OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	
Did fashioned style (8-17HCP).	
reopening position we may bid on 4-card.	
formal responses. Sping support is Pre-emptive,	
UE -bid response is at least INV with support.	
ump-response in new Suit= Splint.	
NT = at least 5-5 in 2 lowest unbid suits	
NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	
nd and $3^{rd} \rightarrow 15\text{-}18\text{HCP}, 4^{th} \rightarrow 11\text{-}14\text{HCP}.$	
Ve use our normal 1NT-system as response. [9]	
In passed hand 1 NT is for minors.	
UMP OVERCALLS (Style; Responses; Unusual NT)	
m/1 \checkmark -2M/2 \clubsuit \rightarrow exactly 4card in M/ \clubsuit and 5+ in other m/a	nv
ninor (12-16 HCP)	uiy
- and 4-level → Pre-emptive.	
leopen:	
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	
m-2m \rightarrow at least 5-5 in M. 2NT response is relay= Ask	
M-2M \rightarrow at least 5-5 in other M and any minor. 2NT is relay	v/ack
	y/usk
m/N = 3m/N = 3sking for stopper for $3N$	
$m/M - 3m/M \rightarrow$ asking for stopper for 3NT.	
'S. NT (vs. Strong/Weak; Reopening; PH)	
7S. NT (vs. Strong/Weak; Reopening;PH) nd and 3 rd position → 2m (3-suiter)→ Kelsey (Revised) [7].	,
 7S. NT (vs. Strong/Weak; Reopening; PH) nd 3rd position → 2m (3-suiter) → Kelsey (Revised) [7], M natural. 	,
 ⁷S. NT (vs. Strong/Weak; Reopening;PH) nd and 3rd position → 2m (3-suiter) → Kelsey (Revised) [7], th position => DBL (3-suiter) is Kelsey (revised) [7], 	,
 7S. NT (vs. Strong/Weak; Reopening; PH) nd 3rd position → 2m (3-suiter) → Kelsey (Revised) [7], M natural. 	,
 ^{rS.} NT (vs. Strong/Weak; Reopening; PH) nd and 3rd position → 2m (3-suiter) → Kelsey (Revised) [7], th position => DBL (3-suiter) is Kelsey (revised) [7], * → take out for M 	2
 ⁷S. NT (vs. Strong/Weak; Reopening;PH) nd and 3rd position → 2m (3-suiter) → Kelsey (Revised) [7], th position => DBL (3-suiter) is Kelsey (revised) [7], 	,
 rd and 3rd position → 2m (3-suiter)→ Kelsey (Revised) [7], M natural. th position => DBL (3-suiter) is Kelsey (revised) [7], , ♣ → take out for M ◆ →1 M (no good hand), 2M →1 M (good hand) 	,
 ^{rS.} NT (vs. Strong/Weak; Reopening; PH) nd and 3rd position → 2m (3-suiter) → Kelsey (Revised) [7], th position => DBL (3-suiter) is Kelsey (revised) [7], * → take out for M 	
⁷ S. NT (vs. Strong/Weak; Reopening; PH) nd and 3 rd position → 2m (3-suiter) → Kelsey (Revised) [7], ^A natural. th position => DBL (3-suiter) is Kelsey (revised) [7], \Rightarrow → take out for M \Rightarrow → 1 M (no good hand), 2M → 1 M (good hand) ⁷ S.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	t DBL.
7S. NT (vs. Strong/Weak; Reopening;PH) nd and 3 rd position → 2m (3-suiter) → Kelsey (Revised) [7], M natural. th position => DBL (3-suiter) is Kelsey (revised) [7], \Rightarrow → take out for M \Rightarrow → 1 M (no good hand), 2M → 1 M (good hand) 7S.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids) 73M - 4m → at least 5-5 in m and other M. Optional take-out	t DBL,
 rd and 3rd position → 2m (3-suiter)→ Kelsey (Revised) [7], nd and 3rd position → 2m (3-suiter)→ Kelsey (Revised) [7], th position => DBL (3-suiter) is Kelsey (revised) [7], , th → take out for M → 1 M (no good hand), 2M → 1 M (good hand) rd S.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids) rd M → at least 5-5 in m and other M. Optional take-our transhurst against Multi and openings showing at least 4-4 un competitive DBL, 	t DBL.
