

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Aggressive (can be only four cards)
Sound on the 2-level
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd hand: 15-18
Responses: system on
4 th hand: 11-14
Responses: system on
JUMP OVERCALLS (Style; Responses; Unusual NT)
2NT = 5-5 in the two lowest
Over short 1C openings → 2D=5-5M
Reopen:
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
1M-2M : 5-5 other major and a minor
1m-2m : 5-5 majors
(1x)-3x : asking for stopper
VS. NT (vs. Strong/Weak; Reopening;PH)
DBL: PENALTY
2♣ = Both majors, 2♦ = 1 Major (bad overcall)
2M = natural (good overcall)
2nt = (5)6m and 4♥
3♣ = (5)6♣ and 4♠, 3♦ =(5)6♦ and 4♠
DBL by passed hand = 5+m and 4M
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
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
OVER OPPONENTS' TAKEOUT DOUBLE
RD = 10+
Transfer when opponents double our 1M-opening
Transfers after negative double

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	1.3.5 (std from honours)	1.3.5	
NT	4 th MUD	4 th MUD	
Subseq	2 nd 4 th through declarer (with attitude)		
Other: Attitude after the lead			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Ax, AKx(+)	Same	
King	AK, Kx, KQ(+)	Same, AKJT _x	
Queen	Qx, QJ(+)	Same, KQT9 _x	
Jack	Jx, J10(+), KJ10	Same	
10	10x, K109, 109(+), HH109(+)	Same	
9	9x	Same	
Hi-X	even	xXxx, xX _x	
Lo-X	Odd	HxxX, HxX	
SIGNALS IN ORDER OF PRIORITY			
	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			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Aggressive and depending on shape			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support doubles (not forced)			
Support redoubles (not forced)			
Lightner			

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

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.D BL. THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	x	2		(10)12+ (Only two with 4432)	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) = renonce 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 rd 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, we upgrade frequently) (With 5cM and 16-17 we usually open 1M)	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 - transfer-leb
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 to 2♣ = 2nt-system on	2♦ – (2M) – dbl = T/O Transfer-lebensohl after overcalls 3♠= transf to 3nt after interference
2M		(5)6		Weak: ca. (0)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+		HIGH LEVEL BIDDING: RKCB 1430, Voidwood 0314, D0P1, R0P1, PUdL	