

<b>DEFENSIVE AND COMPETITIVE BIDDING</b>
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
Aggressive (can be only four cards)
Sound on the 2-level
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
2 <sup>nd</sup> hand: 15-18
Responses: system on
4 <sup>th</sup> hand: 11-14
Responses: system on
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
2NT = 5-5 in the two lowest
Over short 1C openings → 2D=5-5M
Reopen:
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
1M-2M : 5-5 other major and a minor
1m-2m : 5-5 majors
(1x)-3x : asking for stopper
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
DBL: PENALTY
2clubs: Both majors
2diamonds = 1 Major (bad overcall)
2M = natural (good overcall)
DBL by passed hand = 5+m and 4M
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
After major preempt : 4m = leaping michaels (5+m, 5+other major)
After minor preempt : 4♣ = 5-5 M majors
4♦ = one suited major
4M = 5+M and 5+ other minor
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
RD = 10+
Transfer when opponents double our 1M-opening
Transfers after negative double

<b>LEADS AND SIGNALS</b>			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	1.3.5 (std from honours)	1.3.5	
NT	4 <sup>th</sup> MUD	4 <sup>th</sup> MUD	
Subseq	2 <sup>nd</sup> 4 <sup>th</sup> through declarer (with attitude)		
Other: Attitude after the lead			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	Ax, AKx(+)	Same	
King	AK, Kx, KQ(+)	Same, AKJTx	
Queen	Qx, QJ(+)	Same, KQT9x	
Jack	Jx, J10(+), KJ10	Same	
10	10x, K109, 109(+), HH109(+)	Same	
9	9x	Same	
Hi-X	even	xXxx, xXx	
Lo-X	Odd	HxxX, HxX	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Attitude	Count	Attitude
Suit 2	Count	Count	Count
3	Count	Count	Count
1	Attitude/count	Suit preference	Count
NT 2	Count	Count	Count
3	Count	Count	Count
Signals (including Trumps):			
UDCA			
Suit preference in smith situations			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Aggressive and depending on shape			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Support doubles (not forced)			
Support redoubles (not forced)			
Lightner			

<b>W B F CONVENTION CARD</b>
<b>CATEGORY: Green</b>
<b>NCBO: Denmark</b>
<b>PLAYERS: Peter Jepsen - Signe Buus Thomsen</b>
<b>EVENT: All</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
5cM
2/1 GF
1nt = (14)15-17
2♦ = 18-19 bal
UDCA (low = enc, low-high = even)
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
Signals (including Trumps): trump suit preference
UDCA
Suit preference in smith situations
<b>SPECIAL FORCING PASS SEQUENCES</b>
<b>IMPORTANT NOTES</b>
We are not very strict with our hcp-range
We usually don't show singleton K or A as shortness
<b>PSYCHICS: Rare</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DB L THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	x	2		(10)12+	Inverted minor (GF), 2♦ = invite, WJS, optional walsh, responses on 1-level may be weaker than normal	1m-2m-2/3x (no jump) = single 1m-2m-3/4x (with jump spring) = void 1x-1y-1z = unbal	1♣ - (dbl) - 2♦ = invit+, 5+♣ (1m) - P - (1nt) - 2♣ = landy
1♦		4		With 4-4 we (usually) open 1♦	Inverted minor (GF), 3♣ = invite, WJS Responses on 1-level may be weaker than normal	1m-2m-3m = 4+m (semi-bal/bal with 'low' doubleton) 1m-2m-3nt = bad minimum 1m-1M-2nt = 16+ 6m, 3M or 16+ 4M 1♣-1M-2♣-2♦ = art GF	1♦ - (dbl) - 3♣ = invit+, (4)5+♦
1♥ 1♠		5		(10)12+ (3 <sup>rd</sup> seat can be light)	2M = 8-10, 3♣ = 11-12 3M, 3♦ = 6-9 4M 3M = weak, 2NT = 4M, invitational+ 1♥-3♣ = 13-15 unknown void 1♠-3NT = 13-15 unknown void 1♠-3♥ = 6+♥, invit	1M-3♣-3♦ = asking good 5-card suit 1M-3♣-3nt = suggestion 1♥-3♣-3♣ = short ♣ 1♥-3♦-3♣ = asking for shortness 1♠-3♦-3♥ = asking for shortness	1M - (2x) - 3x = 10+, 3M 1M - (2x) - 2NT = 10+, 4M 1M - (2x) - 4x/y = void Transfers after 1M - (dbl) Transfers after (1x) -1M - (dbl)
INT				(14)15-17 (5M and 6m possible)	Stayman, transfer, smolen, 2sp= size ask/clubs 2nt=♦, 3♣ = puppet, 3♦=10 cards m, 3M = (31)(54) 4♣ = hearts, 4♦ = spade, 4M = natural	1nt-2♦-2♥-2♠ = invitational. 5♥, 4♣ 1nt-2♣-2♦/♥-2♠ = unbal invitation with 5♣ 1nt-2♣-2♦-2♥ = weak with both majors 1nt-2♣-2♦-4♣ = 5-5M slammy	Transfer-lebensohl
2♣	x	0		a) (19)20-21nt/25+nt b) GF	2♦ = relay 2M/3m = to play opposite 20-21NT	2♣-2♦, 2M-3M = 1-2 controls 2♣-2♦, 2M-3nt = 3+ controls	2♣ - (2M) - pas = negative - dbl = art GF
2♦	x	2		18-19 bal	2♥=5+ ♠, 2♠ = transfer to 2nt, 2nt=6+♣, 3♣ = 6+♦ 3♦=5-5M GF, 3M=splint 5-4(5)m, 4♣=hearts, 4♦=spades	After transfer 2♠ = 2nt-system on	2♦ - (2M) - dbl = T/O Transfer-lebensohl after overcalls 3♣ = transf to 3nt after interference
2M		(5)6		Weak: ca. (2)4-9	2nt = asking for shortness New suit is only forcing when we are vulnerable		Transfers after 2M - (dbl)
2NT				(21)22-24 balanced	Stayman, transfer, smolen, 3♠ = both minors 4♣ = 5-5 major (SI), 4♦ = pick a major, 4♥ = clubs, 4♠ = diamonds		
3♣		(5)6		Depending on position and vulnerability. Normally around (0)4-9hp, however after a passed hand it can be up to opening strength.	4♦ = ace asking		
3♦		(5)6	4♣ = ace asking				
3♥		6	4♠ = ace asking				
3♠		6	4♠ = ace asking				
3NT	x			1st + 2nd pos: solid 7(8)-card major suit 3.+4. pos: gamble	4♣ = asking for shortness, 4♦ = bid your major 4M = to play	Shortness is shown up the line	
4♣		(6)7		Depending on position and vulnerability. Normally around (2)4-9hp, however after a passed hand it can be up to opening strength.			
4♦							
4♥							
4♠							
4NT	x			Both minors (weak), 6-6+			