 rd and 3rd position → 2m (3-suiter)→ Kelsey (Revised) [7], M natural. th position => DBL (3-suiter) is Kelsey (revised) [7], , [*] → take out for M [*] → 1 M (no good hand), 2M → 1 M (good hand) rd S.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids) rd At least 5-5 in m and other M. Optional take-out rawhurst against Multi and openings showing at least 4-4 un competitive DBL, rd S.ARTIFICIAL STRONG OPENINGS- i.e. 1[*] or 2[*] 	t DBL,
YS. NT (vs. Strong/Weak; Reopening; PH) n nd and 3 rd position → 2m (3-suiter) → Kelsey (Revised) [7], M natural. th position => DBL (3-suiter) is Kelsey (revised) [7], A → take out for M \bigstar → 1 M (no good hand), 2M → 1 M (good hand) YS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids) /3M - 4m → at least 5-5 in m and other M. Optional take-out trawhurst against Multi and openings showing at least 4-4 un Competitive DBL, YS. ARTIFICIAL STRONG OPENINGS- i.e. 1 or 2 against strong 1 → Dbl =	t DBL,
YS. NT (vs. Strong/Weak; Reopening; PH) n nd and 3 rd position → 2m (3-suiter) → Kelsey (Revised) [7], M natural. th position => DBL (3-suiter) is Kelsey (revised) [7], * → take out for M * → 1 M (no good hand), 2M → 1 M (good hand) XS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids) /3M - 4m → at least 5-5 in m and other M. Optional take-out transhurst against Multi and openings showing at least 4-4 un competitive DBL, XS.ARTIFICIAL STRONG OPENINGS- i.e. 1 or 2 against strong 1 → Dbl = and any M, 1NT= both m, K= ◆ and any M, 2 ◆ = Both M.	t DBL,
 rd and 3rd position → 2m (3-suiter)→ Kelsey (Revised) [7], M natural. th position => DBL (3-suiter) is Kelsey (revised) [7], , [*] → take out for M → 1 M (no good hand), 2M → 1 M (good hand) rd S.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids) rd Am → at least 5-5 in m and other M. Optional take-out rawhurst against Multi and openings showing at least 4-4 un competitive DBL, rd S.ARTIFICIAL STRONG OPENINGS- i.e. 1 ← or 2 ← and any M, 2 ← = Both M. rd Am and 3/4/m → Pre-emptive. 	t DBL.
YS. NT (vs. Strong/Weak; Reopening; PH) n nd and 3 rd position → 2m (3-suiter) → Kelsey (Revised) [7], M natural. th position => DBL (3-suiter) is Kelsey (revised) [7], * → take out for M * → 1 M (no good hand), 2M → 1 M (good hand) XS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids) /3M - 4m → at least 5-5 in m and other M. Optional take-out transhurst against Multi and openings showing at least 4-4 un competitive DBL, XS.ARTIFICIAL STRONG OPENINGS- i.e. 1 or 2 against strong 1 → Dbl = and any M, 1NT= both m, K= ◆ and any M, 2 ◆ = Both M.	t DBL.
 rd and 3rd position → 2m (3-suiter)→ Kelsey (Revised) [7], M natural. th position => DBL (3-suiter) is Kelsey (revised) [7], , [*] → take out for M → 1 M (no good hand), 2M → 1 M (good hand) rd S.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids) rd Am → at least 5-5 in m and other M. Optional take-out rawhurst against Multi and openings showing at least 4-4 un competitive DBL, rd S.ARTIFICIAL STRONG OPENINGS- i.e. 1 ← or 2 ← and any M, 2 ← = Both M. rd Am and 3/4/m → Pre-emptive. 	t DBL.
