

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Aggressive on 1-level. Sound on 2-level
Responses: New suit "F1", jump in new suit = fitbid
Cue = good raise, jump cue = mixed, 2N after 1M = 4card raise
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd /4 th seat: 15-17(18)hcp balanced/semi-balanced
reopening: 11-14hcp
Responses: Stayman/transfer
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak
2NT=2 lowest unbid suits, 5-5
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michaels 5-5
(1x)-3x= asking for stopper for 3nt
Reopening: constructive two suiter (same as above)
VS. NT (vs. Strong/Weak; Reopening;PH)
2cl = majors
2D = bad major/very good
2M = constructive
Dbl = M+mi vs strong, pen vs weak except reopening
Reopening = same as above
Ph = 2D = nat, dbl = 5+m 4+M
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
(non)Leaping Michaels
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Vs 1C: X = major, nt = minor
OVER OPPONENTS' TAKEOUT DOUBLE
RD = 10+, 2N = support, jump in new = fitbid, double jump = splint

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	1-3-5	Same (could be h from 3)	
NT	4 th	Same /att	
Subseq	2-4 through decl.	Same	
Other: On 5+ level and vs 3/4M pre: A for attitude, K for count			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx, Ax	AKx,	
King	AK, Kx, KQ(x)	AK, KQ(x)	
Queen	QJ(x)	(A)QJ(x)	
Jack	JT(x),	JT(x), KJT(x)	
10	T9x, KJT(x)	109(x), HT9(x)	
9	9x, HT9(x)	H98(x), 9x, 9xx	
Hi-x	xxX, xxxX, Xx	xXxx(x), Xx, XXx	
Lo-x	HxX, HxXx(X)	HxxXx, HxX	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Low=enc	Low = even	Low = enc
Suit 2	Low = even	(suit pref)	Low = even
3	-	-	-
1	Low=enc	Smith echo	Low = enc
NT 2	Low = even	Low= even	Low = even
3	-	-	-
Signals (including Trumps):			
Upside down.			
Smith echo (high=enc), Lavinthal,			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Can be light with good distribution			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Lots of takeout doubles			

W B F CONVENTION CARD
CATEGORY:
NCBO: DENMARK
PLAYERS: Anita Buus Thomsen – Dorte C. Bilde
Den33814 Den19908
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5542
1NT = (14)15-17
1N response = 6-11(12)
2o1 response = GF
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
3N = solid minor
2D = 18-19 bal
Reverse Drury in 3 rd and 4 th
SPECIAL FORCING PASS SEQUENCES
Rarely
IMPORTANT NOTES
Frequent upgrades
PSYCHICS: rare, but happens

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU					
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING	
1♣		2	4H	(10)12+	1mi – 2mi = GF. 1mi-3mi = 5-8 5+C		1mi – 2M = fitbid	
				4-4 minor usually opens 1D	Jump in other mi = 9-12 fit. 2M = strong	After 1C - 2D, 3C is NF		
1♦		4	4H	(10)12+	1mi – 3M = splinter 8-11,			
1♥		5	4D	(10)12+	1M-3cl = 3card limit, 3D = mixed	Gazzili	1H-2S/3mi= fitbid	
1♠					2N = inv+		Reverse Drury	
		5	4D	(10)12+	3sp/nt/4x = voids			
1 NT		2	4H	(14)15-17 (semi)bal	Stayman, transfer, 3M = short	1N – 2S: 2nt min, 3C = max. 1N – 2C; 2x – 2N/3C = trf		
2♣	X	0		22+NT or GF in any suit	2D = relay, 2N-3H = transfer			
2♦		2		18-19 bal	2H=5+sp, “transfers”			
2♥		(5)6		Weak	2ut asks, jumpshift = fitbid	same		
2♠		(5)6		Weak	Same	same		
2NT		2	4H	20-21 (semi)bal	Stayman, transfer	2N-3C-3N = 4-4M		
3♣		6						
3♦		6				same		
3♥		6			4mi = cue			
3♠		6			4mi = cue			
3NT	X			Solid minor	4/5/6/7CD = p/c			
4♣		7			4ma = nat			
4♦		7						
4♥		(6)7			4sp nat, 5mi cue			
4♠		(6)7						
4NT								
5♣		7						
5♦		7						
5♥								
5♠								
5NT								
HIGH LEVEL BIDDING								
							RKCB 1430, Cuebids, Splinter, DOPE, Voidwood	

Defense against Multi 2dia

The descriptions below are made based on when the defensive acts for the first time.

