



DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			WBF Convention Card		
OVERCALLS (Style; Responses; ½ Level; Reopening )		OPENING LEADS STYLE			Category:		
Aggressive at 1-level may be 4 card suit →unassuming cuebid; fitbids			Lead	In Partners Suit			
		Suit	4 <sup>th</sup> from H, 2 <sup>nd</sup> bad suit	low from odd			
		NT	4 <sup>th</sup> from H, 2 <sup>nd</sup> bad suit	low from odd			
		Subsequent	Attitude	low from odd			
		Other :			NCBO:	Denmark	
					Event:		
					Players	Camilla Bo Krefeld – Johan Hammelev	
1NT OVERCALL ( 2 <sup>nd</sup> / 4 <sup>th</sup> Live; Responses; Reopening )		LEADS			<b>SYSTEM SUMMARY</b>		
2 <sup>nd</sup> =15-18 → sys on		Lead	Vs. Suit	Vs. NT	GENERAL APPROACH AND STYLE		
Reopening=11-14 → sys on		Ace	AKx	AK	Acol		
Live =15-18 → 2 opening suit=art		King	KQ, KQx, Kx, AK	KQ, KQx, Kx, AKJxx, AKQx	1 <sup>st</sup> and 2 <sup>nd</sup> position: Weak NT 11(10)-14 nonvul, 12-14 vul(5422/6322/sH poss.) 15-17 Bal are often opened with 4-card H (suit quality)		
		Queen	QJ, QJx, Qx	QJ, QJx, KQ109x, KQJx			
		Jack	J10x, Jx, KJ10	J10x, Jx, KJ10, AJ10			
JUMP OVERCALLS (Style; Responses; Unusual NT )		10	109, 10x, K/Q109	109, 10x, A/K/Q109	3 <sup>rd</sup> and 4 <sup>th</sup> position: 1NT=15(14)-17 (5422/6322/sH poss.) Drury after opening 1 of a major		
Weak after vulnerability and position		9	98x, 9x	H98, 9xx, 98x			
2NT=two lowest unbid suits		Hi-x	4 <sup>th</sup> from H, Xx, xXx, xXxx	4 <sup>th</sup> from H, 2 <sup>nd</sup> bad suit, Xxx			
2NT (reopening)=19-21→sys on		Lo-x	4 <sup>th</sup> from H, 2 <sup>nd</sup> bad suit	4 <sup>th</sup> from H, 2 <sup>nd</sup> bad suit	Often light openings in 3 <sup>rd</sup> hand		
		SIGNALS IN ORDER OF PRIORITY			SPECIAL BIDS THAT MAY REQUIRE DEFENCE		
DIRECT AND JUMP CUE BIDS ( Style; Responses; Reopen )			Partners Lead	Declarer´s Lead	Discarding	2♣=weak with ♦ or 18-19 bal or various strong	
(1M)-2M=5+oM&5+mi→2NT= at least invit		Suit: 1 <sup>st</sup>	low=enc	low=even	low=even, disc	2♦= Multi; weak major one-suiter or 22-24 bal or strong with ♦	
(1m)-2m=4+/5+ majors→2NT= at least invit		2 <sup>nd</sup>	low=even	high=odd	high=odd, disc		
(1x)-3x=asking for stopper		3 <sup>rd</sup>	lavinthal	lavinthal		2♥=weak, nonvul 4+5+/5+4+ Majors, vul 5+5+ Majors.	
VS. NT ( vs Strong / Weak ; Reopening; PH )		NT: 1 <sup>st</sup>	low=enc	low=even, oddball	low=even, disc	2♠=weak nonvul 5+spades & 4+ minor , vul. 5+♣5+m	
2♣=majors, 2♦=major one-suiter; 2♥/♠=5+&4+minor		2 <sup>nd</sup>	low=even	high=odd, oddball	high=odd, disc	Michaels Q-bid	
2NT=minors or GF with two-suiter		3 <sup>rd</sup>	lavinthal	lavinthal			
PH: D=onesuiter, 2x=twosuiter		Signals (Triumph): Eco=looking for ruff					
VS. PREEMPTS ( Doubles; Cue-bids; Jumps; NT-bids )		<b>DOUBLES</b>			SPECIAL FORCING PASS SEQUENCES		
(2M)-3M=asking for stopper		TAKEOUT DOUBLES (Style; Responses; Reopening )					
(2/3M)-4mi=5+oM&5+mi		May be light with ideal shape			(1nt)-D-(2♣/♦/♥)-P=forcing		
		1x-(1NT)-2x-DBL=invit					
VS. ARTIFICIAL STRONG OPENINGS		Equal level conversion					
1x=natural; 1nt=♦/♠ or ♣/♥							
2x=one-suiter (x) or 2-suiter x+1/x+2		SPECIAL, ARTIFICIAL AND COMPETITIVE DBL:s / RDBL:s			IMPORTANT NOTES THAT DON´T FIT ELSEWHERE		
		DBL/RDBL in 5 <sup>th</sup> position=15-17 bal or similar			All point ranges may deviate depending on hand structure, middlecards and position		
OVER OPPONENTS` TAKE OUT DOUBLE		1mi-(1H)-D=4 card spades; Negative doubles through 3 spades					
Ostot, Pas may be 10+ bal., new suit at 1-level=F							

