WBF Convention Card 2.16

Category:	GREEN
Country:	DENMARK
Event:	2003 NORDIC CHAMPIONSHIP
Players:	FREDDI BRØNDUM 6 JACOB RØN

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

Acol Freestyle. Natural 4 card major system. Aggressive style.

Lentgh and strength can vary if we feel like it

1 major openings often on 9-10HCP

4-card suits are normally bid up the line, but might be overlooked if suits higher suit is

Agressive preempting

1NT Openings: nv 11-14 v 12-14,

2 OVER 1 Responses FG opposite 15-17 NT

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

2C = 18-20/25+ bal or strong C/H/S

2D opening = 22-23HCP bal; strong D weak H or S

2H 6H 8-11 HCP

2S 6S 8-11 HCP

Agressive preempting style

SPECIAL FORCING PASS SEQUENCES

if opponents bid to 5-level after we have opened and shown INV+ values

after (1NT) D passes are forcing thru 2H

All other constuctive gameforce sequences, where dbl. shows interest in bidding and

pass a disinterested or very interested (slammy) hand

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

2NT is seldom natural (Good-bad, Scrambling, Lebensohl or support or 6-3 if no inter

2C= majors others transfers thru 2MA after 1x (1NT)

Fitbids in lots of situations; P is Forcing if we have forced to a certain level

Psychics: Occasionally. 3rd hand may be light.

LEADS AND SIGNALS

OPENING LEADS STYLE

1MI (1x) 2x= INV+ at least 4card support

2NT after major suit overcall is 11+ with 4-card fit.

Reopening: seldom 4-card suit. can be a bit weaker

1NT OVERCALL (2ND/4TH Live; Responses; Reopening)

2.hand 15-18 HCP, Response = system

Sandwich position = two unbid suits 5-5

4th hand 10-14 HCP

JUMP OVERCALLS (Style; Responses; Unusual NT)

1-Suit: Natural Preempt. Aggressive style. 2 & 3 level only promises 5-card suit.

2-Suit: 2NT = 5-5 in two lowest suits.

Reopen: 2H/S & 3C/D = nat costructive with 6-card suit. 2NT = (18)19-21HCP bal.

DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)

1MI-2MI 5-5 MA 1MA - 2MA: 5OMA + 5+MI

Answers: 2NT = forcing relay. 3C on 2MA overcall = nonforcing relay.

VS. NT (vs. Strong / Weak; Reopening; PH)

Multi. 2C = both majors

2D = onesuited major

2H/S = 5H/S - 4+ minor

2NT = minors or 2-suited GF

3C/D = semipreempt

Dbl vs strong NT shows 4MA and 5+MI

VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)

Dbls = T/O, Cuebid = twosuited GF, Jumps = costructive onesuited hands,

2NT = about 15-18, 3NT = to play.

4MI always shows 5-5 in MI and a MA

vs 2D Dbl shows 13-16 bal or 17+ bal; 2NT 17-19 bal

VS. ARTIFICIAL STRONG OPENINGS

Drillo vs strong 1/2C openings. Drillo works in this fascinating manner:

1N = C + H or D + S, 2C = C or D + H, 2D = D or H + S, 2H = H or C + S, 2S = S or

C + D, 2N = same as 1NT.

OVER OPPONENTS' TAKE OUT DOUBLE

Rdbl = 10 + HCP, 1MA - (D) - 1NT/2C/D/H = transfer bids showing at least 5 card

in higher suit. Transfer to 2MA shows 8-10 with 3-card support, 2MA shows about

3-7 with 3-card support. 1X - (D) - 3X is fitbid

OPENING BID DESCRIPTIONS

	Lead	In Partner's Suit
Suit	1. 3. 5. th	1. 3. 5. th
NT	Same; 4th might be lead if 3rd card is	Same
Subseq	Same	Same
Other:	2. 4. through declarer	

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AKx(xx)	AKx(xx)
King	AK, KQ(xx)	AK, KQ(xx), AKJT(xx)
Queen	QJ(xx)	QJ(xx), KQT9(xx)
Jack	JT(xx), A/KJT(xx)	JT(xx), A/KJT(xx)
10	T9(xx),	T9(xx), AQT9(xx)
9	A/K/QT9(xx)	9x, A/K/QT9(xx)
Hi-x	xx(xx...)	xx(xx..)
Lo-x	Hxx(xx..)	Hxx(xx..)

SIGNALS IN ORDER OF PRIORITY

	Partners Lead	Declarer's Lead	Discarding
Suit:1st	Enc./Disc.	Count	Enc./Disc.
2nd	Same	Same	Count
3rd	Same	Same	Count
NT: 1st	Enc./Disc.	Smiths echo	Enc./Disc.
2nd	Same	Count	Count
3rd	Same	Count	Count

Signals (including Trumps): Upside down signals. Lavinthal.

