

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Aggressive style
Response: 2nt = 4card support and constructive
Cuebid is forcing one round
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd position = 15-18 and NT-system on
4 th position = 11-14 and NT-system on
JUMP OVERCALLS (Style; Responses; Unusual NT)
2nt = at least 5-5 in lowest unbid suits
Reopen: 2nt after 1x-pass-pass is 19-21 balanced
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michaels 5-5,
(1M) – 3M asking for stopper
VS. NT (vs. Strong/Weak; Reopening;PH)
Good-Bad multi (2♦ is Bad multi, 2M is constructive natural)
2♣ = Both majors
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
DBL is takeout, special defence against multi
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
DBL=majors
NT=minors
OVER OPPONENTS' TAKEOUT DOUBLE
Transfers after major openings
2nt is game forcing

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	1.3.5.		
NT	1.3.5		
Subseq	2.4. through declarer		
Other: Against 5-6-7 level contracts: Lead of Ace for attitude, King for count			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx, Ax	AKx	
King	AK, KQx, Kx	AKJ10, KQx	
Queen	QJx, Qx	KQ109, QJx	
Jack	KJ10, J10x, Jx	KJ10, J10x	
10	K109, 109x, 10x	K109, 109x, 10x	
9	H9x, 9x	H9x, 9x	
Hi-X			
Lo-X			
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Low=encourage	Low may be even	Low=encourage
Suit 2	Low=even		
3			
1	Low=encourage	Low may be even	Low=encourage
NT 2	Smith		
3			
Signals (including Trumps): Smith, Lavinthal, Trelde			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Could be weak with good distribution – some Lebensohl in some situations			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Almost all doubles are take-out			

W B F CONVENTION CARD
CATEGORY: Green
NCBO:
PLAYERS: DENMARK SENIOR – Other parings.
Only to be used in case of illness
EVENT Herning 2025
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Natural 5-card major
1NT opening 15-17
2-o-1 Gameforce
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♣: Strong balanced or any GF
2♦: Multi. Weak one major
2♥: Constructive weak 8-10(11) hcp with 6+♥
2♠: Constructive weak 8-10(11) hcp with 6+♠
3nt opening: Solid minor
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
XY-NT, Lebensohl in some situations, Inverted minor
PSYCHICS: Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2		Only 2 clubs with 4432	Inverted minor. 2♦ is a limit raise	Major suit can be bypassed with a balanced hand	After Pass is jump fit and natural
1♦		4		Natural	Inverted minor, 3♣ is a limit raise	Major suit can be bypassed with a balanced hand	After Pass is jump fit and natural
1♥		5		Natural	2nt = GF. 4minor=void. 3♠ unknown splinter		
1♠		5		Natural	2nt = GF. 4x=void. 3nt unknown splinter		
INT				15-17 Possible 5M, 6m, (5422)	Stayman, transfer, 3x is slammy	If 1nt is doubled 2minor is artificial	
2♣		0		22-24 Balanced or any GF	2♦ is relay, other bids positive		
2♦		0		Multi, Weak one major	2nt is asking	After 2nt = suit and strength, suit first	
2♥		6		Constructive weak 8-10(11) hcp with 6+♥	2nt is asking	After 2nt = suit and strength, suit first	
2♠		6		2♠: Constructive weak 8-10(11) hcp with 6+♠	2nt is asking		
2NT				20-21 Balanced	American Stayman		
3♣		6+					
3♦		6+					
3♥		6+					
3♠		6+					
3NT	X			Solid minor	4♣ is pass/correct, 4♦=transfer, 4Major = natural		
4♣		6+					
4♦		6+					
4♥		6+		Wide range			
4♠		6+		Wide range			
4NT	X			After specific Aces			
5NT	X			After specific Aces			
						HIGH LEVEL BIDDING	
						RKCB1430, DOPI, DOPE	
						4NT Optional Keycard when a minor is trump suit	
						Last Train / Non-serious 3nt. In some situations 4♣ in response to 3M sets M	