


DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			WBFC Convention Card 	
OVERCALLS (Style; Responses; 1/2 Level; Reopening)		OPENING LEADS STYLE				
Aggressive style		Lead	In Partner's Suit		Category: <b>VUL</b> Natural / <b>NON VUL</b> Semi Strong Club / - BLUE Country: DENMARK Event: Players: Dorthe & Peter Schaltz	
Useful Space Principle <Suppl. Sheet #1	Suit	2 <sup>nd</sup> – 4 <sup>th</sup> attitude	same			
	NT	Attitude	Same (3 <sup>rd</sup> in unsupported			
CUE: F with new suit or strong raise.	Subseq	same				
	Other: 2 <sup>nd</sup> and 4 <sup>th</sup> + Attitude through declarer.)					
	5.th level K asks for count					
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY	
15-18 HCP; System as over 1NT opening	Lead	Vs. Suit	Vs. NT		GENERAL APPROACH AND STYLE	
	Ace	AKx(+); Ax(+)	AK(+); asks attitude		<b>VUL</b> Natural 5-card ♥/♠, 1♦ 4+, 1♣ 2+ TRF resp. 2-O-1 GF	
REOPEN: 1NT= 11-14/16 HCP; 2NT= 18-20 HCP	King	AK; KQx(+);	KQ1098 asks count		<b>NON VUL 1.2. HAND</b> 1♣ 14+ any, 1♦ 11-14 / 14-17	
4th LIVE: NAT, 15+-18 BAL	Queen	QJ; QJx(+)	QJx(+); KQxx(+)		Bal/semibal 2+♦	
	Jack	J10(x+); KJ10x(+)	J10x(+); HJ10x(+); KQJx(+)		1♥/♠ 8-13 4-card - longer minor possible. 2♣/♦ 5+ 10-13	
JUMP OVERCALLS (Style; Responses; Unusual NT)		10	109(x+); H109x(+)		<b>NON VUL 3.4. HAND</b> 1♣ 16+ any, 1♦ 11-14	
1-Suit: PRE (3-12 HP depending on vulnerability and	9	9x, H98x(+)		98x, H98(x+)	Bal/semibal 2+♦, 1♥/♠ up to 15 4+card - longer minor	
2-Suit: 2NT=2 lowest suits	Hi-x	Sxx, xSx, HxxSx, xSxx,		DISC	possible. 2♣/♦ 5+ up to 15	
Wide range possible after pas from partner (3-20 HP)	Lo-x	xS, HxS, HxxS		ENC	1NT Openings: 15-17 HCP or 10-13 when NV against V	
Reopen: Constructive	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	<b>NON VUL</b> 1♣ strong/semi strong any hand,
(1m)-2m: ♥+♠ 5-5, (2♦ asks) (1♥)-2♥: 4♠-5+mi,	Suit:1st	low=ENC	Count/SP:	low=ENC	1♦ 11-14 / 14-17 bal/semibal. 2+♦.	
(1♠)-2♠: 5♥-5 minor	2nd	Count	S/P	Count	Resp. 1♥=Relay, many NF resp.	
JUMP CUE: NAT /m in direct; else asks for stopper.	3rd	S/P		S/P	After 1M opening in 3-4 hand - 2♣/♦=3/4 card supp.	
	NT: 1st	ATT/Count:	as above/SP	as above	1♣ - Resp. 1♦=6+	
VS. NT (vs. Strong / Weak; Reopening; PH)	2nd	Count or S/P	S/P		1♣ - Resp. 1♥=0-5 many distrib.	
2♣=MM. 2N=Constructive 3mi overcall. 2♦=Multi = 5/6+M	3rd	S/P			1♣ - Resp. 1♠=0-5 4+♥	
DBL = Strength (typically same strength+ as opening)	Signals (including Trumps):				1♣ - Resp. 1NT=0-5 4+♥+4+♠	
When reopen a strong NT after having passed, DBL= M-M	Trumps: random/count/SP					
Or mi-mi	Smith (high card shows interest)				<b>NON VUL</b> against <b>VUL 1.2. HAND</b> 1nt=10-13	
	DOUBLES					
	TAKEOUT DOUBLES (Style; Responses; Reopening)				<b>VUL:</b> 1♣ - Resp. TRF	
VS. PREEMPTS ( Doubles; Cue-bids; Jumps; NT bids)	Many take out doubles and support doubles.					
LEBENSORHL (2N=weak options or strong or special)	High – low doubles in some situations					
DBL and then ♦ shows ♦+M doesn't promise extra						
	SPECIAL, ARTIFICIAL AND COMPETITIVE			SPECIAL FORCING PASS SEQUENCES		
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL, ARTIFICIAL AND COMPETITIVE			1♣-overcall → 3♦, Pas= 6+		
Double=Majors; NT=minors	Support doubles in some situations: After 1♣ opening and					
Applies vs STR 1♣/2♣ openings	Indicate a suit and 3 <sup>rd</sup> hand bid a DBL = support. + similar					
	IMPORTANT NOTES THAT DON'T FIT ELSEWHERE					
	All intervals may vary due to judgements					
OVER OPPONENTS' TAKE OUT DOUBLE	Opening in 3. hand might be stronger or weaker than 11-15					
<b>VUL:</b> after 1♣ system ON, after 1♥/♠ TRF from 1NT						
<b>NON VUL:</b> after 1♥/♠ - 1NT=3-card supp. 10+				Psychics: May happen		
1M – DBL – 2NT 4+M at least INV. 1M-DBL-3♣/♦ Bergen						

