



DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			WBF Convention Card		
OVERCALLS (Style; Responses; ½ Level; Reopening)		OPENING LEADS STYLE					
Aggressive at 1-level may be 4 card suit →unassuming cuebid; fitbids		Lead	In Partners Suit		Category:		
	Suit	4 th from H, 2 nd bad suit	low from odd				
	NT	4 th from H, 2 nd bad suit	low from odd		NCBO:	Denmark	
	Subsequent	Attitude	low from odd		Event:		
	Other :				Players	Camilla Bo Krefeld – Johan Hammelev	
1NT OVERCALL (2 nd / 4 th Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY		
2 nd =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	1 st and 2 nd position:			
	Queen	QJ, QJx, Qx	QJ, QJx, KQ109x, KQJx	Weak NT 11(10)-14 nonvul, 12-14 vul			
	Jack	J10x, Jx, KJ10	J10x, Jx, KJ10, AJ10	15-17 Bal are often opened with 4-card H (suit quality)			
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	109, 10x, K/Q109	109, 10x, A/K/Q109	3 rd and 4 th position:			
Weak after vulnerability and position	9	98x, 9x	H98, 9xx, 98x	1NT=15(14)-17			
2NT=two lowest unbid suits	Hi-x	4 th from H, 2 nd bad suit	4 th from H, 2 nd bad suit	Drury after opening 1 of a major			
2NT (reopening)=19-21→sys on	Lo-x	4 th from H, 2 nd bad suit	4 th from H, 2 nd bad suit	Often light openings in 3 rd 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 strong		
(1M)-2M=5+oM&5+mi→2NT= at least invit	Suit: 1 st	low=enc	low=even	low=even, disc high=odd, disc	2♦= Multi; weak major one-suiter or 22-24 bal or strong with ♦		
(1m)-2m=4+/5+ majors→2NT= at least invit	2 nd	low=even	high=odd				
(1x)-3x=asking for stopper	3 rd	lavinthal	lavinthal		2♥=both majors 4-9 nonvul 6-10 vul		
VS. NT (vs Strong / Weak ; Reopening; PH)	NT: 1 st	low=enc	low=even, oddball	low=even, disc hight=odd, disc	2♠=5+spades & 4+ minor 4-9 nv 6-10 vul		
2♣=majors, 2♦=major one-suiter; 2♥/♠=5+&4+minor	2 nd	low=even	high=odd, oddball		Michaels Q-bid		
2NT=minors or GF with two-suiter	3 rd	lavinthal	lavinthal		3♦=1 st & 2 nd =Solid ♦ or ♣ ; else natural		
PH: D=onesuiter, 2x=twosuiter	Signals (Trump): Eco=looking for ruff			3NT=1 st & 2 nd =Solid major; else gamble			
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT-bids)	DOUBLES			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						
	1x-(1NT)-2x-DBL=invit						
VS. ARTIFICIAL STRONG OPENINGS							
1x=natural; 1nt=♦/♠ or ♣/♥							
2x=one-suiter (x) or 2-suiter x+1/x+2				SPECIAL, ARTIFICIAL AND COMPETITIVE DBL:s / RDBL:s			
	DBL/RDBL in 5 th position=15-17 bal or similar			IMPORTANT NOTES THAT DON´T FIT ELSEWHERE			
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								
Ope ning	Tick if Art	Min.	Neg Dbl thru	Description	Responses	Subsequent Auction	Passed Hand Bidding and enemy interference	
1♣		3	3♣	11+ May be 3 card if bad 4-card M	Splint 10+, 2♣= 4-7, 3♣=pre 1NT=support 8-9, 2NT=support 10+,	After all 1-level openings: 1x-1y-3x=6+i x og 3 y invit 1x-1y-2NT=good support or max 2y, invit+ 4.FSF, Revised checkback, LFT	After 1M-opening in 3rd and 4th position: 2♣=support 8+ 2nt=clubs 3new=splint 8-11	
1♦		4 (3)	3♣	Natural 11+	Splint 10+, 2♦= 4-7, 3♦=pre 2NT=support 10+,			
1♥		4	3♣	Natural 11+	3♥=pre; 2nt=4+♥ 9+; 3♣=4+♥ 6-9 3♠=10- unknown void, 3NT/4♣/♦=10+ void..			
1♠		5(4)	3♥	Natural 11+	3♠=pre; 2nt=4+♠ 9+; 3♣=4+♠ 6-9 3NT=10- unknown void, 4/♣/♦/♥=10+ void			1♠-1nt-2♣=art. gameinvit+ or natural
1nt			3X	1 st and 2 nd position: nonvul=11(10)-14 ; vul=12-14 3 rd and 4th position: 15(14)-17	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	After enemy interference in 2nd position q-bid= support 8+ 1x-(1/2Y or DBL)-3x=pre 1x- (DBL)-3y=pre 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 ♦		After enemy interference in 4th position D= 15-17 nt or similar
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 nonforcing; 3♥/♠=pre if a)			
2♥	√	4		4+♥ & 4+♠, 4-9 nonvul, 6-10 vul.	2NT= at least inv, 3♣/♦=nat. nonf; 3♥/♠=pre			
2♠		5		5+♠ & 4+♣/♦,4-9 nonvul, 6-10 vul	2NT=at least inv, 3♣=P/C, 3♦=♥; 3♥=♦;3♠=pre			
2nt			3X	20-21 Bal. may be 5 card M	3♣: Staymanish 3♦/♥/♠/4♣/♦/♥/♠=transfer, 4♠=5-5 minors		Lebensohl if enemy doubled in 2M	
3♣		6		Pre 2-3½-4½	Major= natural, new minor=cuebid			
3♦		0		1 st & 2 nd =Solid minor; else natural	4mi=P/C			
3♥/♠		6		Pre 2-3½-4½	Major=natural, minor=cuebid			
3nt	√			1 st & 2 nd =Solid major; else gamble	4♣=trf			
4♣/♦		7 7		Pre 2-3½-4½	Major= natural, minor=cuebid			
4♥/♠		7		Pre 2-3½-4½	New suit=cuebid			
4ut				Both minors				
SLAM BIDDING								
Cuebids italian style. , RKCB1430; Exclusion Blackwood1430; Gerber; Splinterbids; Often quantitative 4NT; DEPO								