

DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			WBF Convention Card		
OVERCALLS (Style; Responses; ½ Level; Reopening)	OPENING LEADS STYLE						
Aggressive at 1-level may be a 4c suit		Lead	In Partners Suit				
2-level: nat, sound	Suit	1.3.5.	same				
Reopening: 6+hp, nat	NT	2.4., standard	same	Category:	Green		
Answers → cuebid: good raise or better; new suit: nat F1;	Subsequent	same	same	NCBO:	Denmark		
jump raise: pre-empt; fit-bid	Other :	2.4. through declarer, also from HHx+		Event:	Danish Ladies, 2007		
				Players	Maria Rahelt & Stense Farholt		
1NT OVERCALL (2 nd / 4 th Live; Responses; Reopening)	LEADS			SYSTEM SUMMERY			
2nd: 15-18 → system	Lead	Vs. Suit	Vs. NT	GENERAL APPROACH AND STYLE			
4th: 11-14(16) → system	Ace	AK, AKx+, AKJ, Ax	AKx+, AKJ+, Ax	Natural, 4cMA. Light openings if unbalanced			
(1x)-p-(1y)-1NT: 15-18 → system	King	KQx+, Kx, KQ, AK	KQx+, KQ, Kx, AK, AKJ10+	NT: (11)12-14; 15-17 in 3 rd & 4 th seat vul			
Escaping from (1x)-1NT-(D) → RD: SOS; 2y: nat	Queen	QJ10+, QJx+, Qx, QJ	QJ10+, QJ+, Qx, QJ	If 15-17 NT, we open 4c MA before 4c mi			
(1x)-p-(p)-2NT: 19-21	Jack	J10x+, J10, Jx	J10+, J10, Jx, HJ10+	Preempt opening 3 rd seat may be opening values			
	10	HJ10+, 10x, 109, 109x+	H109+, 10x, 109, 109x+				
JUMP OVERCALLS (Style; Responses; Unusual NT)	9	H109+, 9x	H9x, H98+	Aggressive preempt			
2MA/3mi/3MA : preempt	Hi-x	Xx, xxXx, HxXx, xxXxxx	xXx, HXx, xxxXx				
2NT: 5-5 two lowest. (1mi)-4mi: both MA	Lo-x	xxX, HxX, xx(X)xX	xX, HxxX, xxxX	WJS in ♥♠			
After (2M/3M) & (1M)-(2/3M) → 4♣♦: 5♣♦ & 5oMA				2 over 1 Responses : 9+ GF if opener has 15-17 NT			
Reopen 2M/3mi: 11-16hp, 6+c. (2♣, nat, 11-15)-see (3mi)-	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	2♦: 5+♥, 3-9hp; 22-23 NT; 21+marmic, 7+controls		
					2♥: weak, both MA, 5+/4+, 3-9hp (nv 4-4 possible)		
(1mi)-2mi : Both MA, 4-5 → 2NT asks	Suit: 1 st	Low: enc	Count	Count & disc	2♠: 5+♠, 3-9hp		
(1MA)-2MA: 5+oMA & 5+mi → 2NT: asks; 3♣: p/c	2 nd	Count	Count	Count (& disc)	3NT: 1 st /2 nd seat solid suit (often mi), no side stopper		
(1x)-3x : asks for stopper	3 rd				3NT: 3 rd /4 th seat to play, gambling		
VS. NT (vs Strong / Weak ; Reopening; PH)	NT: 1 st	Low: enc	Rev. Smith	Count & disc			
2♣: both MA → 2♦ asks (nat after D)	2 nd	Count	Count	Count (& disc)			
2♦: one-suited MA	3 rd						
2♥♠: 5+, good hand → transf from 2NT to 3MA undisturb.	Signals (including Trump): Hi-Lo odd, Lo-Hi even						
2NT: 2-suiter; 3/4x = nat, preempt	Lead of a K: 1) at 5+ level vs. suit asks count, 2) in cash out: low enc.						
