

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Light 1 level possible NV.
RESP: 2NT after 1M overcall=4+fit INV+
TRF after many overcalls. Except (mi)mi or new suit 3 rd hand.
INT OVERCALL (2nd/4th Live; Responses; Reopening)
Direct = 15-18 hcp
Reopening = 11-14
System on.
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak. Wide range possible if partner passed.
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michaels=55. (mi)mi=MAMA. (MA)MA=oMA+mi.
(1/2x)3x=ASK stopper
VS. NT (vs. Strong/Weak; Reopening;PH)
DBL=points. DBL if passed or reopen after 14+NT=44+mi+MA
2♣=Majors
2♦=1 major weak. 2M=1 major better.
2NT=1 minor weak. 3mi=1 minor better.
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Leaping michaels. (2x)3x=ASK stopper.
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Strong 1/2♣: DBL=MA. NT=mi. Same if (1♣)-p-(1♦=neg).
OVER OPPONENTS' TAKEOUT DOUBLE
TRF from 1NT after 1♦/♥/♠ opening.
1M (DBL): 2NT=FG fit. 3♣=6-9 fit. 3♦=9-11 fit.

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 rd & 5 th (4 th possible)	3 rd 5 th	
NT	Attitude	3 rd 5 th	
Subseq			
2 nd 4 th through declarer against suit. Attitude against NT.			
King for count at the five level and higher.			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx	AK	
King	AK, KQ	KQ, AKJ10	
Queen	QJ	QJ, KQ109	
Jack	J10, perhaps HJ10	J10, perhaps HJ10	
10	109, perhaps HJ10	109, perhaps HJ10	
9	9x, H109	9x, 98(x), H109	
Hi-X	Even	Disc, 8 perhaps H98(x)	
Lo-X	Odd	Enc	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Attitude or SP**	Count	Attitude
Suit 2	Count	SP	Count
3			
1	Attitude or Count	Count or smith*	Attitude
NT 2	Count	SP	Count
3			
Signals (including Trumps):			
UDCA. *Smith Peters: high leader=shift. High partner=continue.			
**SP: When disc: high even=low suit, high odd=high suit. If possible.			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Lebensohl RESP to DBL of 1M/2♣/2M. After M: NT=neg. After ♣: ♦=neg			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
1♣ (1♦) DBL = ♥ (3 rd hand = ♥+♠)			
1♣ (1♥) DBL = 4+♠ (3 rd hand = 4♠)			
1♦ (1♥) DBL = 5+♠			

WBF CONVENTION CARD
CATEGORY: Green
COUNTRY: DENMARK
EVENT: WMSG 2012 open TEAM
PLAYERS: Martin Schaltz - Lars Blakset
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
1♣=NAT or any BAL 15-19.
1nt=12-14 or 15-17 3 rd seat
2-over-1 game force. Relays after 1M-2♣
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
TRF resp. over 1♣
2♦ opening = weak ♥ or ♠
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
PSYCHICS:

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	MARTIN SCHALTZ – LARS BLAKSET			
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1 ♣		2	4♥	NAT or any BAL 15-19. Could have 2♣ 5 or 6♦.	1♦/♥=4+♥/♠ FG if 18-19 BAL. 1♠=0-6any or 7+no 4M. 1NT=6-8 2♣=10+ no major 4+♣ 2♦/♥=TRF 5-9 6+suit/FG strong suit/FG 4M5+mi 2♠=5+♣ INV to 15-17. 3♣=6♦4♣ INV to 15-17 3♦/4♦=1major. 3M=short.	1♣-1♦, 1♥=♠ or 3-1-4-5 15-17 1♣-1♥, 2♣=♣+♥. Bidding after 1♣-TRF: 1♠=UNBAL ♣ maybe 3-card support INV. 1NT=15-17 maybe stiff ♠ after 1♣-1♥. 2M-2=18-19 BAL 2M-1=3-card support min/FG. 2NT=4card support FG	BAL opening strength depends on 1NT opening. We tend to pass 1♣ more often.
1 ♦		4	4♥	UNBAL	1NT=5-12. 2♣=FG. 2♦=10+fit. 3♣=7-9fit.	TRF (F1) from 1NT after 1♦-1M.	
1M		(4)5	4♦	1♥ = very rare 4 if 4-4-1-4	1NT=5-12 weak support/WJS ♠ possible! 2M=8-10. Any jump=fit artificial.	TRF (F1) from 1NT after 1♥-1♠. 1M-1NT, 2♣=16+ or ♣.	
1NT		(1)2	4♥	12-14 or 15-17 3 rd seat	Stayman. TRF. 2♠=♣♦. 3x=SHORT. 4♣/♦=♥/♠.	Relays: 1N-2♣, 2♦/♥-2♠ or 1N-2♣, 2♠-3♣.	
2 ♣	X	0		22+BAL or FG any	Controls (2♦=0-1, 2♥=2...)		
2 ♦	X			Weak ♥ or ♠	2M=PC. 3♥/4♥=PC. 2NT=INV+relay.	2♦-2NT: 3♣=MIN. 3♦=MAX♥. 3♥=MAX♠	
2x		6		(9)10-13 hcp. 6+suit.	2NT=FG ask. 3♣+=TRF. 2NT=TRF unless 2M-p		
2NT		(1)2		20-21 BAL or semiBAL	Stayman. TRF. 3♠=minor ASK.	Smolen. Accept of TRF=fit.	
3x		6		NAT weak	4♣=Ace ASK. 4♦ if 3♣ opening.		
3NT	X	7		Solid 7+any	4♣=P/C. 4♦=TRF. 4M=2way: PLAY/ct ASK.		
4x		7		NAT			
4NT	X			Ask specific aces	5♣=0, 5x=1 ace, 6x=2 aces		

HIGH LEVEL BIDDING

RKCB 1430. Also after Exclusion.

Frequent splinter bids

Control asking and denial cue bids after relay sequences.

Cue bids 1st or 2nd round control.