Smith vs NT (high card shows interest for opening lead s

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

Classic shape if minimum, if 15-16+ shape can be more lose. We play most

doubles as T/O or stenghtshowing, although we play same level conversion

(1x) - D - (RD) - 2/3/4y (jump) = preemptive.

SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES

Most low-level dbl. are t/o; 1C - 1D(1H) D = 4S and bal hand,1C - 1D(1S) D = 4H;

many competetive dbl and pointshowing dbl.

Splinter dbls: A double shows interst in the lower suit except nv versus vul.

DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style; Responses; 1/2 Level; Reopening)

Aggressive style. Sound at 2-level

OPENING BID DESCRIPTIONS

Opening	Artificial	Min.	Neg Dble thr	Description	Responses	Subsequent Auction
1C		3(4)	4H	Natural	2C =4+C & FG, 2D =4+C 8/9-11, 2MA WJS	1C-2C, Singletonshowing; 3C min no single; 2NT add.
1C					3C = 5+C & 0-7/8, 3x Splinter	values no single

1C					1x - 1y, 2NT: 4card support or 6-3 INV+	
1D	3(4)	4H	Natural	2D = 4+D & FG, 3C = 4+D & 879-11	Same as after 1C	
1D				3D = 4+D & 0-7/8 P, 2H/S = WJS		
1H		4	4D	Natural	2NT = 4+H & FG, 3C = 4+H & 9-11;3D = 4+H & 7-9;	1H - 3C, 3D = invitational,	Fitbids after intervention; Transfers after T/O dbl
1H				3H = 4+H & 0-6; 3S = unknown single & 9-12P,	Romex Trialbids after 1MA-2MA	2C = drury; 1MA (2x) 3x INV+, 3MA 2NT= INV+ 4+MA
1H				3NT/4C/4D = void in S/C/D & 9-12 P, 2S= WJS	1H - 2mi, 3NT = 4H-4mi-15-18NT	
1S	5(4)	4H	Natural	Same as after 1H	Same as after 1H	2C = drury; 1MA (2x) 3x INV+, 3MA 2NT= INV+ 4+MA
1S						Fitbids after intervention; Transfers after T/O dbl
1NT		4D	nv 11-14 bal., v 12-14 bal.,	Stayman, transfers, 2S = asks for min/max,	1NT-2C, 2D-2H = signoff with H+S,	Adv. Rubensohl after intervention
1NT			Can be 6 C/D, 5 H/S, 2254,	or both minors weak or strong	1NT-2S , 3C/D = pref. & max., 2NT min	After d pass forces RD weak two-suiter or to play
1NT				2NT = one minor weak or strong, 3x = invitational,		RD shows a weak one-suiter
2C	0	3S	18-20/25+ bal. or forcing in C/H/S,	2D/H Transfer; 2S Good minorsuit; 2NT minors weak	2C-2D, 2H strong H or 25+NT	Adv. Rubensohl after intervention
2C				3C/D =INV;	Next step after natural forcing bid is always signoff	
2D	0		23-24 HCP bal. ; strong D or	2H = nonforcing relay, 2NT = forcing relay,		
2D			weak H/S & 0-7/8 HCP,	3/4H = preempt		
2H	6		weak H 8-11 HCP	2S = forcing relay,2NT/3C/D TRs to suit above INV+,		
2H				3/4MA pre		
2S	6		weak S 8-11 HCP	2NT = forcing relay, 3C/D/H = shows D/H/C INV+,		
2S				3/4 S = preemptive		
2NT		3S	21-22 HCP bal.	Stayman, transfers, 3S = MinorsuitStayman		
2NT				4C/D = slammy other minor, 4H/S = to play		
3C	(5)6	-	Preempt, very aggressive	3x = Forcing		New suit at 4-level fitbid
3C				4D = 1430-BW		
3D	(5)6		Preempt, very aggressive	3x = Forcing		New suit at 4-level fitbid
3H	(5)6		Preemt, very aggressive	4C = 1430-BW,		New suit at 4-level fitbid
3S	(5)6		Preemt, very aggressive	4C = 1430-BW, 4H = natural		New suit at 4-level fitbid
3NT			7+C/D, shows good 3MI pre	4/5/6/7 C/D = pass/correct		
3NT			10-13 and 3 of the 4 top honours			
4C	6		Preempt	4D = 1430-BW, 4H/S = nat, 4NT = to play		
4D	6		Preempt	4H/S = nat, 4NT = 1430-BW		
4H	6		Preempt	4S = nat, 4NT = 1430-BW, 5C/D = cuebids		
4S	6		Preempt	4NT = 1430-BW, 5C/D = cuebids		
4NT			Asking for aces			
5C	7		Preempt			
5D	7		Preempt			
5H	7		Preempt			
5S	7		Preempt			
5NT						

HIGH LEVEL BIDDING

Cuebids Italian style, 1430-Blackwood, Exclusion 1430, Culbertsons 5N. Splinter;

4C/D shows support after 1MA (3x); 3MA forcing in some situations

Dope if 5 of agreed suit otherwise we play stepwise 1430 RKC;