

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)</b>
General Style on 1 level = 6+ on 2 level 10+
Responses: Jump Raise = Preemptive
Cue-Bid = Forcing raise
New Suit = Forcing
<b>Take-out double:</b> General Style = Can be light / shaped Responses: Natural. Cue bid = Forcing
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15-17 responses as on 1NT opening
4th Position = 10 – 14
Responses: Bid as 1NT opening
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Preemptive
Reopen: 2NT = 19-21 – two in suit 6+ 13-16 HP
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Michaels (5-5)
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
2C= Natural, 2Diam= 5 card major, 2Hearts=5+heart 4+ spade, 2spade=5+spade 4+heart
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Takout Doubles
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Against strong Club: D= Majors, 1nt=Minors
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
RD=10+, 2nt natural on minor opening and 4+ support 10 hp on major opening

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	2 <sup>nd</sup> 4 <sup>th</sup>	2 <sup>nd</sup> 4 <sup>th</sup>	
NT	2 <sup>nd</sup> 4 <sup>th</sup> (2 <sup>nd</sup> from 4 small)	2 <sup>nd</sup> 4 <sup>th</sup>	
Subseq	2 <sup>nd</sup> 4 <sup>th</sup>	2 <sup>nd</sup> 4 <sup>th</sup>	
Other: 2nd from 4 small against nt			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AKx; Axxx(+) AK; AKx(+)	AKx; Axxx(+) AK; AKx(+)	
King	KQ; AK; KQ109x KQ;	KQ; AK; KQ; AKJ10(x);	
Queen	QJ; QJx(x)	QJ; QJx(+);KQ109(+)	
Jack	J10; J10x(+); KJ10x(+)	J10; J10x(+); KJ10x(+)	
10	109; 109x(+); H109x(+); 10x	109; 109x(+); H109x(+); 10x	
9	H9x	H9x	
Hi-X			
Lo-X			
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Low = Encouraging	Low = Even	Low = Encouraging
Suit 2	Lavinthal	Lavinthal	Low = Encouraging
3			
1			
NT 2	Low = Encouraging	Low = Like your lead partner	Low = Encouraging
3	Lavinthal	Low = Even	
Signals (including Trumps):			
Highest from H seq			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Classic, if double response by bidding diamonds over clubs he does not promise extra			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Neg D to 4 heart			

W B F CONVENTION CARD
<b>CATEGORY:</b> i.e. Green / Blue / Red / HUM / Brown Sticker: <b>NCBO:</b> <b>PLAYERS:</b> Katrine Martensen-Larsen – Flemming Poulsen EVENT (Mix)
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
Natural, 5-card Majors
Longer Minor
1NT response = not forcing
1NT opening = (14)15-17
2 over 1 response:
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
2 Clubs Opening = GF – any suit(s) and any shape/ or strong NT
2 Diamonds Opening = weak (4-10) Major (6-cards)
2 Hearts Opening = 5+heart 4+spade (4-10) longest in heart
2 Spades Opening = 5+ spade 4+ heart (4-10)
2 NT Opening = 20-21
3 NT Opening = EKDBxxxx(x) in a Minor. In 3 <sup>th</sup> and 4 <sup>th</sup> hand = Gambling
<b>SPECIAL FORCING PASS SEQUENCES</b>
<b>IMPORTANT NOTES</b>
<b>PSYCHICS:</b> Katrine=Never Flemming=Often

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU					
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING	
1♣		3	4♠	11-21 HCP	2♦ = 5-cards fit and 10+, 3X = Splint and GF Weak Jump Shift	Natural OGUST		
1♦		3	4♠	11-21 HCP	3♣ = 5-cards fit and 10+, 3x = Splint and GF	Natural		
1♥		5	4♠	11-21 HCP	2 NT = GF, 3♣ = 4-cards fit 9-11, 3♦ = 4-cards fit 6-8, 3♥ = 4-cards fit 4-7			
1♠								
INT		1	3♠	(14)15-17 Balanced	Stayman, Total Transfer, smolen 3clubs=bal slam major, 3diam=5major?, 3ma=splint w. minors	Natural		
2♣	X	0	4♠	Strong (GF) or 22+ NT	2♦ = 0/1, 2♥=2, 2♠=3, 2UT=4 (ES=2 and K=1)	Response Colour above is negative		
2♦		6		6-card Major (6-10 HCP)	2♥ = pass/correct, 2 NT – asking for more	3♣ = max, 3♦ = ♥/min, 3♥ = ♠/min		
2♥		5		4-10/6-10 HCP 5+ hearts and 4+spade always longest in heart	2 NT – asking for more	3♣ = max, 3♦ = min, 3♥ = 6+heart/min 3sp=5+spade 6+ heart/min		
2♠		5		4-10/6-10 HCP 5+ spade and 4+ heart	2 NT – asking for more	3♣ = max, 3♦ = min, 3♥ = 5+heart/min 3sp=6+spade/min		
2NT				20-21 Balanced	Stayman, Transfer,3spade= minor stayman			
3♣		6		Preemptive				
3♦		6		Preemptive				
3♥		6		Preemptive				
3♠		6		Preemptive				
3NT				EKDBxxx(x) in minor, in 3 <sup>rd</sup> and 4 <sup>th</sup> it is gambling				
4♣		6		Preemptive				
4♦		6		Preemptive				
4♥		6		Preemptive				
4♠		6		Preemptive				
4NT		Minors		6-5 3 or 4 losers				
5♣				Preemptive				
5♦				Preemptive				
5♥				Preemptive				
5♠				Preemptive				
<b>HIGH LEVEL BIDDING</b>								
							Cuebids, RCK 1430, woidwood	
							Response to 1430= 5NT void with odd nmb of aces 6 equals even number of aces	