

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
Aggressive at 1-lvl, 4card suits rare
Responses: USP (transfers) after pass / neg D / raise<=3♥
Fitbids, preemptive raises, 2NT INV+ support after 1M-overcall
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15-18, system on
Reopening: 11-14, system on
(1x) – p – (1y) – INT: 15-18, natural responses, 2x ‘Stayman’
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Preemptive (responses: Transfers, USP)
(1x) – 2NT = 5-5 lowest unbid, decent suits
(2M weak) – 4m = leaping Michaels, 5-5 m + OM
Reopen: Natural, 13-16
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Michaels’ cue:
(1m) – 2m = 5-5 M’s
(1M) – 2M = 5-5 OM + any m, sound hand
Responses: 2NT asking
(1x) – 3x = Asking for stopper
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
D = Strong
2♣ = Both majors
2♦ = Bad overcall in 1 major (NB 2♦ is NAT when PH)
2M = Natural, good
2NT = Minors
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Take-out doubles
Lebensohl
Transfers (USP) after overcalls <= 3♠
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Vs. strong 1♣: D = Majors, 1NT = Minors
Vs. strong 2♣: D = Majors, 2NT = Minors, 3♣ = Natural
<b>OVER OPPONENTS’ TAKEOUT DOUBLE</b>
Bergen raises, transfers from 1NT after 1M-opening (OSTOT)
2NT FG support after M-opnings, 2NT 10+ support after 1♦ opening
RD = 10+, tends to deny fit, New suit F1 at 1-level.

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner’s Suit	
Suit	2. / 4.	Same	
NT	2. / 4.	Same	
Subseq	Attitude (or 2./4. if giving count)	Same	
Other: 9 from 9x, Vs 5-lvl: A or K from AK, Vs NT: 2nd from semisolid suit			
Vs gambling 3NT: K from AK, Q from KQ, J from QJ			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	Ax, AKx(+)	Same	
King	AK, Kx, KQ(+)	Also AKJ10(+)	
Queen	Qx, QJ(+), AQJ(+)	Also KQ109(+)	
Jack	Jx, J10(+), HJ10(+)	Same	
10	10x, 109(+), H109(+)	Same	
9	9x, H9x, H98x in bid suit	Same	
Hi-X	2 <sup>nd</sup> from 3, or 4 <sup>th</sup> from 5+	Same	
Lo-X	xX, xxxX, HxxX, HHX	Same	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner’s Lead	Declarer’s Lead	Discarding
1	Hi = DISCRG*	Hi = ODD	Suit pref.
Suit 2	Hi = ODD	(Suit pref.)	Hi = ODD
3	Suit pref.		(Lo = overruff poss.)
1	Hi = ODD	REV. SMITH’s	Suit pref.
NT 2	Hi = DISCRG*	Hi = ODD	Hi = ODD
3	Suit pref.	(Suit pref.)	
<b>Signals (including Trumps):</b>			
UDCA. Rev. smith vs NT (Low = ENCRG opening lead, both players)			
*) Special DISCRG: High+odd = SP high suit, High+even = SP low suit.			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Modern style, light w. good distribution OK.			
Response-cue = INV+			
Lebensohl after 2-level doubles			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Negative			
Support			
Maximal overcall (X=invitational to 4M)			
Competitive			
Transfer (USP) doubles (in response to partners overcall followed by a raise)			
SOS-RD			