7S. NT (vs. Strong/Weak; Reopening; PH) n nd and 3 rd position → 2m (3-suiter) → Kelsey (Revised) [7], M natural. th position => DBL (3-suiter) is Kelsey (revised) [7], * → take out for M ◆ →1 M (no good hand), 2M →1 M (good hand) 7S.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids) /3M - 4m → at least 5-5 in m and other M. Optional take-out trawhurst against Multi and openings showing at least 4-4 un Competitive DBL, 7S. ARTIFICIAL STRONG OPENINGS- i.e. 1 • or 2 • Against strong 1 → Dbl = • and any M, 1NT= both m, K= • and any M, 2 • = Both M. /3/4 M and 3/4/m → Pre-emptive. OVER OPPONENTS' TAKEOUT DOUBLE	t DBL,

		LEA	DS AND SIGN	JALS		
OPENIN	G LEA	DS STYLE				
		Lead		In Part	tner's Suit	
Suit					. highest[5]	
NT	NT Journalist/Ga				. highest	
Subseq Attitude						
Other: 2.	and 4. h	ighest through	n declarer			
LEADS						
Lead		Vs. Suit	Vs. N		Г	
Ace		AKx, Ax		AKx		
King		KQx, AK			D(x) KQ109(x)	
Queen		QJx	QJ10(x), KQ10(x), KQ(x)	
Jack		J10x	QJx, J			
10		KJ10x, 109x,	, 10x	AJ10x	, KJ10 x, 109x	
9		H109x, 98x,		H109x	x, 98x	
Hi-X		Sx, xSx, SSx			6(+)	
Lo-X		Hx(S)	,	Hx(SS		
SIGNAL	S IN O	RDER OF PF	RIORITY			
	Partner	's Lead	Declarer's Lead		Discarding	
1	ENCR	G/DISCG	Hi		ENCRG/DISCG	
		Q(xx) on table				
	3 Hi, (3 rd from xxSx)					
	1 ENCRG/DISCG NT 2 Unblock/Hi		Hi/Delayed call		ENCRG/DISCG	
		K/H1				
3	5					
Signals (i	including	g Trumps): Or	n 5+-level K as	ks for co	ount.	
			G/Odd. Hi in t	rumps in	dicates ruff. Delayed	
Call (Hi i	s positiv	/e).				
			DOUBLES			
TAKEO	UT DOI	UBLES (Style	; Responses;	Reopeni	ing)	
					Reopening Dbl is	
					2M is natural (5+ INV)	
	,	•	,		× /	
SPECIA	L, ART	IFICIAL & (COMPETITIV	/E DBL	S/RDLS	
Responsi	ve DBL	, Competitive	DBL,			
-		hows exactly				
1111-1 V -		nows exactly	- spaces.			

	W B F CONVENTION CARD
CA	TEGORY: Red
-	BO: Denmark (Senior Team)
	AYERS : Hans Christian Nielsen
	Knud-Aage Boesgaard
	SYSTEM SUMMARY
GEI	NERAL APPROACH AND STYLE
Sou	nd openings. Can open light in 3. Position.
	(4-3-3-3) opens 1 A and rebids 1NT with 12-14 HCP
1N'.	Γ= 15-18HCP [8]
	enings on 1 level = 4-card (except $\clubsuit \rightarrow 5+$)
	ver 1 response \rightarrow 10+ (does not promise rebid)
	st jump shift responses ART.
Free	quent use of non-penalty DBL.
SPI	ECIAL BIDS THAT MAY REQUIRE DEFENSE
2♣	→ Balanced 18-20/23-24 HCP or Acol
2 🔶	→ Multi (3-7 HCP One M or strong Acol/Bal 25+)
	/ → 6-10 HCP (NV → 5+) (VUL → 6+)
3N'.	$\Gamma \rightarrow PRE$ in any minor (One suited)
4 ♣	→ Namyats (♥-suit 7+), 7½-9 tricks and 2/3 Aces out of 5)
4 🔶	→ Namyats (♠ -suit 7+), 7½-9 tricks and 2/3 Aces out of :
CD	
	ECIAL FORCING PASS SEQUENCES er opponents' interference when we open on the 1-level, we
	negative doubles. We pass on hands that include a penalty. ener may pass with length in the bidden suit.