**OPENING BID DESCRIPTIONS**

Opening	Tick if Art	Min.	Neg Dbl thru	Description	Responses	Subsequent Auction	Passed Hand Bidding and enemy interference
1♣		4 (3)	4♣	Natural 11+	Splint 10+, 2♣= 4-7, 3♣=pre 1NT=support 8-9, 2NT=support 10+,	<b>After all 1-level openings:</b> 1x-1y-3x=6+i x og 3 y invit 1x-1y-2NT=good support or max 2y, invit+ 4.FSF, Revised checkback, LFT	<b>After 1M-opening in 3<sup>rd</sup> and 4<sup>th</sup> position:</b> 2♣=support 8+ 2nt=clubs 3new=splint 8-11
1♦		4 (3)	4♣	Natural 11+	Splint 10+, 2♦= 4-7, 3♦=pre 2NT=support 10+,		
1♥		4	4♣	Natural 11+	3♥=pre; 2nt=4+♥ 9+; 3♣=4+♥ 6-9 3♠=10- unknown void, 3NT/4♣/♦=10+ void..		
1♠		4	4♥	Natural 11+	3♠=pre; 2nt=4+♠ 9+; 3♣=4+♠ 6-9 3NT=10- unknown void, 4♣/♦/♥=10+ void		
1nt			3X	1 <sup>st</sup> and 2 <sup>nd</sup> position: nonvul=11(10)-14 ; vul=12-14 (5422 or 6322 or sH possible)  3 <sup>rd</sup> and 4 <sup>th</sup> position: 15(14)-17 (5422 or 6322 or sH possible)	2♣ = nf Stay, 2♦/♥=trf (normally at least 4-cards) 2♠ = both minors invit+ or bal. invit 2NT = minor one-suiter weak or slamish 3♣/♦ = Natural, inv. 3♥/♠ = pre 4♦ = both majors	1NT-2♣-2♠-2NT = invit with 5+♥ 1NT-2♦= maybe any 5-5 slamish	<b>After enemy interference in 2<sup>nd</sup> position</b> q-bid= support 8+ 1M-(DBL)-trf 1x -(DBL)-P=10+ bal. or weak
2♣	√	0		a) Weak 2 with ♦, b) 18-19 Bal. c) Acol ♣/♥/♠, d) 25-27 NT	2♦ to play if a); 2♥/♠/3♠=to play if b) 2NT at least inv if a)	2♣-2NT-3♣=max weak ♦ 2♣-2NT-3♦=min. weak ♦	
2♦	√	0		Multi: a) Weak 2 with ♥ or ♠ b) Acol ♦, c) 22-24 Bal.	2♥=relay; 2♠=nat inv; 2NT= at least inv if a) 3♣/♦=nat forcing; 3♥/♠=pre if a)		<b>After enemy interference in 4<sup>th</sup> position</b> D= 15-17 nt or similar
2♥	√	4		nonvul 4+5+/5+4+ M, vul 5+5+ M.	2NT= at least inv, 3♣/♦=nat. nonf; 3♥/♠=pre		
2♠		5		nonvul 5+♠ & 4+♣/♦, vul 5+5+	2NT=at least inv, 3♣=P/C, 3♦=♥; 3♥=♦;3♠=pre		Lebensohl if enemy doubled in 2M
2nt			3X	20-21 Bal. may be 5 card M	3♣: Staymanish 3♦/♥/♠/4♣/♦/♥/♠=transfer, 4♠=5-5 minors		
3♣/♦		6		Pre 2-3½-4/½	Major= natural, new minor=cuebid		
3♥/♠		6		Pre 2-3½-4/½	Major=natural, minor=cuebid		
3nt	√			1 <sup>st</sup> & 2 <sup>nd</sup> =Solid minor; else gamble			
4♣/♦		7 7		Pre 2-3½-4/½	Major= natural, minor=cuebid		
4♥/♠		7		Pre 2-3½-4/½	New suit=cuebid		
4ut				Both minors			

**SLAM BIDDING**

Cuebids italian style. , RKCB1430; Exclusion Blackwood1430; Gerber; Splinterbids; Often quantitative 4NT; DEPO