♠= to play. 4♦/5♣/♦/♥= cue		
4 NT				Can never be an opening bid		HIGH LEVEL BIDDING	
5♣/♦ 5♥/♠				Pre-empt (2-2-3-4 rule)			
						RCKB 1430, step answers, if competitive bidding Voidwood 1430 (only on 5-level)- step answers, if competitive bidding. Cuebid	