

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
Aggressive on 1 <sup>st</sup> level, more solid on 2 <sup>nd</sup> level+.
Useful space principle (USP) applies in general, while 2NT shows 4-fit after 1M.
Fit bids.
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
Usually 15-18HCP, but 11-14/16 when balancing.
Our usual INT system is on.
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Preemptive
Reopen:
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
(1m)-2m=5-5M. (1M)-2M=5oM-5C, (1M)-3C=5oM+5D
(2M)-4m=leaping Michaels
(1M)-3M asks for stopper.
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
D=14+HCP, 2♣=both major, 2♦=one major
2M=5M and 4m.
When balancing on weak 1nt: Good-Bad.
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
D=takeout
(2/3M)-4m=(leaping) Michaels 5m+5oM.
(2M)-3M asks for stopper.
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
D=Majors, NT=minor – but usually only in 2 <sup>nd</sup> position.
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
1M-(D)-?=transfers from 1NT. 3M usually 5-8 with 4-support.

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	2 <sup>nd</sup> /4 <sup>th</sup>	2 <sup>nd</sup> /4 <sup>th</sup>	
NT	2 <sup>nd</sup> /4 <sup>th</sup>	2 <sup>nd</sup> /4 <sup>th</sup>	
Subseq	ATT	ATT	
Other: When a suit is bid and supported: ATT.			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AKx, Ax	AKx, Ax	
King	AK, KQx	AK, KQx	
Queen	QJx	QJx	
Jack	AJT, KJT, JT <sub>x</sub> , J <sub>x</sub>	AJT, KJT, JT <sub>x</sub> , J <sub>x</sub>	
10	HT9, Tx, T9 <sub>x</sub>	HT9, Tx, T9 <sub>x</sub>	
9	H9 <sub>x</sub> ,	H9 <sub>x</sub> ,	
Hi-X	xSx, xxxSx, HxxSx	xSx, xxxSx, HxxSx	
Lo-X	xS, xxxS, HxxS	xS, xxxS, HxxS	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Low=ENC	Suit preference/count	Suit preference
Suit 2	Hi=odd/Lo=even	Hi=odd/Lo=even	Suit preference
3			
1	Low=ENC	Suit preference	Suit preference
NT 2	Hi=odd/Lo=even	Hi=odd/Lo=even	Suit preference
3			
Signals (including Trumps):			
Most signals are for suit preference - including trumps.			
NB: signals at trick two are SP, unless COUNT is very urgent.			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Most D are takeout - unless we have supported or are in a forcing sequence.			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
3-card support double after 1♦-1M-(D) or 1♥-1♠-(D)			
COMP D			
When we have supported partner, and opp. bids our suit, then D denies H.			
D after 1♣-(?)-? is artificial but FG			
RD when partner overcalls on 1 <sup>st</sup> level shows Hx(x).			

W B F CONVENTION CARD
<b>CATEGORY: Blue</b>
<b>NCBO:</b>
<b>PLAYERS: Mikkel M. Larsen, Sejr A. H. Jensen</b>
<b>EVENT Open</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
Strong club (artificial responses, all FG except 1♦)
1NT openings: 12-15 green and 13-15 red.
Rubensohl when disturbed.
We bid aggressively when green, in particular vs. red
3 <sup>rd</sup> hand openings may be lighter and shorter than usual and sometimes just for the lead.
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
1♣=16+HCP
1♦ = 4+♦, 11-15HCP, unbalanced.
2♦ Multi
2M=Green: 5M-5m Red: 6M-4m
2NT=5-5m
3NT=solid minor
<b>SPECIAL FORCING PASS SEQUENCES</b>
1♣-(1 of a suit) is forcing 1-round
1♣-(2 of a suit artificial – like e.g. bahama style) forcing 1round
(1NT)-D creates forcing sequence beneath 2♣
<b>IMPORTANT NOTES</b>
<b>PSYCHICS:</b> Not frequent. Usually 3 <sup>rd</sup> hand. Opening or based on good fit to partners limited opening, so we can stand the heat.

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	x			16+HCP any distr.	1♦=0-7(8) HCP, almost any distr. 1♥=5+♠ OR 13+BAL. 1♠=5+unknwn minor OR 4441 any 1N=5+♥ 12+HCP, 2♣=5+♥, 8-11HCP 2♦=9-12 BAL 2♥/♠=12+ 6+ ♦/♣ 2NT=6-5majors, 4-7. 3♣=Solid suit 3♦/♥= 7+♥/♠, two top-honours (not AK). 3♠/4♣/♦/♥=Transfer, weak 8-suiter	Usually, lowest bid=relay.	
1♦	(x)	2		4+♦, 11-15HCP,			
1♥		5(4)		5♥ or 4414, 10+-15 HCP	1NT=GF relay. Transfers, 3M=5-8ish, splinters,	Romex	
1♠		5		5♠ 10+-15 HCP	4m=void. 3m=natural preemptive.		
INT				Green: 12-15 HCP, (semi)BAL Red: 13-15HCP (semi)BAL	NF. Stayman, Transfers (2♦-2NT), S.A.Texas, 3♣/♦=minors and weak/GF. 3M=GF 4M.		
				(5431,6322,4441 may occur)			
2♣		5(6)		10-15HCP 6♣ or 4M5♣	2♦=invitational+ relay, 2M=5+ non forcing		
2♦		0		Weak Multi: 6(5)M			
2♥	x	5		Green: 5+♥-5+m, Red: 6+♥-4+m	2NT asking for distribution, m=P/C.		
2♠	x	5		Green: 5+♠-5+m, Red: 6+♠-4+m			
2NT	x			Weak 5+-5+minors	m=to play. 3♥=asking for M-distribution, 3♠=relay with some minor and invit+.		
3♣		6			4♦ asking for aces		
3♦		6			4♣ asking for aces		
3♥		6			4♣ asking for aces		
3♠		6			4♣ asking for aces		
3NT				1./2. hand: Solid minor	m=P/C		
4♣		7					
4♦		7					
4♥		7					
4♠		7					
4NT	x			Specific aces			
5♣		8				<b>HIGH LEVEL BIDDING</b>	
5♦		8				1430, Cue, void splinters, Voidwood only on 5 <sup>th</sup> level	
5♥		8				Pass	
5♠		8					