


DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			<div></div> <div>WBFC Convention Card</div>
OVERCALLS (Style; Responses; 1/2 Level; Reopening)		OPENING LEADS STYLE			
Aggressive style		Lead	In Partner's Suit		
Useful Space Principle	Suit	2 nd – 4 th attitude	same		
	NT	Attitude	Same (3 rd in unsupported suit)		Category: Strong Club - BLUE
CUE: F with new suit or STR raise.	Subseq	same			Country: DENMARK
	Other: 2 nd and 4 th + Attitude through declarer.)			Event: EC Mix Lisbon 2019	
	5.th level K asks for count			Players: Dorthe & Peter Schaltz	
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY
15-18 HCP; System as over 1NT opening	Lead	Vs. Suit	Vs. NT		GENERAL APPROACH AND STYLE
	Ace	AKx(+); Ax(+)	AK(+);asks attitude		Strong club showing 16+UNBAL any V, or 18+BAL 14+ NV 1. + 2.
REOPEN: 1NT= 10-14 HCP; 2NT= 18-20 HCP	King	AK; KQx(+);	KQ1098 asks count /unblock		1D=11-14 BAL/semi BAL (14-17 1 st + 2 nd NV against V)
4th LIVE: NAT, 15+-18 BAL	Queen	QJ; QJx(+)	QJx(+) KQxx.		1M=(10)11-15 4+M any. 8()9-13 1 st + 2nd NV. May have longer minor.
	Jack	J10(x+); KJ10x(+)	J10x(+);HJ10x(+) KQJx		2CD opening= 11-15. 9-13 1 st +2 nd NV 5+ in the opening suit No 4 card Major.
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	109(x+); H109x(+)	109;109x(+);H109x(+)		2M opening 3-10 (5) 6+ NV. 3-11 V
1-Suit: PRE (3-12 HP depending on vulnerability and position)	9	9x, H98x	98x, H98(x+)		2NT opening. Any 7+ card suit. Semi strong 8 ½ - 9 ½ tricks
2-Suit: 2NT=2 lowest suits	Hi-x	Sxx, xSx, HxxSx, xSxx,	DISC		1NT Openings: 15-17 HCP or 10-13 when NV against V 1 st +2 nd pos.
Wide range possible after pas from partner (3-20 HP)	Lo-x	xS, HxS, HxxS	ENC		Responses 2/1=NAT NF after opening 1M. 1NT at least INV
Reopen: Constructive	SIGNALS IN ORDER OF PRIORITY			SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)		Partners Lead	Declarer's Lead	Discarding	1C-1H/S/NT=0-5 Art. 1C-1D=6+ any. 1C-2C+=minor
(1m)-2m:H+S,(2D asks) (1H)-2H: 4S-5+mi, (1S)-2S: 5H-5+mi.	Suit:1st	low=ENC	Count/SP: Hi/lo=Odd	low=ENC	1D-1H = Relay. Ask min/max or to play in 1NT
	2nd	Count	S/P	Count	1D-1S = 4S NF. 1D-1NT=4H NF
JUMP CUE: NAT /m in direct; else asks for stopper.	3rd	S/P		S/P	1D-2C NF. 1D-2D GF. 1D-2M to play 1D-2NT=GF
	NT: 1st	ATT/Count: low=ENC/E	as above/SP	as above	1M – new suit = NF. 1M – 1NT INV+ any
VS. NT (vs. Strong / Weak; Reopening; PH)	2nd	Count or S/P	S/P		2C/D openings=11-15. 9-13 1 st + 2 nd . 5+
2C=MM. 2N=Constructive 3mi overcall. 2D=Multi 6+M stronger than 2M direct	3rd	S/P			2NT opening. Any 7+ card suit. Semi strong 8 ½ - 9 ½ tricks
DBL = Strength (typically same strength+ as opening)	Signals (including Trumps):				
When reopen a strong NT after having passed, DBL= M-M or mi-mi	Trumps: random/count/SP			Drury 2C/D after 3 rd and 4 th hands 1M opening.	
	Smith (high card shows interest)				
	DOUBLES				
	TAKEOUT DOUBLES (Style; Responses; Reopening)			See OPENINGS.	
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	Many take out doubles and support doubles.			Also have a look at our responses to openings. They are often ART	
LEBENSÖHL (2N=weak options or strong or special)	High – low doubles in some situations				
DBL and then D shows D+M doesn't promise extra					
				SPECIAL FORCING PASS SEQUENCES	
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			1C-overcall → 3D, Pas= 6+	
Double=Majors; NT=minors	Support doubles in some situations: After 1C opening and responders shows or				
Applies vs STR 1C/2C openings	Indicate a suit and 3 rd hand bid a DBL = support. + similar situations.				
				IMPORTANT NOTES THAT DONT FIT ELSEWHERE	
				We often upgrade our hand depending on the shape.	
OVER OPPONENTS' TAKE OUT DOUBLE				Opening in 3. hand might be stronger or weaker than 11-15 HCP.	
