



<b>DEFENSIVE AND COMPETITIVE BIDDING</b>	<b>LEADS AND SIGNALS</b>				<b>WBF Convention Card</b>		
<b>OVERCALLS ( Style; Responses; ½ Level; Reopening )</b>	<b>OPENING LEADS STYLE</b>				Category: NCBO: Denmark Event: Players: Camilla Bo Krefeld – Johan Hammelev		
Aggressive at 1-level may be 4 card suit →unassuming cuebid; fitbids		Lead	In Partners Suit				
	Suit	4 <sup>th</sup> from H, 2 <sup>nd</sup> bad suit	low from odd				
	NT	4 <sup>th</sup> from H, 2 <sup>nd</sup> bad suit	low from odd				
	Subsequent	Attitude	low from odd				
	Other :						
<b>1NT OVERCALL ( 2<sup>nd</sup> / 4<sup>th</sup> Live; Responses; Reopening )</b>	<b>LEADS</b>				<b>SYSTEM SUMMARY</b>		
2 <sup>nd</sup> =15-18 → sys on	Lead	Vs. Suit	Vs. NT		<b>GENERAL APPROACH AND STYLE</b>		
Reopening=11-14 → sys on	Ace	AKx	AK		Acol		
Live =15-18 → 2 opening suit=art	King	KQ, KQx, Kx, AK	KQ, KQx, Kx, AKJxx		1 <sup>st</sup> and 2 <sup>nd</sup> position: Weak NT 11(10)-14 nonvul, 12-14 vul 15-17 Bal are often opened with 4-card H (suit quality)		
	Queen	QJ, QJx, Qx	QJ, QJx, KQ109x, KQJx				
	Jack	J10x, Jx, KJ10	J10x, Jx, KJ10, AJ10				
<b>JUMP OVERCALLS ( Style; Responses; Unusual NT )</b>	10	109, 10x, K/Q109	109, 10x, A/K/Q109		3 <sup>rd</sup> and 4 <sup>th</sup> position: 1NT=15(14)-17 Drury after opening 1 of a major		
Weak after vulnerability and position	9	98x, 9x	H98, 9xx, 98x		Often light openings in 3 <sup>rd</sup> hand		
2NT=two lowest unbid suits	Hi-x	4 <sup>th</sup> from H, 2 <sup>nd</sup> bad suit	4 <sup>th</sup> from H, 2 <sup>nd</sup> bad suit		<b>SPECIAL BIDS THAT MAY REQUIRE DEFENCE</b>		
2NT (reopening)=19-21→sys on	Lo-x	4 <sup>th</sup> from H, 2 <sup>nd</sup> bad suit	4 <sup>th</sup> from H, 2 <sup>nd</sup> bad suit		2♣=weak with ♦ or 18-19 bal or strong		
	<b>SIGNALS IN ORDER OF PRIORITY</b>						
<b>DIRECT AND JUMP CUE BIDS ( Style; Responses; Reopen )</b>		Partners Lead	Declarer´s Lead	Discarding			
(1M)-2M=5+oM&5+mi→2NT= at least invit	Suit: 1 <sup>st</sup>	low=enc	low=even	low=even, disc	2♦= Multi; weak major one-suiter or 22-24 bal or strong with ♦		
(1m)-2m=4+/5+ majors→2NT= at least invit	2 <sup>nd</sup>	low=even	high=odd	high=odd, disc			
(1x)-3x=asking for stopper	3 <sup>rd</sup>	lavinthal	lavinthal		2♥=both majors 4-9 nonvul 6-10 vul		
VS. NT ( vs Strong / Weak ; Reopening; PH )	NT: 1 <sup>st</sup>	low=enc	low=even, oddball	low=even, disc	2♠=5+spades & 4+ minor 4-9 nv 6-10 vul		
2♣=majors, 2♦=major one-suiter; 2♥/♠=5+&4+minor	2 <sup>nd</sup>	low=even	high=odd, oddball	high=odd, disc	Michaels Q-bid		
2NT=minors or GF with two-suiter	3 <sup>rd</sup>	lavinthal	lavinthal		3♦=1 <sup>st</sup> & 2 <sup>nd</sup> =Solid ♦ or ♣ ; else natural		
PH: D=onesuiter, 2x=twosuiter	Signals (Trump): Eco=looking for ruff				3NT=1 <sup>st</sup> & 2 <sup>nd</sup> =Solid major; else gamble		
<b>VS. PREEMPTS ( Doubles; Cue-bids; Jumps; NT-bids )</b>	<b>DOUBLES</b>				<b>SPECIAL FORCING PASS SEQUENCES</b>		
(2M)-3M=asking for stopper	TAKEOUT DOUBLES ( Style; Responses; Reopening )						
(2/3M)-4mi=5+oM&5+mi	May be light with ideal shape						
	1x-(1NT)-2x-DBL=invit						
<b>VS. ARTIFICIAL STRONG OPENINGS</b>							
1x=natural; 1nt=♦/♠ or ♣/♥							
2x=one-suiter (x) or 2-suiter x+1/x+2	SPECIAL, ARTIFICIAL AND COMPETITIVE DBL:s / RDBL:s				<b>IMPORTANT NOTES THAT DON´T FIT ELSEWHERE</b>		
	DBL/RDBL in 5 <sup>th</sup> position=15-17 bal or similar						
<b>OVER OPPONENTS` TAKE OUT DOUBLE</b>	1mi-(1H)-D=4 card spades; Negative doubles through 3 spades						
Ostot, Pas may be 10+ bal., new suit at 1-level=F							

