

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
Aggressive on 1-level. Sound on 2-level
Responses: New suit f1
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: 15-17(18)hcp balanced/semi-balanced
reopening: 11-14hcp
Responses: Stayman/transfer
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Weak
2NT=2 lowest unbid suits, 5-5
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Michaels 5-5 with unknown mi after (1M)-2M
Reopening: as above but 2N = nat
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
2cl = majors
2D = 1 Major
2M = 5+Ma+ 4+mi
Dbl = pen
dbl = 5+m 4+M
<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 = major, nt = minor
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
RD = 10+, 2N = support, jump in new = fitbid, double jump = splint
Ostot, jump OM = mixed

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	Attitude, 4 <sup>th</sup> , MUD		
NT			
Subseq	attitude	Same	
Other: On 5+ level: A for attitude, K for count			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AKx, Ax	AKx,	
King	AK, Kx, KQ(x)	KQ(x)	
Queen	QJ(x)	QJ(x)	
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	xXx, xXxx, Xx	xXxx(x), Xx, XXx	
Lo-x	HxxX(xxx...)		
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Low=enc	Low = even	Low = even
Suit 2	Low = even	(suit pref)	Low = enc
3	-	-	-
1	Low=enc		Low = even
NT 2	Low = even	(suit pref)	Low = enc
3	-	-	-
Signals (including Trumps):			
Upside down, std smith,			
Usually more suit preference than count			
<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: HC Graversen – Emil Jepsen</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
5542,1♦ unbal or 5 if bal, ,2o1 GF
Transfer responses on 1♣
1NT = (14)15-17
2♦ multi
1N response = 6-11(12)
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
2♦ multi weak Ma/22-23 bal/strong ♦
Transfer responses to 1♣
3N = solid minor
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:</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU					
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING	
1♣		2	4H	(10)12+ Bal opens 1C unless 5D	1♦=♥, 1♥=♠, 1♠=trf to nt or ♦, 1nt=♣	1♣-1♦-1♥=12-14 bal 1m-2N; 3M = short	1mi – 2M = fitbid	
1♦		4	4H	(10)12+, 5 if bal, can be 4 if unbal	1mi – 3M = splinter 8-11, 2Ma nat or fitbid GF			
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♣ = inv ♥, 3♦ = 3c limit, 3♥=mixed	Gazzili		
1 NT		2	4H	(14)15-17 (semi)bal	Stayman, total transfer, 3♣ = puppet	Double transfer		
2♣	X	0		18-19bal or strong	2♦ relay	Kokish		
2♦	X			Multi, could be strong with ♦ or 22-23 bal	2/3Ma p/c, 2NT ask			
2♥		5		Nat strong, f1	2nt asks, 2♠ = waiting			
2♠		6		10-13	Transfers from 2nt			
2NT		2	4H	20-21 (semi)bal	Stayman, transfer	Smolen		
3♣		6		Pre, could be light nv Vs vul				
3♦		6						
3♥		6						
3♠		6						
3NT	X			Solid minor	4♣ =p/c, 4♦ = ask shortness			
4♣		7			4ma = nat			
4♦		7						
4♥		(6)7			5mi = asks ctrl, 4♠ nat			
4♠		(6)7			5mi = asks ctrl			
4NT								
5♣		7						
5♦		7						
5♥								
5♠								
5NT								
<b>HIGH LEVEL BIDDING</b>								
RKCB 1430, Cuebids, Splinter, DOPE, voidvood 3014								