OPENING BID DESCRIPTIONS							
Opening	Art	Min	N.db	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣ VUL	YN	2	4♦	2+♣ 11-14 bal. or unbal.	1♦=♥,1=♠,1♠=♦, 1N=4♣6-10, 2♣=♣GF,2♦=♣INV	1♣-1♦,1♥ 2-3♥ bal, same for 1♣-1♥,1♣-1♠	Same
1♣ NVUL	Y	0	3♠	1.2. 14+ 3.4 16+ #4	1♦=6+,1♥/♠/N=0-5 art. 2♣/♦=6-9 nat.	1♣-1♦,1M-1N=INV+,1♣-1♦,1N=18+bal	same
1♦ VUL		4	4♦	4+♦ unbal	Natural, 2-O-1 GF	1♦-1♥,1N=3♥, 1♦-1♠,1N=4♥	All NAT NF
1♦ NVUL	Y	2	4♦	2+♦ 11-14 bal/s.bal #5	1♥=Relay Art. ask min/max. or to play 1NT (0+HP) 1/2x=NF	1♦-1♥,1♠=11-12 1N=13-14	Same but nat. resp.
1♥ VUL		5	4♦	5+ SS #2	1N=6-11, 2-O-1 GF, 2N=4+♥INV+,3♣=3♥10-12,3♦=Bergen	1♥-1N=6-11, 1♥-1N, 2♣=Gazilli (16+ or 6♥)	All NAT
1♥ NVUL		4	4♦	4+ 8-13/15, 5+mi poss.	PASS may be up to 8-10 P. 1N=INV+ 2X=NF	1♥-1N,2♣=min. art.	No forcing resp.
1♠ VUL		5	4♥	5+ SS #3	As 1♥	As 1♥	All NAT
1♠ NVUL		4	4♥	4+ 8-13/15, 5+mi poss.	PASS may be up to 8-10 P. 1N=INV+ 2X=NF	1♠-1N,2♣ =min art.	Noforcing resp.
1NT			3♠	15 -17 HCP may be 5MA	2♣=STAYMAN. 2♦/♥=TRF. Does not promise ♥/♠.	1NT-3♣, asks for 5MA.s	
1NT NVUL			3♠	10-13 NVUL against VUL	2♣=STAYMAN. 2♦/♥=TRF. Does not promise ♥/♠.		
2♣ VUL	Y	0	3♠	20-21 bal or any GF	2♦=relay, 2♥/♠=to play,2N=5-5mi, 3♣/♦ to play		
2♣ NVUL		5	3♠	1.2. 10-13/3.4. up to 15	2♦=Weak 1 or 2 M . 2♥=ART. GF Relay, 2♠=NF 5+,		
				5+♣ no 4+ Major	2NT=NAT INV, 3♣=INV	2♣-2♥, 2♠=5/4minor or one suited ♣	4-card M possible
2♦ VUL	Y	2	2♠	18-19 bal	2♥/♠=TRF. 3♣=5-4M, 3♦=4-4M		
2♦ NVUL		5	3♠	As 2♣ NVUL	2♥= ART. GF Relay, 2♠=NF 5+, 2NT NAT INV. 3♣=5+♥INV.	2♦-2♥, 2♠=5/4 minor or one suited ♦	4-card M possible
2♥		5		6-10	2/3♠ =NAT all other = Transfer. Except support		
2♠		5		6-10	Transfer. Except support		
2NT NVUL	Y	7		Any 7+suit. 8 ½ - 9 ½ tr.	3♣=Art weak asks for suit. 3♦=Art GF asks for suit.		
2NT VUL				22-24	3♣ American Stayman, 3♦/♥=TRF		
3x/4x		6/7		Preempt, NAT			
3NT		7		Solid minor			

#### HIGH LEVEL BIDDING

4N=1430 RKCB. 4N=T/O after minor from us in competitive auctions. Frequently SPL in fit situations. VOIDWOOD 14/30

Many art bids show extra values or good support and not necessary a Cue Bid.

#### GENERAL SYSTEM APPROACH

**VUL:** We play natural 5-card ♠/♥, 4-card ♦, 1♣=either 11-14 bal (2+♣) or nat ♣. TRF resp. after 1♣, 2-O-1 = GF

**NON VUL:** We play a kind of strong ♣. In 1.2. hand 1♣ shows 14+ and in 3.4. hand 16+. 1MA 8-13 in 1.2. hand and 11-15 in 3.4. hand. 1MA is 4+, either unbalanced or 5-3-3-2. Longer minor possible

We play 1N as Game Force Relay or INV+ after 1M or 1♣-1♦, 1M. This means that any GF or INV+ hand with no fit, bids 1N after 1M.

We tend to be BAL (54mi/6mi) when opening 1♦. Single M possible. After 1♦ many bids are NF except 1♥ which asks for strength. And 1♦-2♦=GF.1♦-1♥=F starts a strong or weak sequence.

After 1M everything is NAT NF. (2♣/2♦ = Drury after 3<sup>rd</sup> - 4<sup>th</sup> hand openings (2♣=3 card supp./2♦=4 card supp.). INV+ any, bids 1N. 3<sup>rd</sup> hand may be stronger/weaker than 9-15 HCP.