

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Aggressive and lead directive on 1-level. Sound on other levels
4 th hand overcalls can be weak if short in opening suit
Responses: New suit F1 (10+hcp 5+-cards if major)
1nt = natural.
Doubles are most often take out.
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18hcp most often balanced
Responses: Stayman/transfer
JUMP OVERCALLS (Style; Responses; Unusual NT)
Aggressive. Depends very much on vul and position
2NT=2 lowest unbid suits, 5-5.
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
(1ma) 2ma = 5-5 to highest
(1mi) 2mi = 5-5 to highest
(1x)-3x= asking for stopper
VS. NT (vs. Strong/Weak; Reopening;PH)
X = strength (13hcp+)
2C = 5-4 majors
2x = natural
2nt = 5-5 minors
Reopening = same as above
Passed hand = always "strong-system"
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Doubles are aggressive.
Lebensohl on two-openings
2nt = 15-18. 3nt = because it looks right
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
X = majors
NT = minors
OVER OPPONENTS' TAKEOUT DOUBLE
RD = (9)10+hcp most often without fit
Other bids are natural, F1

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4. highest, MUD	Do.	
NT	Do.	Do.	
Subseq	Do.	Do	
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK(x), Ax	AK(x), Ax	
King	AK, Kx, KQ(x)	Kx, KQ(x)	
Queen	Qx, QJ(x)	Qx, QJ(x), AQJ(x)	
Jack	Jx, JT(x), KJT(x)	Jx, JT(x), KJT(x), AJT(x)	
10	HT9(x), T9x, Tx	HT9(x), 109x, Tx	
9	9x, 98xx	9x, 98xx	
Hi-x	Xx, xXxx, Xxxx	Xx, xXxx, Xxxx	
Lo-x	HxxX(x), HxX, xXx	HxxX(x), HxX, xXx	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Low=Enc	Hi-Low= Odd	Low-Hi = enc.
Suit 2	-	-	Hi-Low = Odd
3	-	-	-
1	Low=Enc	Hi-Low= Odd	Low-Hi = enc
NT 2	-	-	Hi-Low= Odd
3	-	-	-
Signals (including Trumps):			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Aggressive.			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Lightner doubles, competitive doubles			

W B F CONVENTION CARD
CATEGORY:
NCBO: DENMARK
PLAYERS: Signe Buus Thomsen & Rasmus Rask Jepsen
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5542
1NT=15-17
Responses:
2-1=(9)10+
1NT=(5)6-9 or 5-7 + 3M
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♦ multi, weak M or GF diamond or 25-27NT
Bergen raises
SPECIAL FORCING PASS SEQUENCES
After 5x pre-empts. After 2C opening. After double of 1NT
After RD on 1x opening.
IMPORTANT NOTES
If we have a fit in major 3nt is "always" slamconventional.
Single A and K will often not be shown as single
PSYCHICS: Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU					
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING	
1♣		2	4♥	Nat./12-14NT/18-19NT Can have 5♦ if balanced	WJS, walsh 1mi – 2mi = 8-10 hcp 1C – 2D/1D-3C = 11+hcp and fit 1mi – 3mi = 5-8points 5+card suit	2nt asking on WJS. After 1C - 2D, 3C is always NF. 1m-1M-2M-2N=invite with 4M 1m-1M-2M- newsuit=5M trialbid		
1♦		(4)5	4♥	(10)12+ always unbal	1mi – 3M = weak			
1♥		5	4♦	(10)12+	1M-1N = 6-9 any or 5-7 and 3M 1M-2M = 8-10 3M, 1M – 2N = 4M GF	1M - 2N, 3C = min, 3D = 15+ no shortness 3H/S/N = extra, shortness C-D-oM 4x = Good 5-card suit		
1♠		5	4♥	(10)12+	1M - 3C = 8-11 4M 1M - 3D= 11-12(13) 3M 1M – 3M = 3-7 4M 1M – 4X = 8-11 4M void X 1H – 3S = 8-11 4H any single 1S – 3NT = 8-11 4S any single	4M = subminimum 6M 1M – 2N, 3C – 3D= asking shortness answ: C-D-oM, 3H/S/N = short C-D-oM. 4x = good suit, 4M = to play 1M – 2N, 3D – 3H= no short 3S/N/4C = short C-D-oM. 4x = good 5-card suit 4M = subminimum, no aces		
1 NT				(14)15-17 5M and 6m possible (can be semi balanced)	Stayman/transfer, 2♠=minors GF 3C = 5-card major stayman 3D,H,S = slammy.			
2♣	X	0		a) 20-21NT b) 22+ / 8½tricks	2D= relay			
2♦	X			a) 0-7hcp and 5-6 ♥/♠ b) 25-27NT c) GF with diamonds	2NT=asking 3m to play			
2♥		6		(7)8-10hcp	2NT=asking, new suit F1			
2♠		6		(7)8-10hcp	2NT=asking, new suit F1			
2NT				22-24NT	Stayman, transfer, 3S=minors	After accept of trf new suit = cuebid and slammy		
3♣		6		Pre	New suit forcing			
3♦		6		Pre	New suit forcing			
3♥		(6)7		Pre	New suit forcing			
3♠		(6)7		Pre	New suit forcing			
3NT	X			1 st and 2 nd seat: Solid minor. 3 rd and 4 th seat: gamble	C = P/C			
4♣		(7)8		Depends on pos and vul	4ma = to play			
4♦		(7)8		Depends on pos and vul	4ma = to play			
4♥		(7)8		Depends on pos and vul	New suit cuebid			
4♠		(7)8		Depends on pos and vul	New suit cuebid			
4NT	X			Specific aces	5♣:0; 5♥♠NT: ♦♥♠♣A; 6♣:♣+♠/♦+♥A; 6♦:♣+♦/♥+♠			
5x		8			New suit cuebid	HIGH LEVEL BIDDING		
							RKCB 1430, Cuebids, Splinter,	