	PORTANT NOTES: Toronto (Rev.) after 1M opening in
	. Position [1], Manco [2], Bergen Raises [3], DOPI [4],
	CB (1430), Asking bids (Control in bid suit and aces)
1	VCHICS: 1 time pr. 8- 20 matches

75	F IAL	MIN. NO. OF CARDS	NEG.DBL THRU					
OPENING	TICK IF ARTIFICIAL			DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING	
1*		3	2	12-22 HCP, natural. All 4-3-3-3	$2 \blacklozenge \rightarrow 10+$ and support. $3 \blacklozenge , 3 \text{ M/NT} \rightarrow \text{FG+Splint}$	If opponent interfere \rightarrow all jumps has the		
				opens 1 & and rebids 1NT (12-14)	$2M \rightarrow$ weak jump 6+ and 2-7 HCP.	same meaning. CUE is support and INV+		
1 ♦		4	2	12-22 HCP, natural.	$3 \clubsuit \rightarrow 10+$ and support. 3 M/NT \rightarrow FG+Splint	If opponent interfere \rightarrow all jumps has the		
					$2M \rightarrow$ weak jump 6+ and 2-7 HCP	same meaning. CUE is support and INV+		
1 🗸		4	2	12-22 HCP, natural.	2NT→Relay, FG and support. Splint, Toronto [1]	If opponent interfere \rightarrow 2NT, jumps have the		
					Bergen raises[3]	same meaning. CUE is INV+		
1 🛦		5		12-22 HCP, natural.	Same as 1♥ above.	Same as 1♥ above.		
INT			2	15-18 HCP	2 ♣ → Relay (strength/distribution), Transfers [8]	Further relays seeks distribution[8]		
					4♣ → At least 5-5 in M, $4 \blacklozenge / \lor \rightarrow$ Transfers			
2*	Х	0	3♠	BAL 18-20/23-24 or Acol	2 ♦ → Relay. 2 ♥ → Transfer to \blacktriangle	Further relays and transfers.	If opp's interfere → Dbl is NEG	
				in 🜲 or M	2▲ /3♣➔ Natural FG		and FG.	
2 ♦	Х	0		Multi \rightarrow 3-7 HCP and one M	2NT \rightarrow Relay (suit and strength), 3m is natural INV			
				(6+). Acol in ♦ or BAL 25+	Jump to 3M/4m is natural → FG			
2 🗸	Х	5 (NV)		6-10 HCP. NV can be only 5.	$2NT \rightarrow Relay$, $3m$ is natural INV.			
		. ,			Jump to 3▲/4m is natural → FG			
2	Х	5 (NV)		6-10 HCP. NV can be only 5.	2NT→Relay, 3m is natural INV			
					Jump to 4m is natural → FG			
2NT				21-22 HCP	3♣ seeks M. 3♦/M is transfers. 4♣➔ at least 5-5			
-					In M. 4 \blacklozenge at least 5-5 in m, 4M \rightarrow natural			
3*		6		PRE	3M → Forcing			
3 ♦		6		PRE	3M → Forcing			
3♥		6		PRE	3 → Forcing. 4m → Asks for control and aces.			
3♠		6		PRE	$4m \rightarrow$ Asks for control in m and aces (out of 5).			
3NT	Х			PRE in any m	$4/5 \clubsuit \rightarrow$ Stop in m, $4 \blacklozenge$ asks for controls in M/om			
					$4M = Natural \rightarrow Stop.$			
4*	Х	0		Namyats. (♥-suit 7+), see Front	4 ♦ → Relay (asking for Aces/Running suit)			
4 ♦	Х	0		Namyats. (▲-suit 7+), see Front	4♥ → Relay (asking for Aces/Running suit)			
4♥		6		Natural	4NT→ RKCB (1430) – 5 aces			
4		6		Natural	4NT→ RKCB (1430) – 5 aces			
4NT	Х			Asking for specific aces.	$5 \clubsuit \rightarrow$ No ace. $5 \diamondsuit / \checkmark / \bigstar \rightarrow$ Ace in bid suit. $5NT = \clubsuit$			
5 *		7			5NT→ RKCB (1430) – 5 aces	HIGH LEVEL BI		
5 🔶		7			5NT→ RKCB (1430) – 5 aces	RKCB (1430) – 5 aces, Special asking bids (fo	r control in bid suit and aces out	
5♥		7			5NT→ RKCB (1430) – 5 aces	of 5), Cue Bids, Bids showing extra values,		
5♠		7			5NT → RKCB (1430) – 5 aces			