DEFENSIVE AND COMPETITIVE BIDDING	
OVERCALLS (Style; Responses; 1/2 Level; Reopening)	OPENING I
1 level + reopening: 8+, Unass cuebids + NSF	
2 level: + reopening: 8+, unass. cuebids + NSF	Suit
	NT
	Subseq
	-
1NT OVERCALL (2nd/4th Live; Responses; Reopening)	LEADS
2nd seat: 15-18, responses as after 1nt opening, 4th seat. 11-14, resp. natural	Lead
	Ace
	King
	Queen
	Jack
JUMP OVERCALLS (Style; Responses; Unusual NT)	10
Preemptive, usually at least 6 cards, but can be undisciplined in 3rd + 4th seat	9
1M 2nt = 5+/5+ in unbid suits, 1m 2nt = 5+om/5+ 1M (2nt can be strong ,vuln)	Hi-x
	Lo-x
	SIGNALS II
DIRECT AND JUMP CUE BIDS (Style; Responses; Reopen)	
1m 2m: both M 5+/4+ usually weak (2nt ask + plauken resp. (see next page)	
1M-2M: 4 in OM, 5+ in a minor (11-16 hcp) (2nt asking for minor)	Suit
	-
VS. NT (vs. Strong/ Weak; Reopening; PH)	NT
double :strength, 2♣: both M, 2♦ 1 M suit or 1 good m suit	
2M: 5 in M, + a minor side suit, 2nt: both minors	Other signa
	Trelde: lead
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	
take-out doubles, 2nt: 15-18, direct cue: showing a 2 suiter with (usually)	
at least one major.	
	TAKEOUT
vs. multi 2♦: Steen Moeller: dbl: 12-16 min. 3+/4+ M or 17+/2M 5+ max 2 in OM	agressive e
2nt:16-19	after our 1 l
	-
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL, A
vs. strong 1 <b>∉</b> : double= constructive, 1 lev: nat., 1nt: 1m+1M	negative do
2 <b>♣</b> : both minors 2♦: both majors	invit. double
vs. 2♣ only forcing bid:	
OVER OPPONENTS' TAKEOUT DOUBLE	
RD: 9-11 bal or 9+ without fit. (double after RD is penalty)	
1 level: natural forcing, 2 level: non-forcing	
However, all fit-showing bids are maintained as in undisturbed bidding	

		LEADS	AND SIG	SNALS		
OPENING	3 LE/	ADS STYLE				
		Lead		In Pa	rtner's suit	
Suit	2n	nd 4th (6th)		do,		
VT	do	) 		do		
Subseq	do	)		do		
- ā	\$20					
EADS						
₋ead		Vs. Suit		Vs. NT		
4ce	Αŀ	<		AK		
King	Ał	( or KQ		AK or KQ		
Queen	Q,	J		QJ		
Jack	J1	0		J10		
10	10	x, H10x, 109x		do		
}	98	8x, 932, H9x, ,		do		
Hi-x	χХ	x, xxxXx		xXx, xXxx x	Xxxx	
_0-X	XX	xX, xX, xxxxxX		HxxX, xX, H	lxxxxX	
SIGNALS	IN C	RDER OF PRIORITY			T	
		Partner's Lead	Declarer		Discarding	
	1	1 low-hi encr count:		w-hi E	low-high encr.	
Suit	2	count: low-hi E	Lavintha		count: low-hi E	
	3	Trelde:				
	1	low-hi encr.	count: low-high E		count:lo-high E	
VT	2		Mod. Sm	ith peter		
	3					
		Trelde, Lavinthal, Mod				
relde: lea	ad in	pd's suit: high E = shi	ft to lowes	st, high odd =	shift to highest	
		D	OUBLES			
rakeou <sup>.</sup>	T DC	UBLES (Style; Respo	nse; Reo	pening)		
		in reopening (8+), nat	100	2000000		
after our	1 leve	el opening to 4 <b>▼</b> ,				
		200728				
SPECIAL	, AR	TIFICIAL AND COMPE	TITIVE (F	RE-)DOUBLE	S	
negative o	doub	les, competitive double	e, respons	se dbl,		
nvit. doub	ole in	some major sequence	es (Max. (	Overcall Dbl)		
			055			

