

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
Lead directing, at least Hxxxx, Michael's cuebid, Unusual 2NT
Responses:
Majors: 2nt inv+ 4-card support if overcall was on level 1, else it is natural, overcall in the opps' suit 10+ at least 3-card support
Minors: overcall in the opps' suit 10+ at least 3-card support
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15-18, 11-14
System on
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Preemptive = NV: 0-10 V: 5-10
Unusual NT = 5-5 in lowest
Responses: 2nt asking for shortsuits
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Michaels cuebid
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
Multi
2♣=both majors
2♦=(5) 6-card major 6-11
2M= (5) 6-card major 12+
x = penalty
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
T/O Double
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
RD = 10+ and no support to partners suit, no relevant bid

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	4 <sup>th</sup> from H, Xx, MUD, xXxx	4 <sup>th</sup> from H, Xx, MUD, xXxx	
NT	4 <sup>th</sup> from H, Xx, MUD, xXxx	4 <sup>th</sup> from H, Xx, MUD, xXxx	
Subseq	4 <sup>th</sup> from H, Xx, MUD, xXxx	4 <sup>th</sup> from H, Xx, MUD, xXxx	
Other: HxxX, xXxx, xXx, Xx, HxX, HxxXx			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(xx), Ax	AKJ(xx), Ax	
King	Kx, KQx, KQJ	Kx, KQx, KQJ	
Queen	QJx, QJ10, QJ, Qx	QJx, QJ10, QJ, Qx	
Jack	J10, J109, Jx, J10x	J10, J109, Jx, J10x	
10	109x, 10x, 1098, H109x	109x, H109x, 10x, 1098	
9	9x	9x	
Hi-Lo	4 <sup>th</sup> highest or xx (flexible)	4 <sup>th</sup> highest or xx (flexible)	
Lo-Hi	4 <sup>th</sup> highest or xxx(...)	4 <sup>th</sup> highest or xxx(...)	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Low = enc.		Low = enc.
Suit 2			
3			
1	Low = enc.		Low = enc.
NT 2			
3			
Signals (including Trumps):			
Count:			
Attitude:			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Natural			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
T/O, Negative			

W B F CONVENTION CARD
<b>CATEGORY:</b>
NCBO: Denmark
<b>PLAYERS:</b> Christian Zeeberg & Frederik Zeeberg
<b>EVENT:</b> NM Sverige
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
5-card major
15-17 NT
2♦ = Multi
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
<b>SPECIAL FORCING PASS SEQUENCES</b>
<b>IMPORTANT NOTES</b>
<b>PSYCHICS:</b> Rarely

				Andreas Rolf-Larsen & Nikolaj Zeeberg			
OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	x	2	4♥	11-21	2 level WJS in M 4-7, 2♣ = 5+♣, 2♦ = invit and 5+♣, pre-emptive	4 <sup>th</sup> suit GF, XY-sans	
1♦		4	4♥	11-21	2 level WJS in M 4-7 3♣ = invit and 5+, pre-emptive		
1♥		5	4♥	11-21 (Can be weaker in 3 <sup>rd</sup> and 4 <sup>th</sup> pos.)	2NT = inv+, 3♣ = 10-12 3-card sup., 3♦ = 7-9 4-card sup., 2♠ = WJS 4-7	4 <sup>th</sup> suit GF, XY-sans	
1♠		5	4♥	11-21 (Can be weaker in 3 <sup>rd</sup> and 4 <sup>th</sup> pos.)	2NT, 3♣, 3♦ same as 1♥,		
1NT				15-17 bal. Usually not 5-card major	Stayman, Transfer, 2♠ = club transfer or natural invite, 2nt = diamond transfer	1nt-2♠-2nt = min/3♣ = max 1nt-2nt-3♣ = max Hxx in ♦ /3♦ = at least Hxx in ♦	
2♣	x			22+	Relay		
2♦	x	0		Unknown 6-card major 0-7 hp	2♥ = P/C, 2♠ = invit with hearts, 2nt asking 3♣ = transfer to ♣/♦	Answer to 2ut: 3♣/3♦ = max with heart/spade 3♥/3♠ = min. with heart/spade	
2♥ 2♠		(5) 6		Nat 8-10	2NT = asking for shortness		
2NT				20-21 Can be 5-card M/6-card m	Stayman, Transfer		
3♣ 3♦ 3♥ 3♠		(5) 6		Can be unusually weak 1 <sup>st</sup> and 3 <sup>rd</sup> pos. green			
3NT	x	7		AKQxxxx out in a minor Gamble in 3 <sup>rd</sup> or 4 <sup>th</sup> seat	P/C		
4♣ 4♦ 4♥ 4♠		7		Can be unusually weak 1 <sup>st</sup> and 3 <sup>rd</sup> pos. green			
4NT	x			Both minors			
5♣ 5♦ 5♥ 5♠		(7) 8		Can be unusually weak 1 <sup>st</sup> and 3 <sup>rd</sup> pos. green		<b>HIGH LEVEL BIDDING</b>	
						1430RKCB: 5♣ = 1 or 4, 5♦ = 3 or 0, 5♥ = 2 w/o trump Q, 5♠ = 2 with trump Q, Cuebid	