

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Aggressive
Response=Transfer responses (USP) , jumps normal splint inv,2NT over 1M=4card support inv+
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd . 15-18 – NT system on
4 th . 10-14 – NT-system on.
Jump to 2NT in 4 th pos. = 18-20, 2NT system on.
JUMP OVERCALLS (Style; Responses; Unusual NT)
Preemptive, 2NT=5-5 lowest suits
Reopen: Jumps tends to be opening hand
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
1Maj-2Maj=5-5 Other major+unknown minor
1min-2min=5-5 in majors, 1x-2NT=5-5 lowest unbid
1x-3x=Ask for stopper. If 1x=2+ then 3x=natural
VS. NT (vs. Strong/Weak; Reopening;PH)
2C=Majors
2D=Multi (not strong)
2H/S=Better than multi
2NT=Good pre-empt in minor
3x=preempt
DBL=Points
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
3m-4m=5-5 Majors
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
DBL=Maj., NT=minors
OVER OPPONENTS' TAKEOUT DOUBLE
RD=9+, over 1M-DBL Transfers from 1NT

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	1.3.5	1.3.5	
NT	1.3.5	1.3.5	
Subseq	2.4. thru declarer	2.4. thru declarer	
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(x)	AKx(x)	
King	AK, KQ (x)	KQ(x), (AKJT)	
Queen	QJ(x)	QJ(x), (KQT9)	
Jack	JT(x)	JT(x), AQJ(x)	
10	HHT, T9(x), Tx	HHT,T9(x), Tx	
9	HT9,9x	HT9, 9x	
Hi-X	xx	xx	
Lo-X	Xxx, Hxx	Hxx	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Low=Enc.	Count (Low=even)	Low=Enc.
Suit 2	Count		High=Disc.
3	High=SuitP.		
1	Low=Enc.	Count (Low=even)	Low=Enc.
NT 2	Count		High=Disc.
3	High=SuitP.		
Signals (including Trumps): Special Smith peters vs. NT Note 7			
Special count in trick one when needed (Low from xx, xxxxx)			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Normal, Cue=Forcing until fit found or NT bid			
Same in reopening			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Almost all doubles are T/O.			
Neg.Dobles. High-LowDoubles on simple bid from opponent (note 3)			

W B F CONVENTION CARD
CATEGORY: i.e. Green / Blue / Red / HUM / Brown Sticker:
NCBO:
PLAYERS: Klaus Adamsen – Dennis Koch-Palmund
EVENT (Senior)
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Natural 5-card major
1D=4+, 1C=2+
2 over 1 Gameforce
12-14 NT openings except 3. Pos red vs green
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2C=Weak D. or any strong
2D=Multi – Weak 2H/S (always min. if S)
2H=5-3-3-2 11-14 HCP (weak NT with 5H)
2S=8-10 6-card
3NT=Solid minor
Defense
1Maj-2Maj=5-5 Other major+unknown minor
1min-2min=5-5 in majors
1x – 2NT=5-5 lowest unbid
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
All intervals can vary by judgement
PSYCHICS:

Note 1: 1H-1NT

2C=Nat or 16+

Responses 2D=max 8-9, 2H=weak raise 3 hearts, 2SP=Both minors, 2NT=9-11

2D/H=Nat. max 16

2S=Invit 5H+4S

2NT=5H+5C inv.+

3C=5H+5D inv +

3D=GF with 6H (NT responder choose between NT or H)

3H=Invit

3S=6H+5S

Note 2: 1S-1NT

2C=Nat or 16+

Responses 2D=max 8-9, 2H=5H max 8-9, 2SP=Weak with 3S, 2NT=9-11 5H

2D/H/S=Nat. max 16

2NT=5S+5C inv.+

3C=5S+5D inv +

3D=5S+5H inv +

3H=GF with 6S (NT responder choose between NT or S)

3S=Invit

Note 3: High-low doubles

Over simple bid bid on 2 level is natural NF, singlejump=Nat. invit

Exceptions:

1C-1D (No high-low)

1m-1D/H – 2S = weak jump

Note 4: After a weak jump 2H/2S

2NT=Ask bid – Responses 3C,3D,3other M = short.

Note 5: After a preempt 4 minor is ask bid in thaSt suit. (Trelde ask bids)

Responses:

1 Step= No control

2 Step= Control + 0 aces (5 aces)

3 Step=Control + 1 ace

4 Step=Control + 2 aces

5 Step=Void + 0 aces

And so on!

Note 6: 1NT-DBL (penalty)

RD= Clubs + higher suit

2C=Nat. or 2 suits without C – typically D+a major

2D=Nat. or Majors

Opener treat 2C/D as natural until proven wrong

This concept is also used by opener

Note 7: Smith peters vs NT

High from leader=Find something else, High from responder=YES. Low from both is neutral.

Defense against Multi

Defense is on if 2D shows one weak major.

2. pos

a/	DBL =	12-15 Bal. Or strong.
	2NT =	15-18 bal. 2NT-system on
b/	Simple bid =	Natural not weak
c/	3H/S	Preemptive
d/	4C =	5-5 i H + minor (GameForce)
d/	4D =	5-5 i S + minor (GameForce)

ad a/

2D - DBL – PAS/RD –	2M =	Naturlig
	2NT =	Lebensohl → weak with C/D. Inv.H/S or GF with no M
	3C =	Natural with some points – not forcing
	3D =	GF – often looking for 4-4 fit in M
	3H/S =	GF 5+ in bid suit

2D - DBL – 2H/S - DBL =	two-way if corr. Penalty if own suit.
2S =	naturlig NF
2NT =	Lebensohl to play 3C/D – or GF with no M
3m =	Natural invit.
3M =	GF 5+ in bid suit also overbid 2H/3H and 2S/3S

2D - DBL – 2/3NT - DBL =	Points
Bid =	Natural – in principle forcing

2D - DBL – 3C/D - DBL =	Penalty
Bid =	Natural GF

2D - DBL – 3H/S - DBL =	Two-way if corr.
Bid =	Natural GF
Cue =	slamgoing

ad/b

2D - Bid.

After 2M other M is cue. If opponent bids Dbl is points.

After 3m the bidding is natural, however 2D – 3m, 3H – 3S – like last train for 3NT

4NT = RKCB.

If bidding goes 2D – 2H – 2S - PAS, PAS – then DBL is T/O. Lebensohl is on.

ad/c

2D - 3 major – Preemptive. We can preempt against preempt.
4 m is natural and GF

3/4 in opposite M is good raise.

ad/d

2D - 4m

GF. 4C = 5H and 5 in unknown minor – 4D=5S and 5 in unknown minor.

5m is pass/correct – 4 in opposite major is slamtry in major

4NT = RKCB – with M set as trump.

5NT = bid your minor.

4. pos

Nothing special – Dbl of major is two-way – 2NT natural.

6. hånd

After 2D – P – 3H – P

P 3S = 4S and longer minor – values about small opening (Fredin)

DBL in 6.pos is normaly 4441 hand with single in a major (opponents) this is the hand that you can't bid in 2. pos.