



DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			WBFC Convention Card				
OVERCALLS (Style; Responses; ½ Level; Reopening)		OPENING LEADS STYLE							
Aggressive at 1-level may be 4 card suit →unassuming cuebid; fitbids		Lead		In Partners Suit					
	Suit	4 th from H, 2 nd bad suit		low from odd					
	NT	4 th from H, 2 nd bad suit		low from odd					
	Subsequent	Attitude		low from odd	Category:				
	Other :				NCBO:	Denmark			
					Event:				
					Players	Camilla Bo Krefeld – Johan Hammelev			
1NT OVERCALL (2 nd / 4 th Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY				
2 nd =15-18 → sys on	Lead	Vs. Suit		Vs. NT	GENERAL APPROACH AND STYLE				
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 st and 2 nd position:				
	Queen	QJ, QJx, Qx		QJ, QJx, KQ109x, KQJx	Weak NT 11(10)-14 nonvul, 12-14 vul(5422 or 6322 possible)				
	Jack	J10x, Jx, KJ10		J10x, Jx, KJ10, AJ10	15-17 Bal are often opened with 4-card M (suit quality)				
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	109, 10x, K/Q109		109, 10x, A/K/Q109	3 rd and 4 th position:				
Weak after vulnerability and position	9	98x, 9x		H98, 9xx, 98x	1NT=15(14)-17 (5422 or 6322 possible)				
2NT=two lowest unbid suits	Hi-x	4 th from H, Xx, xXx, xXxx		4 th from H, 2 nd bad suit, Xxx	Drury after opening 1 of a major				
2NT (reopening)=19-21→sys on	Lo-x	4 th from H, 2 nd bad suit		4 th from H, 2 nd bad suit	Often light openings in 3 rd hand				
	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	2♣=weak with ♦ or 18-19 bal or strong				
(1M)-2M=5+oM&5+mi→2NT= at least invit	Suit: 1 st	low=enc	low=even	low=even, disc high=odd, disc	2♦= Multi; weak major one-suiter or 22-24 bal or strong with ♦				
(1m)-2m=4+/5+ majors→2NT= at least invit	2 nd	low=even	high=odd						
(1x)-3x=asking for stopper	3 rd	lavinthal	lavinthal		2♥=nonvul 4+5+/5+4+ Majors, vul 5+5+ Majors.				
VS. NT (vs Strong / Weak ; Reopening; PH)	NT: 1 st	low=enc	low=even, oddball	low=even, disc	2♠=nonvul 5+spades & 4+ minor 4-9, vul. 5+♠5+m				
2♣=majors, 2♦=major one-suiter; 2♥/♠=5+&4+minor	2 nd	low=even	high=odd, oddball	hight=odd, disc	Michaels Q-bid				
2NT=minors or GF with two-suiter	3 rd	lavinthal	lavinthal						
PH: D=onesuiter, 2x=twosuiter	Signals (Triumph): Eco=looking for ruff								
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT-bids)	DOUBLES			SPECIAL FORCING PASS SEQUENCES					
(2M)-3M=asking for stopper	TAKEOUT DOUBLES (Style; Responses; Reopening)								
(2/3M)-4mi=5+oM&5+mi	May be light with ideal shape			(1nt)-D-(2♣/♦/♥)-P=forcing					
	1x-(1NT)-2x-DBL=invit								
VS. ARTIFICIAL STRONG OPENINGS									
1x=natural; 1nt=♦/♠ or ♣/♥									
2x=one-suiter (x) or 2-suiter x+1/x+2		SPECIAL, ARTIFICIAL AND COMPETITIVE DBL:s / RDBL:s			IMPORTANT NOTES THAT DON´T FIT ELSEWHERE				
	DBL/RDBL in 5 th position=15-17 bal or similar			All point ranges may deviate depending on hand structure, middlecards and position					
OVER OPPONENTS` TAKE OUT DOUBLE		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							
Ope ning	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+,	After all 1-level openings: 1x-1y-3x=6+i x og 3 y invit 1x-1y-2NT=good support or max 2y, invit+ 4.FSF, Revised checkback, LFT	After 1M-opening in 3rd and 4th position: 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♠		4	3♥	Natural 11+	3♠=pre; 2nt=4+♠ 9+; 3♣=4+♠ 6-9 3NT=10- unknown void, 4♣/♦/♥=10+ void		
1nt			3X	1 st and 2 nd position: nonvul=11(10)-14 ; vul=12-14 (5422 or 6322 possible) 3 rd and 4th position: 15(14)-17 (5422 or 6322 possible)	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	After enemy interference in 2nd position q-bid= support 8+ 1x-(1/2Y or DBL)-3x=pre 1x- (DBL)-3y=pre 1M-(DBL)-trf 1x -(DBL)-P=10+ bal. or weak After enemy interference in 4th position D= 15-17 nt or similar
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 forcing; 3♥/♠=pre if a)		
2♥	√	4		nonvul 4+5+/5+4+ M, vul 5+5+ M.	2NT= at least inv, 3♣/♦=nat. nonf; 3♥/♠=pre		
2♠		5		nonvul 5+♠ & 4+♣/♦,4-9, vul 5+5+	2NT=at least inv, 3♣=P/C, 3♦=♥; 3♥=♦;3♠=pre		
2nt			3X	20-21 Bal. may be 5 card M	3♣: Staymanish 3♦/♥/♠/4♣/♦/♥/♠=transfer, 4♠=5-5 minors		
3♣/♦		6		Pre 2-3½-4/½	Major= natural, new minor=cuebid		
3♥/♠		6		Pre 2-3½-4/½	Major=natural, minor=cuebid		
3nt	√			1 st & 2 nd =Solid minor; else gamble			
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			Lebensohl if enemy doubled in 2M

SLAM BIDDING

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