



DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			WBF 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	1.3.5.	2. from 4				
	NT	1.3.5.	2. from 4	Category:			
	Subsequent	Attitude	low from odd	NCBO:	Denmark		
	Other :	If we find the 3. too high we may deviate from our principle		Event:			
		From HJ10 we lead the J		Players	Camilla Bo Krefeld – Marlene Kirstan		
1NT OVERCALL ( 2 <sup>nd</sup> / 4 <sup>th</sup> Live; Responses; Reopening )	LEADS			<b>SYSTEM SUMMARY</b>			
2 <sup>nd</sup> =15-18 → sys on	Lead	Vs. Suit	Vs. NT	GENERAL APPROACH AND STYLE			
Reopening=10-14 → 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 11-14 nonvul, 12-14 vul			
	Queen	QJ, QJx, Qx	QJ, QJx, KQ109x, KQJx	15-17 Bal are often opened with 4-card M (suit quality)			
	Jack	J10x, Jx, KJ10	J10x, Jx, KJ10, AJ10	3 <sup>rd</sup> and 4 <sup>th</sup> position: 1NT=15-17			
JUMP OVERCALLS ( Style; Responses; Unusual NT )	10	109, 10x	109, 10x				
Weak after vulnerability and position	9	98x, 9x, K/Q109	9xx, 98x, A/K/Q109				
2NT=two lowest unbid suits	Hi-x	Xx, HxXx, xxXx, HxXxxx	Xx, HxXx, QJXx, KQXx, xxXx				
2NT (reopening)=19-21→sys on	Lo-x	xxX, HxX, xxxX	xxX, HxX, xxxX	Often light openings in 3 <sup>rd</sup> hand			
Reopen: 2M/3mi = good opening hand, 6 cards+	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 C=weak with diamonds or 18-19 bal or strong		
Michaels; 1M-2M=5+oM&5+mi→2NT= at least invit	Suit: 1 <sup>st</sup>	low=enc	low=even	low=even, disc	2 D= Multi; weak major one-suiter or 22-24 bal or strong with diamonds		
(1x)-3x = ask for stopper	2 <sup>nd</sup>	low=even	high=odd	high=odd, disc			
	3 <sup>rd</sup>	lavinthal	lavinthal		2H=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	2S=5+spades & 4+ minor 4-9 nv 6-10 vul		
2C=both majors	2 <sup>nd</sup>	low=even	high=odd, oddball	high=odd, disc	Michaels Q-bid		
2D=major one-suiter	3 <sup>rd</sup>	lavinthal	lavinthal				
2M=5+&4+minor	Signals (including Trump): Trump Eco=looking for ruff, Vs. NT: Smith (Hi=enc)						
2NT=minors or GF with 2-suiter							
VS. PREEMPTS ( Doubles; Cue-bids; Jumps; NT-bids )	<b>DOUBLES</b>			SPECIAL FORCING PASS SEQUENCES			
(2M)-3M=asking for stopper	TAKEOUT DOUBLES ( Style; Responses; Reopening )			1NT-(D)-P=forcing partner to RDBL weak or strong			
(2M)-4mi=5+oM&5+mi	May be light with ideal shape			(1NT)-D-(2x)-P=forcing			
(3mi)-4mi= both majors	After 1/2M we may DBL with other major and diamonds without extra strength			When opponents save and we have gamestrength: Pass=F			
(3/4M)-4 NT = minors or correctable							
VS. ARTIFICIAL STRONG OPENINGS	1x-(1NT)-2x-DBL=bal. invit						
	SPECIAL, ARTIFICIAL AND COMPETITIVE DBL:s / RDBL:s			IMPORTANT NOTES THAT DON 'T FIT ELSEWHERE			
	DBL/RDBL in 5 <sup>th</sup> position=15-17 bal or similar			Lebensohl, x-y-NT, 4. suit F, x-y-2NT, Nilsland, Long suit game try			
OVER OPPONENTS` TAKE OUT DOUBLE	1mi-(1H)-DBL=4 card spades; Neg. doubles through 4 hearts, Resp. doubles through 3 spades			Art. bid in unbid suits when opponents make 2-suited overcalls			
Ostot, Pass may be 10+ bal., new suit at 1-level=F	(1x), 1/2y, (DBL), RDBL = H in y			Psychics: Often			

**OPENING BID DESCRIPTIONS**

Opening	Tick if Art	Min.	Neg Dbl thru	Description	Responses	Subsequent Auction	Passed Hand Bidding and enemy interference
1♣		3	4♥	11+ May be 3 card if bad 4-card M	Splint, 2♣= 4-7, 3♣=8-11, 1NT=support 8-9, 2NT=10-12 bal., 2♦/♥/♠=WJS	<b>After all 1-level openings:</b> 1x-1y-3x=6+in x and 3 y invit 1x-1y-2NT=good support or max 2y, invit 4.suit F, Revised checkback, LFT	<b>Generally:</b> q-bid= support 7-9  1x-(1/2Y or DBL)-3x=pre  1x-(DBL)-3y=pre  1M-(DBL)-trf  1x-(DBL)-P=maybe 10+ bal.  Lebensohl if opponents doubled in 2M  1nt-(DBL)-P=forcing to RDBL RDBL=one-suiter 2m=2-suiter 2M=nat. kompetitive
1♦		4	4♥	Natural 11+	Splint, 2♦= 4-7, 3♦=8-11, 2NT=10-12 bal., 2♥/♠=WJS		
1♥		4	4♦	Natural 11+ May have 4H4mi	3♥=pre; 2nt=4+♥ 9+; 3♣=support 7-9, 2♠/3♦=fitbid, 3♠/4♣/♦=void (9-12), 3NT=void (13+)		
1♠		4	4♦	Natural 11+	3♠=pre; 2nt=4+♠ 9+; 3♣=support 7-9, 3♦/♥=fitbid 4/♣/♦/♥=void (9-12), 3NT=void (13+)		
1nt			3X	1 <sup>st</sup> and 2 <sup>nd</sup> position: nonvul=11-14 ; vul=12-14  3 <sup>rd</sup> and 4 <sup>th</sup> position: 15-17	2♣ = nf Stay, 2♦/♥=trf (normally at least 4-cards) 2♠ = both minors weak or slamish 2NT = minor one-suiter weak or slamish 3♣/♦ = Natural, inv. 3♥/♠ = pre 4♦ = both majors weak	1NT-2♣-2x-2NT = invit with or without M 1NT-2♦= maybe any 5-5 slamish	
2♣	√			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♦	√			a) Weak 2 with ♥ or ♠ b) Acol ♦, c) 22-24 Bal.	2♥=relay; 2♠=inv. if ♥; 2NT= at least inv if a) 3♣/♦=nat forcing; 3♥/♠=pre if a)		
2♥		4		4+♥ & 4+♠, 4-10	2NT= at least inv, 3♣/♦=nat. nonf; 3♥/♠=pre		
2♠		5		5+♠ & 4+ minor 4-10	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 2-3½-4½	Major= natural, new minor=cuebid		
3♥/♠		6		Pre 2-3½-4½	Major=natural, minor=cuebid		
3nt	√			1 <sup>st</sup> & 2 <sup>nd</sup> =Solid minor; else gamble			
4♣/♦		7		Pre 2-3½-4½	Major= natural, minor=cuebid		
4♥/♠		7		Pre 2-3½-4½	Major natural, minor=cuebid		
4ut				Both minors			

**SLAM BIDDING**

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