## WBF Convention Card



Category:					
NCBO:		EVENT:			
PLAYERS:	Lone Bilde				
	Marianne Rasm	nussen			
SYSTEM SUMMARY					
GENERAL APPROACH AND STYLE					
modified acol wit	h 5 card ♠, agressive	e style			
1x-3x preempt					
15-17 nt, 1x-1nt			-		
2 o 1 = 10+ hcp	forcing for one round				
	ΓΗΑΤ MAY REQUIRE ti: 6+Μ 3-9 hcp or ac				
1x-3x preempt in	all sequences		Î		
1mi-2mi: inverted	E. 15 (15 (15 (15 (15 (15 (15 (15 (15 (15				
1mi-jump in om:	invit w. supp.				
			-		
			-		
<u> </u>					

## SPECIAL FORCING PASS SEQUENCES

(1nt)-D-(2**♣/♦/▼**)-p= forcing

## IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

4sf, check-back stayman

x-y-ut (1x-1y-1nt-2c: relay to 2d, then invit,

1x-1y-1nt-2d; relay forcing to game).

PSYCHICS:

ОршZ-ZG	T A R T I I	OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣	;	3	4♥	10+ unbal or 12+ bal	1x=nat 6+, 1nt=6-10, 2♣= FG 4+clubs, 2♦:invit,♣ supp	after 1♣-2♣: 2nw:shows stoppers, jump in nw: splint, 2nt: 12-14, 3cl:slam interest	do
					2/3 new suit=weak jump, 2nt=nat 11-12, 3♣=0-8 5+♣	after wjs 2nt= asking	
1•		4	4♥	10+ unbal or 12+ bal	1x= nat 6+, 1nt= 6-10, 2♣=10+,2nt: 11-12 bal, 2♦=FG	after 1♦-2♦ 2/3nw: shows stoppers, jump in nw: splint: 3♦:slam interest	do
					, 4+ ♦, 3 ♦: 0-8 nat, 3 <b>⊕</b> :invit ♦ supp, wjs at all levels	after wjs: 2nt asking	
1♥		4	<b>4</b>	10+unbal or 11+bal	2 ♠: wjs, jump in new suit from 3♣to 4♦ fitbid,	return to opening suit: minimum, new suit on 3-level = nat. features not minimum	do
					2nt: invit +, 4 card support, 3 <b>▼</b> /4 <b>▼</b> = preemptive (0-8)		
					1nt = 6-10 w/o 4c supp		
1♠	,	5	4♥	10+ unbal or 11+ bal	1nt: 6-10 w/o fit, fitbids, 2nt invit. 4 c supp, 3/4♠:preempt	return to opening suit: minimum, new suit on 3-level = nat. features not minimum,	do
1 NT	8		4♥	15-17 bal	2 <b>♣</b> stayman, 2 <b>♦/▼</b> / <b>♣</b> /2nt: total transfer,	after trf: break of relay shows with max and 3 card supp., 4x: 4 card supp	
					3x = nat 6+ slam going		
					4 <del>⊈</del> = trf to ♥, 4♦: trf to spades		
2♣		0 /	4	forcing bid (acol clubs or strong nt)	2♦ =0-1 controls, 2♥:2 ctr, 2♠:3 ctr, 2nt: 4ctr	suit: clubs + that suit, 2nt: 20-21, 3nt: 27-28	do
2•		0		6+ <b>♥</b> or <b>♠</b> 3-9 p, or acol <b>♦</b> ,	any major bid: correctable, , 2nt asking,	after 2nt "Plauken" = 3♣ not min, 3♦ min. w ♥, 3♥ min. w ♠	do
				or 24-25 nt			
2♥	;	5		5+ <b>▼</b> 8,5+ tricks	2sp:bad hand, 2nt: f1 w. spades, 3♣/♦ f1, 3h:supp, 3+ctr	new suit from opener, forcing to game	
					3nt: supp, 2 ctr, 4h: to play		
2♠	;	5		5+ <b>♠</b> 8,5 tricks	2nt:f1 w clubs, 3♣:bad hand; 3♦/♥: f1, 3♠:supp,3+ctr	new suit from opener, forcing to game	do
					3nt: supp, 2ctr, 4♠ to play		
2 NT			4♥	22-23 hcp bal. or semi-bal	3 <b>♣</b> :puppet stayman, 3♦/ <b>▼</b> : trf, 3 <b>♠</b> : 5♠,4 <b>▼</b> , 4x: slamgoing	after 2nt-3♣-3♦: 3♥=♠, 3♠=♥, after trf, break of relay	do
3 level		6		pre-empt 6-7 suiter	new suit on 3 level: forcing, 4 level: cuebid	shows max with supp.	
3nt		7		solid minor	4cl: to play in minor		
52.0							
4♣		7		preempt			
4•		7		preempt			
4♥		7		preempt		HIGH LEVEL BIDDING	
						RKCB: 1430, cuebids,	
4♠		7		preempt			
			1				
	1						
V.							