DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)

Aggressive

Response=Transfer responses (USP) , jumps normal splint inv,2NT over 1M=4card support inv+

1NT OVERCALL (2nd/4th Live; Responses; Reopening)

2nd. 15-18 – NT system on

4th. 10-14 – NT-system on.

Jump to 2NT in 4th pos. = 18-20, 2NT system on.

JUMP OVERCALLS (Style; Responses; Unusual NT)

Preemptive, 2NT=5-5 lowest suits

Reopen: Jumps tends to be opening hand

DIRECT & JUMP CUE BIDS (Style; Response; Reopen)

1Maj-2Maj=5-5 Other major+unknown minor

1min-2min=5-5 in majors, 1x-2NT=5-5 lowest unbid

1x-3x=Ask for stopper. If 1x=2+ then 3x=natural

VS. NT (vs. Strong/Weak; Reopening;PH)

2C=Majors

2D=Multi (not strong)

2H/S=Better than multi

2NT=Good pre-empt in minor

3x=preempt

DBL=Points

VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)

3m-4m=5-5 Majors

VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣

DBL=Maj., NT=minors

OVER OPPONENTS' TAKEOUT DOUBLE

RD=9+, over 1M-DBL Transfers from 1NT

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	1.3.5	1.3.5
NT	1.3.5	1.3.5
Subseq	2.4. thru declarer	2.4. thru declarer
Other:		

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AKx(x)	AKx(x)
King	AK, KQ (x)	KQ(x), (AKJT)
Queen	QJ(x)	QJ(x), (KQT9)
Jack	JT(x)	JT(x), AQJ(x)
10	HHT, T9(x), Tx	HHT,T9(x), Tx
9	HT9,9x	HT9, 9x
Hi-X	xx	xx
Lo-X	Xxx, Hxx	Hxx

SIGNALS IN ORDER OF PRIORITY

		Partner's Lead	Declarer's Lead	Discarding
Suit	1	Low=Enc.	Count (Low=even)	Low=Enc.
	2	Count		High=Disc.
	3	High=SuitP.		
NT	1	Low=Enc.	Count (Low=even)	Low=Enc.
	2	Count		High=Disc.
	3	High=SuitP.		

Signals (including Trumps): Special Smith peters vs. NT Note 7

Special count in trick one when needed (Low from xx, xxxxx)

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

Normal, Cue=Forcing until fit found or NT bid

Same in reopening

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

Almost all doubles are T/O.

Neg.Dobles. High-LowDoubles on simple bid from opponent (note 3)

W B F CONVENTION CARD

CATEGORY: i.e. Green / Blue / Red / HUM / Brown Sticker:

NCBO:

PLAYERS: Klaus Adamsen – Dennis Koch-Palmund

EVENT (Senior)

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

Natural 5-card major

1D=4+, 1C=2+

2 over 1 Gameforce

12-14 NT openings except 3. Pos red vs green

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

2C=Weak D. or any strong

2D=Multi – Weak 2H/S (always min. if S)

2H=5-3-3-2 11-14 HCP (weak NT with 5H)

2S=8-10 6-card

3NT=Solid minor

Defense

1Maj-2Maj=5-5 Other major+unknown minor

1min-2min=5-5 in majors

1x – 2NT=5-5 lowest unbid

SPECIAL FORCING PASS SEQUENCES

IMPORTANT NOTES

All intervals can vary by judgement

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	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 – not GF		
1♥		5+	4D		1NT=nat. 2SP=Weak, 2NT=GF+fit,3C/D=Bergen	1H-1NT note 1	high-low doubles (note 3)
					3H=limit with 3H, 3SP=unkn.void, Splinter		
1♠		5+	4H		3H=invit. 6+H. Otherwise same as over 1H	1H-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♠		6			4C/D=Ask bid, 4H=Nat.	4C/D Note 5	
3NT	x			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♠		7 (6)					
4NT	x			Ask for specific aces	5C=0 aces, 5D/H/S=tha ace, 5NT=Ace of C		
5♣		7				HIGH LEVEL BIDDING	
5♦		7				1430-RKCB, CueBids, Trelde askbids after preempt	
5♥	x			Ask for AK in hearts			
5♠	x			Ask for AK in spades			

ADAMSEN-KOCH-PALMUND NOTES

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=min+good suit, 3H=Max, 3S=max+good suit

Note 5: After a preempt 4 minor is ask bid in that 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.