DEFENSIVE AND COMPETITIVE BIDDING		L	EADS AND SIG	NALS	W B F CONVENTION CARD	
OVERCALLS (Style: Responses: 1/2 Level; Reopening)	OPENIN	G LEADS STYL				
Aggressive		Lead		In Partner's Suit	CATEGORY: i.e. Green / Blue / Red / HUM / Brown Sticker:	
Response=Transfer responses (USP), jumps normal splint inv,2NT over 1M=4card support inv+	Suit	1.3.5		1.3.5	NCBO:	
over 1112 venta support 1117	NT	1.3.5		1.3.5	PLAYERS: Klaus Adamsen – Dennis Koch-Palmund	
	Subseq	2.4. thru o	leclarer	2.4. thru declarer	EVENT (Senior)	
	Other:					
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	LEADS				SYSTEM SUMMARY	
2 nd . 15-18 – NT system on	Lead	Vs. Suit		Vs. NT		
4 th . 10-14 – NT-system on.	Ace	AKx(x)		AKx(x)	GENERAL APPROACH AND STYLE	
•	King	AK, KQ	(x)	KQ(x), (AKJT)	Natural 5-card major	
Jump to 2NT in 4 th pos. = 18-20, 2NT system on.	Queen	QJ(x)		QJ(x), (KQT9)	1D=4+, 1C=2+	
	Jack	JT(x)		JT(x), $AQJ(x)$	2 over 1 Gameforce	
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	HHT, T9	(x), Tx	HHT,T9(x), Tx	12-14 NT openings except 3. Pos red vs green	
Preemptive, 2NT=5-5 lowest suits	9	HT9,9x		HT9, 9x		
	Hi-X	XX		xx		
	Lo-X	Xxx, Hxx		Hxx		
Reopen: Jumps tends to be opening hand	SIGNAL	S IN ORDER OF	PRIORITY			
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		Partner's Lead	Declarer's Le	ead Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
1Maj-2Maj=5-5 Other major+unknown minor	1	Low=Enc.	Count (Low=	even) Low=Enc.	2C=Weak D. or any strong	
1min-2min=5-5 in majors, 1x-2NT=5-5 lowest unbid		Count		High=Disc.	2D=Multi – Weak 2H/S (always min. if S)	
1x-3x=Ask for stopper. If 1x=2+ then 3x=natural	3	High=SuitP.			2H=5-3-3-2 11-14 HCP (weak NT with 5H)	
		Low=Enc.	Count (Low=	even) Low=Enc.	2S=8-10 6-card	
VS. NT (vs. Strong/Weak; Reopening;PH)	NT 2	Count		High=Disc.	3NT=Solid minor	
2C=Majors	3	High=SuitP.			Defense	
2D=Multi (not strong)	Signals (i	ncluding Trumps)	Special Smith pe	eters vs. NT Note 7	1Maj-2Maj=5-5 Other major+unknown minor	
2H/S=Better than multi	Special co	ount in trick one w	hen needed (Low	from xx, xxxxx)	1min-2min=5-5 in majors	
2NT=Good pre-empt in minor					1x - 2NT = 5-5 lowest unbid	
3x=preempt			DOUBLES			
DBL=Points						
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOU	UT DOUBLES (S	tyle; Responses;	Reopening)		
3m-4m=5-5 Majors		Cue=Forcing until				
,	Same in r					
VS. ARTIFICIAL STRONG OPENINGS- i.e. 14 or 24					SPECIAL FORCING PASS SEQUENCES	
DBL=Maj., NT=minors	SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS					
· · · · · · · · · · · · · · · · · · ·	Almost all doubles are T/O.					
OVER OPPONENTS' TAKEOUT DOUBLE	Neg.Dobl	es. High-LowDoi	ıbles on simple bi	id from opponent (note 3)	IMPORTANT NOTES	
RD=9+, over 1M-DBL Transfers from 1NT	Neg.Dobles. High-LowDoubles on simple bid from opponent (note 3)				All intervals can vary by judgement	
ND-71, Over IM-DDD Hansters Holli IIVI					2 III III O Valo Cali Vary by Judgement	
					PSYCHICS:	

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1 *		2+	4H	Only 2 if 4-4-3-2	2C=FG,. 2D=Limit in C.2H/S=Weak. 3C=Weak		Over simple bid we play high-low doubles
					3D/H/S=Splint – not GF		
1 ♦		4+	4H	We tend to open 1D with 4-4 in	2D=FG, 3C=Limit in D, 2H/S=weak, 3D=Weak		high-low doubles (note 3)
				Minors	3D/H/S=Splint – not GF		
1♥		5+	4D		1NT=nat. 2SP=Weak, 2NT=GF+fit,3C/D=Bergen 3H=limit with 3H, 3SP=unkn.void, Splinter	1H-1NT note 1	high-low doubles (note 3)
1 ♠		5+	4H		3H=invit. 6+H. Otherwise same as over 1H	1H-1NT note 2	high-low doubles (note 3)
INT		12-14	4H	12-14	2C=staym. 2D/H=trns. 2S=ask for max/min.		Note 6 if 1NT doubled
			4H	15-17 3. Red vs. green	2NT=Transfer 3KL (weak or any 4-4-4-1 GF)		
2.	X			Weak D or any strong	Diamond bid is to play opposite weak. 2H/S/3C		
					Natural NF, 2NT=Ask bid, 3.H/S=GF		
2♦	X			Weak in a major (Multi)	2NT=Ask bid, Major is correctable, 3C/D=Nat NF	After 2NT. 3C=max, 3D=H,3H=S	
2♥		5		5-3-3-2 -11-14 HCP	2SP=To play, 2NT/3C/D= transf. 3S=GF		
				(Weak NT with 5H)			
2♠		6		8-10 with spades	2NT=Ask bid.	2NT Note 4	
2NT				20-21	3C=Ask for M (4/5), 3D/H=Transf, 3S=5S+4H		
3♣		6			3D=Ask for 3 card M, 3H/S=Nat. NF		
3♦		6			3H/S=Nat. NF, 4C=Ask bid.	4C Note 5	
3♥		6			3S=Nat. NF. 4C/D=Ask bid.	4C/D Note 5	
3 A		6			4C/D=Ask bid, 4H=Nat.	4C/D Note 5	
3NT	х			Solid minor – max. Q outside	4C=Sign off, 4D=Transf, 4H/S/NT=Ask bid		
4.		7 (6)					
4♦		7 (6)					
4♥		7(6)					
4 ♠		7 (6)					
4NT	X			Ask for specific aces	5C=0 aces, 5D/H/S=tha ace, 5NT=Ace of C		
5 .		7				HIGH LEVEL BIDDING	
5♦		7		A 1 C AV. 1		1430-RKCB, CueBids, Trelde askbids after p	preempt
5 ♥	X			Ask for AK in hearts			
5♠	X			Ask for AK in spades			