

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
Aggressive
Response=Transfer responses (USP) , jumps normal splint inv,2NT over 1M=4card support inv+
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
2 <sup>nd</sup> . 15-18 – NT system on
4 <sup>th</sup> . 10-14 – NT-system on.
Jump to 2NT in 4 <sup>th</sup> pos. = 18-20, 2NT system on.
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Preemptive, 2NT=5-5 lowest suits
Reopen: Jumps tends to be opening hand
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
1Maj-2Maj=5-5 Other major+unknown minor
1min-2min=5-5 in majors, 1x-2NT=5-5 lowest unbid
1x-3x=Ask for stopper. If 1x=2+ then 3x=natural
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
2C=Majors
2D=Multi ( not strong)
2H/S=Better than multi
2NT=Good pre-empt in minor
3x=preempt
DBL=Points
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
3m-4m=5-5 Majors
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
DBL=Maj., NT=minors
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
RD=9+, over 1M-DBL Transfers from 1NT

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	1.3.5	1.3.5	
NT	1.3.5	1.3.5	
Subseq	2.4. thru declarer	2.4. thru declarer	
Other:			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(x)	AKx(x)	
King	AK, KQ (x)	KQ(x), (AKJT)	
Queen	QJ(x)	QJ(x), (KQT9)	
Jack	JT(x)	JT(x), AQJ(x)	
10	HHT, T9(x), Tx	HHT,T9(x), Tx	
9	HT9,9x	HT9, 9x	
Hi-X	xx	xx	
Lo-X	Xxx, Hxx	Hxx	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Low=Enc.	Count (Low=even)	Low=Enc.
Suit 2	Count		High=Disc.
3	High=SuitP.		
1	Low=Enc.	Count (Low=even)	Low=Enc.
NT 2	Count		High=Disc.
3	High=SuitP.		
Signals (including Trumps): Special Smith peters vs. NT Note 7			
Special count in trick one when needed (Low from xx, xxxxx)			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Normal, Cue=Forcing until fit found or NT bid			
Same in reopening			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Almost all doubles are T/O.			
Neg.Dobles. High-LowDoubles on simple bid from opponent (note 3)			

W B F CONVENTION CARD
<b>CATEGORY:</b> i.e. <span style="background-color: #90EE90;">Green</span> / Blue / Red / HUM / Brown Sticker:
<b>NCBO:</b>
<b>PLAYERS:</b> Klaus Adamsen – Dennis Koch-Palmund
EVENT (Senior)
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
Natural 5-card major
1D=4+, 1C=2+
2 over 1 Gameforce
12-14 NT openings except 3. Pos red vs green
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
2C=Weak D. or any strong
2D=Multi – Weak 2H/S (always min. if S)
2H=5-3-3-2 11-14 HCP (weak NT with 5H)
2S=8-10 6-card
3NT=Solid minor
Defense
1Maj-2Maj=5-5 Other major+unknown minor
1min-2min=5-5 in majors
1x – 2NT=5-5 lowest unbid
<b>SPECIAL FORCING PASS SEQUENCES</b>
<b>IMPORTANT NOTES</b>
All intervals can vary by judgement
<b>PSYCHICS:</b>