New suit=NF					
RDBL=strength (10+ HP)				Psychics: May happen	
1M – DBL – 1NT=3 card support at least INV (11+ HP)					
1M – DBL – 2NT 4+M at least INV. 1M-DBL-3C/D Bergen raises (10-12 HP/7-9 HP)					

OPENING BID DESCRIPTIONS							
Opening	Artific	Min.	Neg Db	Description	Responses	Subsequent Auction	Passed Hand Bidding
1C	Y	0		16+any (14+ 1 st -2 nd NV) or	1D=6+HCP any 1H=0-5 BAL or UNBAL. 1S=0-5 4+H. 1NT=0-5 both M.	1C-1D: 1M=14+ 4+M. 1N=18+BAL. 2mi=14-17 5+mi. 2H=GF 5+C. 2S=GF 54+mi 2N+=GF 6-7 D	Same
1C				18+BAL	2C/D=INV NAT 5+ no 4 card M.2H=GF C. 2S=GF both m. 2NT+=GF 6+ D	1C-1D,1M: 1N=GFR. Other=INV. 2C/D=art. 2M=6-7. 2NT=INV+4+fit	
1D	Y	2		11-14 BAL/semi BAL NV against V 1st+2nd=14-17	1H=Relay Art. ask min/max. or to play 1NT (0+HP) 1S=NF 4+S/. 1NT=4H NF 2D=GF. 2NT GF. Other=NAT NF	1D-1H, 1S=min. 1D-1H, 1N=max. 1D-1H, 1x: 2C=NF STAYMAN 2D+ same as after 1NT opening	All NAT NF
1D					4x=SAT (C=H, D=S, H=C, S=D)		
1H		4		(10) 11-15 (8)/ 9-13 1 st +2.nd NV	1S=(3) 4+S NF. 1N=INV+ any. NEW SUIT=NF 2N=INV+ 4+fit 1H-3C Bergen 7-9 1H 3D=Bergen 9-12. 1H-2S=6+ INV.	1H-1S, 1N=5H + no 5mi.	All NAT NF
1H				4+H longer minor possible	1H-PASS may be up to a mild INV! 1H-3S=void mild SI. 1H-3N/4mi=VOID strong SI.	1M-1N = INV+ :2C=art min 2D+=art max	
1H						1M-2N: 3C=GF. 3D=re INV. 3M=min. 3oM=void any. 3N=NAT. 4CDH=void max.	
1S		4		as 1H	as 1H. 1S-3H 6+H INV.		All NAT NF
1NT				15 -17 HCP NV against V 1st+2nd=10-13	2C=NF STAYMAN. 2D=TRF. Does not promise H. 2H=TRF. Does not promise 4+S. 2S=1/2mi or 6MA INV or SI (C=H, D=S, H=C, S=D)	1N-2C, 2X: Any bid is INV except 2H. 1N-2S: 2N=even minor/long D.	SAME
1NT				5M, 6m, 4M5m,any4441 OK	2N/3x=INV. 4x=SAT (C=H, D=S, H=C, S=D)	1N-2D, 2H: 2S=5+H GF. 2N=4H GF. 3C=MM. 3D=short m	
1NT					.	1N-2H, 2S/=no 4S 2N=5+S GF. 3C=6+S GF. 3DHS=short H/D/C. 1N-2H, 2N=4S	
1NT							
2C		5		11-15 hcp / 9-13 hcp 1 st -2 nd NV 5+C no 4+ Major	2D=Weak 1 or 2 M or INV in H. 2H=GF Relay, 2S=NF 5+S, 2NT=NAT INV,	2C-2H, 2S=5/4minor, 2NT=6322/7222, 3C=6331 3D/H/S=7C/+single	All NAT NF
2C					3C=INV 3D/H/S NAT GF		
2D		5		11-15 hcp / 9-13 hcp 1 st -2 nd NV 5+D.no 4+ Major	2H=GF Relay, 2S=NF 5+S, 2NT NAT INV. 3C 5+H INV. 3D=INV 3H/S GF	2D-2H, 2S=5/4 minor, 2NT=6322/7222, 3C=6331 3D/H/S=7D/+single	All NAT NF
2H		5		3-10 (5) 6+H NV. 3-11 V	2/3S =NAT all other = Transfer except support		All NAT NF
2S		5		3-10 (5) 6+S NV. 3-11 V	Transfer except support		
2NT	Y			Any 7+ card suit. Semi strong 8 ½ - 9 ½ tricks	3C=Art weak asks for suit. 3D=Art GF asks for suit. 3M=NAT GF		
3x		6		Preempt, NAT	3C-3D asks 3-card MA. New suit NF N/VUL, F VUL		
3NT		7		Solid minor	4C p/c, 4D=Relay. 4M=to play		
4x				All 4x = PRE, NAT			
HIGH LEVEL BIDDING							
4N=1430 RKCB. 4N=SI when minor slam try, except opposite balanced hands. 4N=T/O after minor from us in competitive auctions. Frequently SPL in fit situations. VOIDWOOD 14/30							
Many art bids show extra values or good support and not necessary a Cue Bid.							
GENERAL SYSTEM APPROACH							
1C shows 16+ UNBAL / 14+ 1 st – 2 nd NV or 18+BAL. After this we bid 1D with any 6+HCP. Now we kind of open again. 1C-1D, 1M shows 4+M unbal 16+HCP. 1C-1D, 1N shows BAL 18+ (GF). 1C-1D, 2mi shows 5+mi no 4M (NF). If Stronger with UNBAL mi we bid 1C-1D, 2H+.							
We play 1N as GFR after 1M or 1C-1D, 1M. This means that any GF hand with no fit, bids 1N after 1M.							
We tend to be BAL (/54mi/6mi) when opening 1D. After 1D many bids are NF except from 1H asking for strength. And 1D-2D GF.1D-1H is the way to begin a strong sequence.							
After 1M everything is NAT NF. (2C 7 2D = Drury after 3 rd – 4 th hand openings. INV+ any bids 1N. 3 rd hand may be stronger/weaker than 9-15 HCP. If we have 4M5mi22 or 5M332 We systematically opens 1M. It may be treated as BAL.							