

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
Aggressive on 1-level. Sound on 2-level
Responses: New suit F1, jump in new suit = fitbid
Cue = good raise, jump cue = splint
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
2 <sup>nd</sup> /4 <sup>th</sup> seat: 15-17(18)hcp balanced/semi-balanced
reopening: 11-14hcp
Responses: Stayman/transfer
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
2M = 4M, 5+m.
Other jumps are weak
2NT=2 lowest unbid suits, 5-5
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
(1ma) 2ma = 5-5
(1mi) 2mi = 5+H, 4+S
(1x)-3x= asking for stopper for 3nt
Reopening: constructive two suiter (same as above)
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
2cl = majors
2D = bad major/very good
2M = constructive
Dbl = pen
Reopening = same as above
Ph = 2D = nat, dbl of 14+nt = 5+m 4+M
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
(non)Leaping Michaels
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Vs 1C: X = major, nt = minor
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
RD = 10+, 2N = support, jump in new = fitbid, double jump = splint

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	Attitude, 4 <sup>th</sup> , MUD	Same	
NT	Attitude, (MUD)	Same	
Subseq	As leads	Same	
Other: On 5+ level: A for attitude, K for count			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AKx, Ax	AKx,	
King	AK, Kx, KQ(x)	AK, KQ(x)	
Queen	QJ(x)	(A)QJ(x)	
Jack	JT(x), KJT(x)	JT(x), KJT(x)	
10	T9x, HT9(x)	109(x), HT9(x)	
9	H98(x), 9x	H98(x), 9x	
Hi-x	xXx, xXxx, Xx	xXx, xXxx(x), Xx, Xxx	
Lo-x	HxxX(xxx...)	HxxxxxxxxX	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Low=enc	Low = even	Low = enc
Suit 2	Low = even	(suit pref)	Low = even
3	-	-	-
1	Low=enc	Low= even / suit pref	Low = enc
NT 2	Low = even	(suit pref)	Low = even
3	-	-	-
Signals (including Trumps):			
Upside down, against nt we play a lot of suit pref signals on declarers leads.			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Can be light with good distribution			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Support dbls/rdbls, a lot of takeout doubles			

W B F CONVENTION CARD
<b>CATEGORY:</b>
<b>NCBO: DENMARK</b>
<b>PLAYERS: Dennis Bilde – Emil Jepsen</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
5S 4H(only when 4-4 in major, 4(3) D and 3C
INT = (14)15-17
1N response = 6-11
2o1 response = 10+
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
3N = solid minor
Drury after 3 <sup>rd</sup> and 4 <sup>th</sup> hand 1M openings
<b>SPECIAL FORCING PASS SEQUENCES</b>
<b>IMPORTANT NOTES</b>
Frequent upgrades
<b>PSYCHICS: rare</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU					
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING	
1♣		3	4H	(10)12+, better minor Equal minor length tends to open 1cl	1mi – 2mi = GF. 1mi-3mi = 5-8 5+C Jump in other mi = 9-12 fit. 2M = strong	2nt asking on WJS. After 1C - 2D, 3C is NF	1mi – 2M = fitbid	
1♦		(3)4	4H	(10)12+	1mi – 3x = splinter 8-11,			
1♥		4	4D	(10)12+ Only 4 when 4-4 in the majors	1M-1N = 6-11 2N = inv+	Gazzili	1H-2S= fitbid Drury	
1♠		5	4D	(10)12+	3sp/nt/4x = voids			
1 NT		2	4H	(14)15-17 (semi)bal	Stayman, transfer, 3M=slammy other M	1N – 2S: 2nt min, 3C = max. 1N – 2C; 2x – 2N/3C = trf		
2♣	X	0		22-24N+ or strong in any suit	2D = relay, 2N-3H = transfer			
2♦		(5)6		weak	New suit = inv, 2N=?	2D – 2N; asking shortnes and strength		
2♥		(5)6		weak	same	same		
2♠		(5)6		weak	same	same		
2NT		2	4H	20-21 (semi)bal	Stayman, transfer	2N-3C-3N = 4-4M		
3♣		6		Pre, not crazy				
3♦		6				same		
3♥		6			4mi = cue			
3♠		6			4mi = cue			
3NT	X			Solid minor	4/5/6/7CD = p/c			
4♣		7			4ma = nat			
4♦		7						
4♥		(6)7			4sp nat, 5mi cue			
4♠		(6)7						
4NT				Aces				
5♣		7						
5♦		7						
5♥								
5♠								
5NT								
<b>HIGH LEVEL BIDDING</b>								
							RKCB 1430, Cuebids, Splinter, DOPI	