2. hand:

2d	D	12½-15 and balanced hand or 17+
	2ma	11-16, 5+ma.
	2nt	16-18. Then 2nt system is on.
	3mi	11-16, (5) 6+mi. From here, 3ma will be showing stoppers. One must support with (3) 4. 4mi is forcing!!
	3ma	app. 8 tricks and good 6-suiter. Would like to play 4ma against singles and a couple of tricks. 3nt and 5mi are natural. Others are slammish
	3nt	To play with good minor suit and major stoppers. Requires only a little help.
	4mi	Leaping. Direct 4mi shows the color plus hearts. 4mi is forcing
	4ma	9-10 tricks with self-playing suit. All answers are slammish.

2d - D - Pass (showing diamonds)?

Pass	At least Hxx in dia. Not forcing. If the opponent runs further, D is penalty.
2ma / 3kl	Weak. Can be in 4-color if you do not have 5.
2nt	Natural invite.
3ru	GF. All hands.
3ma	Invite with 5+ma.
	Without good bid, find the least poor ☺

2d - D - 2h/2sp?

Pass	Can be an ok hand with length in the suit bid
D	Take-out. We play as if the bidding was 1nt (2ma) 2nt is scramble and other bids are natural. With 17+, 3nt/bid opp's suit or jump If opps bids the another suit, the 12-15 hand can D as penalty with a good 3-suit or better, call 3mi with a 5-card suit, or pass. After the pass, doubles from the first D-hand are penalties – 2nt is invited and anything else is natural and NF
2sp	SO opposite 12-15.
2nt	Rumpelsohl. Weak hand with underlying color, or strong with C. On 2H, the purely competing hand with hearts awaits, so 2nt followed by 3H is strong with clubs.
3c	Transfer to 3d with at least 5d and at least one inviting hand opposite 12-15. Min hand
3d	As above with at least 5h. If the transfer is broken, the transfer hand has a new transfer
3h	As above with at least 5sp.
3sp	GF with both minors.
3nt	Naturally
4mi	Transfer to 4ma.

2d - D - 3h / 3sp?

D	Takeout.
New	Natural. Mildly inviting

2d - D – 2nt?

D	Strength. Approx. 10+, but not forcing. Next D is TO
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2d - D - 4mi (some transfer)

D	Offensive hand with length in the suit. We would like partner to bid.
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2d - 2ma - pass?

2nt Natural and inviting.

3mi Natural and forcing. We can play in 4mi and 3Ma.

2S / 3H (opposite major) Shows fit and invite+.

3Ma Min. invite

Any jump Splint with 4 trumps. The 2ma-bidder assumes that the strength is approx. 9-11hp.

4ma Game. Typically with 4-5 trumps, no shortness and 10-11hp.

2d - 4mi (leaping) - pass?

4mi shows the color and hearts at least 5-5.

4h and 5mi are natural.

4d is a good 4h. At least 2 good values. (All aces, K in the mi-suit, Trump Q are good values)

4sp after a 4d-bid shows the same - but a little stronger.

4nt is a good 5mi-bid

5mi is natural - applies to both minors.

4sp after 4c is natural and shows that opener has hearts.

4. Hand:

2d - Pass - 2h/sp?

D Take-out of the suit bid

If 2d-opener bid, D from partner is penalty. If opener pass, we play as after a weak 2-opening (Lebensohl)

2nt 15-18. Stopper in both majors. We play the nt-system.

3mi natural

3hj (sp) natural. 3h over 2h is natural.

Jump to 3sp is like 3sp in 2nd hand

Jump to 4ma is as in 2nd hand.

4mi is Leaping with the suit + opposite major (mi + sp after 2h and mi + h after 2sp)

2d - Pas - 3h/sp?

D Takeout. If opener bids the other ma, D from partner is penalty.

4mi Leaping as after 2ma.

4ma There is more pressure on the bid now, so 4ma is not quite as strong as in the 2nd hand.

2d pas 2nt?

D Strength - the next doubling is TO from both hands, unless it is an artificial bid, (shows the suit).

3x Natural - more based on a good suit, than honor strength.

4x Natural / preempt - not leaping.

6. Hand:

2d - pas - 2h/sp - pass

pass?

D TO, 10-16hp. May well be an ok hand. We play as after a weak 2-opening.

2nt Both minor

Delayed overcall is weaker than direct overcall.

4mi Leaping with sp + mi. The answers follow the same principles as the direct leaping.

2d - pas - 2sp - pas

3h?

D TO, 10-16hp

4mi Leaping (with sp, otherwise would have bid first round)

8. Hand:

2d - pas - 2h - pass

2sp - pass - pass?

D TO, 10-16 - may well be an ok hand.

Delayed overcalls are competitive.

4mi Leaping with hj + mi.