

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Aggressive and lead directive on 1-level. Sound on other levels
4 th hand overcalls can be weak if short in opening suit
Responses: New suit F1 (10+hcp 5+-cards if major)
1nt = natural.
Doubles are most often take out.
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18hcp - most often balanced
Responses: Stayman/transfer
4 th =11-14
JUMP OVERCALLS (Style; Responses; Unusual NT)
Aggressive - depends very much on vul and position
2NT=2 lowest unbid suits, 5-5.
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
(1ma) 2ma = 5-5 in OM and a Minor
(1mi) 2mi = 5-5 two highest
(1x)-3x= asking for stopper
VS. NT (vs. Strong/Weak; Reopening;PH)
X = strength (13hcp+)
2C = minimum 5-4 or 4-5 majors, in some situations 4-4
2♦ = natural, 2ma = minimum 5ma and 4mi.
2nt = 5-5 minors or strong 2-suiter
Reopening = same as above
Passed hand = x = 2-suiter that cant be shown by the above bids
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Doubles are aggressive.
Lebensohl on two-openings
2nt = 15-18. 3nt = because it looks right
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
X = majors
NT = minors

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	1.3.5	1.3.5	
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK(x), Ax	Same	
King	AK, KQJ, KQx, Kx.	Same	
Queen	QJ10, QJ, QJx, Qx. KQ109(x).	Same	
Jack	J10x, J10, Jx.	Same	
10	HJ10, 109, 10x.	Same	
9	H109, 9x	Same	
Hi-x	Xx	Same	
Lo-x	HxXx, HxX, xxxX,	Same	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Low=Enc	Hi-Low= Odd	Low-Hi = enc.
Suit 2			Hi-Low = Odd
3			
1	Low=Enc	Smith	Hi-low = Odd
NT 2		Hi-Low= Odd	Hi-low = Odd
3			
Signals (including Trumps): Smith against NT			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Aggressive.			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Lightner doubles, competitive doubles, support doubles			

W B F CONVENTION CARD
CATEGORY: u25
NCBO: DENMARK
PLAYERS: Andreas Meister Plejdrup – Emil Buus Thomsen
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5542
1NT=15-17
Responses:
2 over 1= F1
OVER OPPONENTS' TAKEOUT DOUBLE
RD = (9)10+hcp most often without fit
Other bids are natural, F1
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Bergen raises
Multi
SPECIAL FORCING PASS SEQUENCES
After 5x pre-empts. After 2C opening. After double of 1NT
After RD on 1x opening.
IMPORTANT NOTES
Single A and K will often not be shown as single
PSYCHICS: Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣	X	2	4♥	11-14 balanced or a hand with a real club suit	1♣-2♣ = GF 5+♣ 1♣-2♦ = Game invitation 5+♣ 1♣-2M = WJS 1♣-3♣ = weak	1♣-1x-1M = unbalanced 11-18 1♣-1♦-1NT = All 11-14 balanced hands 1♣-1M-4♣ = 19-21 bal and 4M 1♣-2M-2NT = asking for shortness	Cuebid = good raise
1♦		4	4♥	(11) 12+	1♦-2♦ = GF 1♦-3♣ = Game invitation 4+♦ 1♦-2M = WJS 1♦-3♦ = weak	1♦-1M-1OM = unbalanced 1♦-1M-1nt = (11)12-14 balanced 1♦-1M-4♦ = 19-21 bal and 4M	Cuebid = good raise
1♥		5	4♦	(11)12+	1M-1N = 6-9(10) any or 5-7 and 3M	1M-1NT-2♣ = natural NF 1♥-2♥-2/3x = Invit and shows something in x	Cuebid = good raise
1♠		5	4♥	(11)12+	1M-2M = 8-10 3M, 1M-2N = 4M GF 1M-3♣ = 8-11 4M	1♥-2♥- 1M-3♣-3♦ = invitational	Cuebid = good raise
					1M-3♦ = 11-12(13) 3M 1M-3M = 3-7 4M 1M-4X = 8-11 4M void X 1♥-3♠ = 8-11 4♥ any single 1♠-3NT = 8-11 4♠ any single	1M-3♣-3NT = slammy without shortness 1M-3♣-3x/4x = short and slammy	
1 NT				(14)15-17 5M and 6m possible (can be semi balanced)	Stayman/transfer, 2♠=minors GF 1NT-3♣ = 5-card major stayman 1NT-3♦ = invitational with 6♦ 1NT-3M = marmic and short M		Lebensohl and scramble
2♣	X	0		a) 18-19 NT b) 25-27 NT b) any GF	2♦ = relay	After an any GF-hand has been shown the suit over is sign of.	
2♦	X	0		0-7 and (5)6M / 22-24NT	Plauken	2♦-2nt-3♣ = maximum	
2♥		6		8-11	2NT = asking for shortness, new suit F1	2M-2NT-3x = shortness	
2♠		6		8-11	2NT = asking for shortness, new suit F1	2M-2NT-3NT = Max with no shortness	
2NT				20-21NT	Amr. Stayman, transfer, 3S=minors		
3x		(5)7		Depends on pos and vul	New suit forcing		
4x		(6)7		Depends on pos and vul	4M = to play		
4NT	X			Specific aces	5♣:0; 5♦♥♠NT: ♦♥♠♣A; 6♣:♣+♠/♦+♥A; 6♦:♣+♦/♥+♠		
5x		7			New suit cuebid		
						HIGH LEVEL BIDDING	
						RKCB 1430, Cuebids, Splinter, DOPI, ROPI	