D: points	Suit pref. signals: Rev. Smith low enc; Trelde; Lavinthal (cross ruff)						
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT-bids)	DOUBLES			SPECIAL FORCING PASS SEQUENCES			
D: T/O with Lebensohl. 2NT: 15-18	TAKEOUT DOUBLES (Style; Responses; Reopening)			After 1NT & 2♣ openings and nat overcall semiforcing p			
(2/3MA) → 4mi: 5mi & 5oMA; 4MA: both mi	T/O: 12+hp (10+ if good distribution) → new suit nf, cue F1, jump 5+ invit			(1NT)-D-(2x)-p: semiforcing; (1NT)-D-(p)-p			
(2MA)-3MA: asks for stopper	Reopening 8+hp			1x-(D)-RD-(1y)-p			
(3mi) → 4♣: ♥ or ♠; 4♦: both MA; 4MA: 5omi + 5MA	Negative D to 4♥			(3mi)-D-(5mi)-p, 1x-(3mi)-D-(5mi)-p			
VS. ARTIFICIAL STRONG OPENINGS				If responder has shown 10+ and opps call at the 5 level			
1♣ → D: ♥+♠, 11+; 1x: nat; 1/2NT: ♣+♥/♦+♠;	Many competitive D to 3♠			If we are FG in MA and opps call at the 4 level			
2♣: ♣/♦+♥; 2♦: ♦/♥+♠ and on				Semiforcing pass to 2♠			
2♠ → See 1♣; D: ♣/♦+♥	SPECIAL, ARTIFICIAL AND COMPETITIVE DBL:s / RDBL:s			IMPORTANT NOTES THAT DON´T FIT ELSEWHERE			
OVER OPPONENTS´ TAKE OUT DOUBLE	(1x) - jump shift - (D) - RD: A, K og Q in partners suit			1x-1y-1NT, 4 th suit GF, Okuneff, Lebensohl, Manco, SSTB,			
	1x-(p/1z)-1/2y-(1/2z)-D: extras with no descriptive call			LSTB, splinter, 1x-1y-2NT, 1x-1y-3x, F 2NT, Crowhurst,			
RD: 9+hp. New suit nat F1	(3NT)-D: Lead dummys first suit or weakest MA			Jacoll, Fit-bid			
1MA-(D): system on	(Splinter)-D: Lead the lower suit. Lightner			Psychics: Sometimes, no specified agreements			

OPENING BID DESCRIPTIONS							
Ope- ning	Tick if Art	Min. no card	Neg Dbl thru	Description	Responses	Subsequent Auction	Passed Hand Bidding and enemy
1♣		4	4♥	nat, 10+ hp	2♣: 4♣, no MA, GF. 2♦: 4♣, no MA, unbal, 8-11. 2♥♠: WJS. 2NT: 4♣, 10-12 bal. 3♣: preempt. 3♦♥♠: splint, 10-12+. 3NT: to play. 4♣: preempt. 4♦: void. 4♥♠: to play. 4NT: 4♣ & 6+♦, to play 5♣♦.	Over 1mi-2mi points shown stepwise → then 2NT asks single. Jump shift: void. Over all 1-level openings 1x-1y-2NT: 16+, 6x + 0-2y or 4y 1x-1y-3x: 15+, nf, 6x & 3y 1x-1y-3NT: 18+, 6x & 3y 1x-1y-3/4z: 10-15, 4y, single/void 1x-1y-1NT → 2NT: 5y+5z(x); GF. 3z: 5y+5z, invit Over 1x-1/2y-2x 2NT: asks for distribution if 6x Over 1x-2♥♠: Jacoll Over 1MA -2NT (Jacoll) → 3♣: min; 3♦: 15-17hcp; 3♥: 18+hcp; 3♠: 9-12hcp, any void; 3nt: 15-17hcp bal; 4♣♦♥♠: void, 13+hcp; 4MA: to play	Over p-1♣♦ and 1♠♦-(D) -2♣♦: 4♣♦, no MA, 6-9 Else 1♣♦♥♠-(D) → system on 1♠♦-(1x) -2x: 4+♣♦, no MA, invit+ 1♠♦-(1NT) -2omi: both MA 1♥♠-(1/2x) -2NT: 4♥♠, 10+hcp Over 1♥-2♥-(D) - 2♠: asks - 2NT: SSTB ♠
