



DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			WBFC Convention Card		
OVERCALLS (Style; Responses; ½ Level; Reopening)		OPENING LEADS STYLE			Category:		
Aggressive at 1-level may be 4 card suit →unassuming cuebid; fitbids		Suit	Lead 4 th from H, 2 nd bad suit	In Partners Suit low from odd			
		NT	Attitude	low from odd			
		Subsequent	Attitude	low from odd			
		Other :					
					NCBO:	Denmark	
					Event:		
					Players	Nils Mønsted – Johan Hammelev	
1NT OVERCALL (2 nd / 4 th Live; Responses; Reopening)		LEADS			SYSTEM SUMMERY		
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	Weak NT 11-14 nonvul, 12-14 vul 15-17 Bal are often opened with 4-card M (suit quality)		
		Queen	QJ, QJx, Qx	QJ, QJx, KQ109x, KQJx			
		Jack	J10x, Jx, KJ10	J10x, Jx, KJ10, AJ10			
JUMP OVERCALLS (Style; Responses; Unusual NT)		10	109, 10x, K/Q109	109, 10x, A/K/Q109	Drury after 3 rd and 4 th opening 1 major		
Weak after vulnerability and position		9	98x, 9x	H98, 9xx, 98x			
2NT=two lowest unbid suits		Hi-x	4 th from H, 2 nd bad suit	Attitude			
2NT (reopening)=19-21→sys on		Lo-x	4 th from H, 2 nd bad suit	Attitude	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 C=weak with diamonds or 18-19 bal or strong	
Michaels; 1M-2M=5+oM&5+mi→2NT= at least invit		Suit: 1 st	low=enc	low=even	low=even, disc	2 D= Multi; weak major one-suiter or 22-24 bal or strong with diamonds	
		2 nd	low=even	high=odd	high=odd, disc		
		3 rd	lavinthal	lavinthal		2H=both majors 4-9 nonvul 6-10 vul	
VS. NT (vs Strong / Weak ; Reopening; PH)		NT: 1 st	low=enc	low=even, oddball	low=even, disc	2S=5+spades & 4+ minor 4-9 nv 6-10 vul	
2C=both majors		2 nd	low=even	high=odd, oddball	high=odd, disc	Michaels Q-bid	
2D=major one-suiter		3 rd	lavinthal	lavinthal			
2M=5+&4+minor		Signals (Trump): Eco=looking for ruff					
2NT=minors or GF with two-suiter							
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT-bids)		DOUBLES			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-(2C/D/H)-P=forcing		
		1x-(1NT)-2x-DBL=invit					
VS. ARTIFICIAL STRONG OPENINGS							
		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					
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

Opening	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♥=7-9; 2nt=4+♥ 9+; 3♠=10- void, 3NT/4♣/♦=10+ void.		
1♠		4	3♥	Natural 11+	3♠=7-9; 2nt=4+♠ 9+ 3NT=10- void, 4/♣/♦/♥=10+ void		
1nt			3X	nonvul=11-14 ; vul=12-14	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 weak	1NT-2♣-2♠-2NT = invit with 5+♥ 1NT-2♦ = maybe any 5-5 slamish	After enemy interference in 4th position D= 15-17 nt or similar Lebensohl if enemy doubled in 2M
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)		After 1nt-opening 1nt-(DBL): - P=forcing to RDBL - RDBL=one-suiter - 2m=2-suiter - 2M=nat. kompetitive
2♦	√	0		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		4+♥ & 4+♠, 4-9 nonvul, 6-10 vul.	2NT= at least inv, 3♣/♦=nat. nonf; 3♥/♠=pre		
2♠		5		5+♠ & 4+♣/♦,4-9 nonvul, 6-10 vul	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 st & 2 nd =Solid minor; else gamble			
4♣/♦		7		Pre 2-3½-4½	Major= natural, minor=cuebid		
4♥/♠		7		Pre 2-3½-4½	New suit=cuebid		
4ut				Both minors			

SLAM BIDDING

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