

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Aggressive and lead directive on 1-level. Sound on other levels
Approximately 8-16hcp, most often 5+-card suit.
4 th hand overcalls can be weak if short in opening suit
Responses: New suit F1 (10+hcp 5+-cards if major)
1nt = natural. Cuebid = good raise.
Doubles are most often take-out
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd seat: (14)15-18hcp most often balanced
4 th seat: 11-14hcp
Responses: Stayman/transfer
JUMP OVERCALLS (Style; Responses; Unusual NT)
Aggressive, 2-3-4 rule. Depends very much on vul and position
2NT=2 lowest unbid suits, 5-5 (preemptive OR strong)
Reopen: 11-15hcp and a good 6-card suit
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
(1ma) 2ma = 5 other major + a minor (“preemptive” or strong)
(1mi) 2mi = 5-5major (“preemptive” or strong) (2nt enquiry)
(1x)-3x= asking for stopper for 3nt
Reopening: constructive two suiter (same as above)
VS. NT (vs. Strong/Weak; Reopening;PH)
X = strength (13hcp+/15hcp+) 2C = majors 2D = good/bad multi
2ma = constructive 5+card suit 2nt = minors/strong two suiter.
Reopening = same as above
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Doubles: T/O. Lebensohl
Cuebid on 3-level asks for stopper 4M cue = minor 4m cue = majors
2nt = 15-18. 3nt = because it looks right
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
X = majors NT = minors. Relatively weak, lead directive overcalls
OVER OPPONENTS’ TAKEOUT DOUBLE
RD = (9)10+hcp “balanced” hand (often short in open suit)
After 1x (D) RD we have one combined T/O double.
Other bids are natural, F1

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner’s Suit	
Suit	Attitude, 4.highest	Attitude, 4.highest	
NT	Attitude, 4.highest	Attitude, 4.highest	
Subseq	Attitude, 4.highest	Attitude, 4.highest	
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK(x), Ax	AK(x), Ax	
King	AK(x), Kx, KQ(x)	AK(x), Kx, KQ(x)	
Queen	Qx, QJ(x)	Qx, QJ(x)	
Jack	Jx, JT(x), KJT(x)	Jx, JT(x), KJT(x)	
10	HTx, HT9(x), Tx	HTx, HT9(x), Tx	
9	9x	9x	
Hi-x	Xx	Xx	
Lo-x	xXx(x), HxxX(x), HxX	xXx(x), HxxX(x), HxX	
SIGNALS IN ORDER OF PRIORITY			
	Partner’s Lead	Declarer’s Lead	Discarding
1	Low=Enc	Low=Enc	Low = Enc
Suit 2	-	-	-
3	-	-	-
1	Low=Enc	Low=Enc	Low = Enc
NT 2	-	-	-
3	-	-	-
Signals (including Trumps):			
UDCA (Low-high=enc. Low-Hi=Even) S/P = Lavinthal.			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Aggressive. Can have diamonds + other major.			
Reopen: Aggressive with shortness, can be offshape			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support doubles/redoubles after 1ma response and overcall < 2ma.			
Lightner doubles Actiondoubles. 1N (D) RD = RUN.			
Double of 2C stayman and transfers shows general strength on weak NT			
Double of fit showing bids (like Bergen raise) are T/O of the shown suit.			

W B F CONVENTION CARD
CATEGORY: Green
NCBO: DENMARK
PLAYERS: Tilde Thorsen & Maria Dam Mortensen
5/2-13
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
4 Card Major
1NT=15-17
Response:
2-1=10+
1NT=(5)6-9
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
PSYCHICS: Rare, although we often have less hcp than shown

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		4	7♥	(10+)12+hcp	Weak jump shift	2nt asking on WJS. 1m-1M-2M-2N=invite with 4M 1m-1M-2M- newsuit: "natural F1"	
1♦		4	7♥	(10+)12+hcp	1mi – 3x = splinter GF		
1♥		4	7♦	(10+)12+hcp	1M-1N = 6-9 any 1M-2M = 6-9 3+M	1M - 2N, 3♣ = 12-15, 3♦ = 16-18, 3♥=19+ 3♣=void♣ , 3N = void ♦, 4♣= void ♠	
1♠		4	7♥	(10+)12+hcp	1M – 2N = 4M GF 1M – 3N/4m= void 1M – 3♠/N = unknown single	4M = subminimum, "no aces" 1M – 2N, 3♣ – 3♦= asking shortness answ: no, ♣-♦-oM, 3♥/♠/N = short ♣-♦-oM. 4x = good suit, 4M = to play 1M – 2N, 3♦ – 3♥= no short 3♣/N/4♣ = short ♣-♦-oM.	
1 NT		2	7♥	(14)15-17, Maybe 5422 or 6322 May have 5c M	Stayman/transfer, 2♠=minors 3x = slammy.		
2♣	X	0	7♥	GF ♠/♥/♣/N or 22-24 "bal"	2♦= relay		
2♦		5	%	3-10hcp	2NT=asking New suit F1	2♦ – 2N responses: 3♣ =min, 3♦ = min with a "good" suit 3♥ = max, 3♠ = max with a "good" suit	
2♥		5	%	3-10hcp	2NT=asking New suit F1		
2♠		5	%	3-10hcp	2NT=asking New suit F1		
2NT		2 (1)	7♥	20-21	Stayman, Transfer		
3♣		5	%	Aggressive pre-empt	New suit forcing	On new suit 3NT is "relay"	
3♦		5	%	Aggressive pre-empt	New suit forcing	On new suit 3NT is "relay"	
3♥		5	%	Aggressive pre-empt	New suit forcing	On new suit 3NT is "relay"	
3♠		6	%	Depends on pos and vul	New suit forcing		
3NT	X		%	Solid minor	♣ = P/C		
4♣		6	%	Depends on pos and vul	4ma = nat		
4♦		6	%	Depends on pos and vul			
4♥		6	%	Depends on pos and vul			
4♠		6	%	Depends on pos and vul			
4NT							
5♣		7	%			HIGH LEVEL BIDDING	
5♦		7	%			RKCB 1430, Cuebids, Splinter, Voidwood	
5♥							
5♠							