1♦		4	4♥	nat, 10+ hp	As 1♣		
1♥		4	4♦	nat, 10+ hp	2♥: 3-4♥, 5-9. 2♠: WJS. 2NT: 4♥, 10+hcp 3♣: 4♥, 7-9. 3♦: 3♥, 9-11. 3♥: preempt 3♠4♣♦: 4♥, void, 7-10+. 3NT: to play, 3334 or 3343		
1♠		4	4♥	nat 10+ hp	As 1♥		
1NT			3♠	nv: 11-14; v: 12-14 hp 3 rd & 4 th vul: 15-17 hp 5MA or 6 mi possible 2245 possible	2♣: nf Stayman 2♦♥♠NT: transfer 3♣♦: 5-4mi, GF. 3♥♠: nat, invit 4♣♦: nat, slamtry. 4♥♠: to play	Over 1NT-2♦♥ 2♠3♣♦♥: xx, 4c♥♠, max; 2NT: 4♥♠, no doubleton (may have Hx), max; 3♥♠: 4♥♠, min Over 1NT-2♠NT 2NT3♣: support, max	Over 1NT-(D) -p: transfer to RD -RD: one-suited -2♣: ♣+♥♠ -2♦: ♦+♠ -2♥/♠: nat, 5+, sound, nf -2NT: GF, unbal -3x: nat, preempt
2♣	x	0	4♥	a) 18-19 NT; b) 24+ NT; c) GF ♣♦♥♠	2♦: relay. 2♥♠3♣♦: to play if a). 2NT: both mi to play 3♣♦ if a). 3♥♠ & 4♣♦: nat, F, asks cue	2♣-2♦ → 2♥: nat or 24-27NT; 2NT: 18-19NT 2♣-2♦-3NT (28+NT) → Stayman/transfer 2♣-2♦-2♥-2♠ → 2NT: 24-25; 3♣♦: 6♥ & 4♣♦♦	Over 1NT-(D)-p-RD -p: to play -2♣: ♣+♦ -2♦: ♦+♥ -2♥: ♥+♠
2♦	x	0		5+♥, 3-9hp; 22-23 NT; 21+hp, marmic, 7+ controls	2♥: P/C. 2♠3♣♦: nat, nf invit. 2NT: asks. 3♥: preempt, p/c	2♦-2♥ → 2NT: 22-23; 2♠3♣♦♥: marmic, single♣♦♥♠ 2♦-2NT → 3♣: 5♥; 3♦: 6♥, max; 3♥: 6♥, min; 3♠: marmic; 3NT: 22-23NT	
2♥	x	4		both MA, 4+5+, 3-9hp	2NT: invit+. 3♣: asks. 3♦: one-suited mi, GF. 3♥♠: to play	2♥-3♣ → 3♦♥: better ♥♠, min; 3♠NT: better ♥♠, max; 4♣♦: single, 5-5	Over 1NT-(2x) Lebensohl, neg. D, point showing D, system, "mi-Lissabon"
2♠		5		5+♠, 3-9hp	2NT: asks. 3♣♦♥: nat, nf invit. 3♠: to play	See 2♦	
2NT				20-21 NT, 5MA or 6mi possible	3♣: Am Stayman. 3♦♥: transfer. 3♠: 5♠+4♥. 3NT: 5-5♣♦. 4x: nat, slamtry	3♣ → 3♦: 4♥ and/or 4♠; 3♥♠: 5c; 3NT: no MA 3♦3♥ → 3♥♠: 3♥♠; 3NT: 2♥♠; 3/4x: cue	Over 1/2NT-2/3♠-(D) -p: no ♣ stopper - RD: good ♣'s - other: system with ♣ stopper
3♣♦		6		preempt, may be very weak nv	3x: nat, F1	3♣♦-3x-3NT : no support in x	
3♥♠		6		preempt, may be very weak nv	3x: nat, F1. 4mi: Cue. 4MA: nat	3♥-♠-3NT: no support in ♠	
3NT	x			1 st & 2 nd : solid suit. 3 rd & 4 th : to play	1 st & 2 nd → 4♣: P/C; 4♥♠: to play		Over opps 2-suited overcall - lowest cue: 5+ 4 th suit, invit+ - highest cue: 4+ in opening suit, invit+ - other: nat to play
4♣♦		7(6)		preempt	4MA to play		
4♥♠		7(6)		preempt	Cuebid		
4NT	x			Ace asking	5♣: 0; 5♦♥♠NT: ♦♥♠♠A; 6♣: ♣+♠/♦+♥A; 6♦: ♣+♦/♥+♠.....		
SLAM BIDDING							
Cuebids 1 st or 2 nd round control. 4/5NT: RKCB 1430. Voidwood → 0, 1-Q, 1+Q, 2. Splinterbids. DEPO ≥ 5♥. Lissabon							