W B F CONVENTION CARD
<b>CATEGORY: Blue (strong club)</b>
<b>NCBO: Denmark</b>
<b>Gregers Bjarnarson – Michael Askgaard</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
Precision
1♣ = 16+ any / 15+ BAL
1♦♥♠2♣ = 10-15p natural (1♦ = 4+♦)
1NT = (11)12-14
Relay system after 1♣, 1M & 2♣
Transfer responses at 2-level after 1♦ & 1M openings.
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
<b>Opening bids:</b>
2♦ = ‘Bad’ Multi = Bad weak 2 in ♥ or ♠, 5 or 6, up to 7-8p
2NT = 5-5 minors, 7-11p
3NT = Solid minor, no side A/K
<b>Conventional responses that may be weak:</b>
Special transfer responses after 1♦, 1♥ and 1♠:
(see also NOTES 1 & 2)
1♦ - 1NT = (4)5+♣, any strength
1♦ - (p) - 2♣ = 5+♠ & 4+♥, up to 9p
1M - 2♣ = Sign-off ♦ OR any INV w/o fit, w/o 5+OM.
1♠ - 2♥ & 1♥ - 2♦ = Good raise (10-13) with 3 cards
1♠ - 2♦ = 5+♥. Sign-off or invitational.
<b>SPECIAL FORCING PASS SEQUENCES</b>
1NT – (D) – pass: Forces RD: to play OR 2-suiter CH/CS/DS/HS
<b>IMPORTANT NOTES</b>
<b>PSYCHICS: Rare</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣	X	0		16+ ANY or 15+ BAL	1♦=0-7(8), 1♥=♥/14+ bal, 1♠/2m=Nat. 2♥=5-4m, 2♠NT=4441 pattern, 3x=HHxxxxx.	Relay system or natural	
1♦		4	4♥	10-15 4+♦, longer ♣ OK, UNBAL (*not 3 <sup>rd</sup> / 4 <sup>th</sup> position)	(NOTE 1). 1NT=♣'s any strength, WJS, 2♣=5+♠ & 4+♥ -9p, 2♦=6-9 3(4)cards, 3♣=7-9fit, 2NT=10+fit, 3M=splinters.	1♦-1M-1NT = Both mi, not canape 1♦-1M-2♣ = Longer clubs	(*)1♦ opening on BAL hands with 4+♦ OK in 3 <sup>rd</sup> or 4 <sup>th</sup> seat
1♥		(4) 5	4♦	10-15 5+♥ (or 4-4-1♦-4)	(NOTE 2). 1NT=Any GF, 2♣=Any INV no fit OR SO ♦, 2♦=INV 3♥, 2♠=WJS, Bergen, Special splinters.	1x-1M-2NT = Good 6x + 3M 2way Check-back after 1♥-1♠-1NT Romex trialbids	1M-1NT=Natural when PH
1♠		5	4♥	10-15 5+♠	As after 1♥. 2♦=5+♥, 2♥=INV 3♠.		
INT			At 3lvl	12-14 5422, 6mi, good 11 OK	Staym, tot. transfers, 3♣/♦= SO/INV m's, 3♥/♠=INV/GF M's, 4♣/4♦=Trsf.	Smolen	
2♣		5	4♥	Precision 10-15 6+♣ or 5♣ + 4M	2♦=Relay INV+, 2M=NF, 2NT=INV, 3♣=6-9, 3♦♥♠ = Strong INV.	Relay system after 2♣-2♦	
2♦	X	0		Multi; Bad w2 in ♥ or ♠, 5/6 cards, up to 7-8p, NF!	Pass / correct principle. 2NT=Asking, Pass to 2♦ on random weak hands.		
2♥		(5) 6		Good weak2, 6♥, ca 7-9p	Transfers		
2♠		(5) 6		Good weak2, 6♠, ca 7-9p	Transfers		
2NT	X			5-5 minors, ca 7-11p	PRE raises, 3♥ ART puppet to 3♠.		
3♣		6		Preemptive	4♦ Key-card (0, 1, 1, 2, 2)		
3♦		6		Preemptive	4♣ Key-card		
3♥		6		Preemptive	4♣ Key-card		
3♠		6		Preemptive	4♣ Key-card		
3NT	X			Solid minor, no A/K	P/C, 4♦=ART transfer, 4♥♠NT=Asking.		
4♣		7		Preemptive	4♦ Key-card	<b>HIGH LEVEL BIDDING</b>	
4♦		7		Preemptive	4NT Key-card	Cuebids (1st or 2nd round control, could be Q in partners suit)	
4♥		(6) 7		Preemptive	4NT Key-card	RKCB 0314	
4♠		(6) 7		Preemptive	4NT Key-card	Exclusion Blackwood	
4NT	X			Specific aces	5♣=0, 5♦♥♠NT=The ace, 6x=2CRO.	Non-serious 3NT (when 4+-4+ in a major or after relay sequence)	
5♣/♦		7		Preemptive		Fairway splinters (when 4+-4+ in a major opposite a limited raise)	

## SUPPLEMENTARY SHEET PAGE 1/1

### NOTE 1. Special responses to 1♦

1♦ - 1NT = ♣'s, sign-off or better. Usually 5+♣, but 3-3-3-4 INV+ is possible

1♦ - 1NT, 2♣ = No good fit for clubs, nothing special to bid

1♦ - 1NT, 2♣ - 2♦/NT/3♣ = INV natural

1♦ - 1NT, 2♣ - 2M = INV+ natural 4cards, F1

1♦ - 1NT, 2♦/♥/♠ = Natural

1♦ - 1NT, 2NT = Strong raise in clubs

1♦ - 1NT, 3♣ = Weak raise in clubs

1♦ - 2♣ = 5+ spades, 4+ hearts, up to 9p.

1♦ - 2♣, 2♦/M = Natural to play

1♦ - 2♣, 2NT = Asking, fit for one of the majors, good hand

1♦ - 2♣, 3M = Fit, minimum hand with good playing strength

1♦ - 2♦ = 6-9 with 3-card support. Implies longer clubs, but 3-3-4-3 is possible

Subsequent 3♣ from opener is NF and noninvitational

### NOTE 2. Special responses to 1M

1M - 1NT = ART gameforce, any hand – except hands suitable for splinters or a direct 4M

1M - 2♣ = ART transfer: Signoff with ♦ OR any INV without fit & without 5+OM

1M - 2♣, 2♦ - pass = Sign-off, long diamonds

1M - 2♣, 2♦ - 2M = INV, double M, not 4OM

1M - 2♣, 2♦ - 2NT = INV, 0-1M, not 4OM, 'both minors' (bad6-good3 ok)

1M - 2♣, 2♦ - 3mi = INV, onesuiter

1♥ - 2♣, 2♦ - 2♠ = INV 4♠ and long minor, NF, 2NT asks minor

1♠ - 2♣, 2♦ - 2♥ = INV 4♥, 0-2♠, NF, (long minor ok)

1M - 2♣, 2M = 6M, correction from diamonds

1♠ - 2♣, 2♥ = 5-5

1M - 2♣, 3mi = good 5-5

1♥ - 2♦ = Good 3card raise, (9)10-13

1♠ - 2♦ = 5+♥. Sign-off or INV (any follow up is invitational NF)

1♠ - 2♥ = Good 3card raise, (9)10-13.