**OPENING BID DESCRIPTIONS**

Opening	Tick if Art	Min.	Neg Dbl thru	Description	Responses	Subsequent Auction	Passed Hand Bidding and enemy interference
1♣		3	3♣	11+ May be 3 card if bad 4-card M	Splint 10+, 2♣= 4-7, 3♣=pre 1NT=support 8-9, 2NT=support 10+,	<b>After all 1-level openings:</b> 1x-1y-3x=6+i x og 3 y invit 1x-1y-2NT=good support or max 2y, invit+ 4.FSF, Revised checkback, LFT	<b>After 1M-opening in 3<sup>rd</sup> and 4<sup>th</sup> position:</b> 2♣=support 8+ 2nt=clubs 3new=splint 8-11
1♦		4 (3)	Natural 11+	Splint 10+, 2♦= 4-7, 3♦=pre 2NT=support 10+,			
1♥		4	3♣	Natural 11+	3♥=pre; 2nt=4+♥ 9+; 3♣=4+♥ 6-9 3♠=10- unknown void, 3NT/4♣/♦=10+ void..		
1♠		5(4)	3♥	Natural 11+	3♠=pre; 2nt=4+♠ 9+; 3♣=4+♠ 6-9 3NT=10- unknown void, 4♣/♦/♥=10+ void	1♠-1nt-2♣=art. gameinvit+ or natural	
1nt			3X	1 <sup>st</sup> and 2 <sup>nd</sup> position: nonvul=11(10)-14 ; vul=12-14  3 <sup>rd</sup> and 4 <sup>th</sup> position: 15(14)-17	2♣ = nf Stay, 2♦/♥=trf (normally at least 4-cards) 2♠ = both minors invit+ or bal. invit 2NT = minor one-suiter weak or slamish 3♣/♦ = Natural, inv. 3♥/♠ = pre 4♦ = both majors	1NT-2♣-2♠-2NT = invit with 5+♥ 1NT-2♦= maybe any 5-5 slamish	<b>After enemy interference in 2<sup>nd</sup> position</b> q-bid= support 8+ 1x-(1/2Y or DBL)-3x=pre 1M-(DBL)-trf 1x-(DBL)-P=10+ bal. or weak
2♣	√	0		a) Weak 2 with ♦, b) 18-19 Bal. c) Acol ♣/♥/♠, d) 25-27 NT	2♦ to play if a); 2♥/♠/3♠=to play if b) 2NT at least inv if a)	2♣-2NT-3♣=max weak ♦ 2♣-2NT-3♦=min. weak ♦	
2♦	√	0		Multi: a) Weak 2 with ♥ or ♠ b) Acol ♦, c) 22-24 Bal.	2♥=relay; 2♠=nat inv; 2NT= at least inv if a) 3♣/♦=nat nonforcing; 3♥/♠=pre if a)		
2♥	√	4		4+♥ & 4+♠, 4-9 nonvul, 6-10 vul.	2NT= at least inv, 3♣/♦=nat. nonf; 3♥/♠=pre		
2♠		5		5+♠ & 4+♣/♦, 4-9 nonvul, 6-10 vul	2NT=at least inv, 3♣=P/C, 3♦=♥; 3♥=♦; 3♠=pre		<b>After enemy interference in 4<sup>th</sup> position</b> D= 15-17 nt or similar
2nt			3X	20-21 Bal. may be 5 card M	3♣: Staymanish 3♦/♥/♠/4♣/♦/♥/♠=transfer, 4♠=5-5 minors		Lebensohl if enemy doubled in 2M
3♣		6		Pre 2-3½-4/½	Major= natural, new minor=cuebid		
3♦		0		1 <sup>st</sup> & 2 <sup>nd</sup> =Solid minor; else natural	4mi=P/C		
3♥/♠		6		Pre 2-3½-4/½	Major=natural, minor=cuebid		
3nt	√			1 <sup>st</sup> & 2 <sup>nd</sup> =Solid major; else gamble	4♣=trf		
4♣/♦		7 7		Pre 2-3½-4/½	Major= natural, minor=cuebid		
4♥/♠		7		Pre 2-3½-4/½	New suit=cuebid		
4ut				Both minors			

**SLAM BIDDING**

Cuebids italian style. , RKCB1430; Exclusion Blackwood1430; Gerber; Splinterbids; Often quantitative 4NT; DEPO