

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
Aggressive, FREQ 4-card suit, Jump RAISE=PRE, New suit=F1 at 1-level, CUE-BID RESP usually promises SUPP, New suit JUMP = FIT INV, MIXED RAISE(3 of OPPT suit), NT RESP=NF and wide range, 2NT after 1M-O/C, is 4+card fit INV+, 4THX implies at least 4 cards in unbid suit, MAX DBL, SCRAMBLING 2NT
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
2nd POS+4th LIVE: 15-18 HCP, responses as over NT OPEN except TRF into the OPPT M = shortness Reopen: over 1m: 15-17 HCP, over 1M: 10-14 HCP, 2NT=20/21 HCP ESCAPING FROM 1NT DOUBLED [2]
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
WEAK,5-card possible, TRF responses either lead directing or NAT (1m)-2NT: ♥+om, (1M)-2NT: ♦+♣ both any strength
Reopen: INTERMEDIATE jumps
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
MICHAELS CUE: (1m)-2sm:♠+♥ (5+5+), 2♦ advance shows equal M lengths, (1M)-2SM:OM+m (55+); 2NT positive for m, 3♣ P/C, 3♦ INV for M, CUE FG M, (1m)-2NT:♥+om, (1M)-2NT:♦+♣, JUMP CUE ASKS STOP ( Ms only),(1♦=0-2+)-2♦: NAT,(1♦=0-2+)-3♦:♠+♥(55+)
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
DBL=PEN, 2♣ STAY, promises 43+ Ms or 4M+5+m STR, 2♦=♦+M, 2♥/♠=NAT, 3♠/♦ wide range, 3♥/♠= PRE in 4th seat and by PH: DBL = 1m or both Ms, 2♣ = ♠+M, 2♦ = ♦+M
<b>VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
DBL is T/O.(WK 2♦):4♣=♠+M,4♦=♠+♥.(WK 2M):4♣=OM+♠,4♦=OM+♥,(3♣)-4♣=♠+♥,(3♦)-4♦=♦+M,(3♠)-4♠=♦+M, (3♥)-4♥=♠+♥, (3M)-4m=OM+sm, LEB after (WK2x)-DBL-(P), o/ DBL in 4th 2N=NAT
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Over 1♣ or 1♣-(P)-1♦: DBL=MS or ms, 1N=♠+♦ or ♥+♣, 2♣=♦ or ♥ 2♦=♥ or ♠, 2♥=♠ or ♣, over 2♣ or 2♣-(P)-2♦: DBL=MS or ms, 2♦=♥ or ♠, 2♥=♠ or ♣, 2♠=♣ or ♦, 2N=♠+♦ or ♥+♣
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
TRF incl. RDBL, pass may be a traditional RDBL, first pass then DBL=PEN, first pass then bid: another place to play, FIT JUMPS, 2N=FG raise

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	3rd/5th	3rd/5th	
NT	ATT, RNOW w/ 4+-card suits	3rd/5th, RNOW w/ 4+-cd suits	
Subseq	same	same	
Other: 2nd/4th + RNOW thru declarer, K from AK 5-level or higher, K may be led from AK when intending to shift to a singleton, though not mandatory K vs. NT asks for UB			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	A(+), AK(+)	no UB	
King	KQ(+), K(x)	asks for UB or CT [1]	
Queen	QJ(+), Q(X)	KQ(+), QJ(x), Qx(x)	
Jack	J10(+), J(x)	QJx(+), J10(x), Jx(x)	
10	109(+), 10(x)	J10x(+), 10x(x)	
9	9(x)	109x(+), 9x	
Hi-X	Sx, xSx	xSxx, xSx,	
Lo-X	xxS, xxSx, xxxS	HxSS, HxSSS	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Hi = DISCG	S/P or count hi=odd	Hi = DISCG
Suit 2	S/P when shift		S/P
3	obvious		
1	xS,Sxx,HSx,xxSx,	S/P or count hi=odd	S/P
NT 2	HxSx, xxxS,HxxxS		Hi = DISCG
3	Hi = DISCG [1]		
Signals (including Trumps): 3-WAY SIGNAL[when we are known to hold at least 5 cards or with S/S in dummy or declarer's hand]			
Trumps: hi-lo is S/P			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Emphasize Ms;m unclear, may be light (9+ ) with classic shape EQUAL LEVEL CONVERSION, CUE-BID promises rebid, Over RDBL: Jump is PRE, pass is more than 1 place to play SCRAMBLING 2NT			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
1♠-(1♦)-DBL: 4+-cards in ♥, 1m-(1♥/♠)-DBL: TRF to NT, 2-WAY DBL, COMP DBL, ANTI L/D DBL, most low-level DBLs=TO, RESP DBL at the 3-level and higher promise, useful values and usually some support for partner's suit, RESP-EXT, MAX DBL, MAX-EXT, SPL DBL[VUL vs NV asks for lower suit ]			

W B F CONVENTION CARD
<b>CATEGORY: Red</b>
<b>NCBO:</b>
<b>PLAYERS: Roy Welland - Sabine Auken</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
5-card M, 1♠=2+ may be any BAL hand incl. any other 5-cd suit, 1♦/♥/♠-opening usually UNBAL Open light (10+), ART resp, TRF resp to 1♠, NAT weak 2M, aggressive COMP style Frequent non-PEN DBL 1NT: 14-16 HCP, 15-17 3rd VUL + 4th, Odd shapes OK
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
FLANNERY 2♦(10-15 or 17-19)) TRF resp. o/ 1♠-opening, 1♠-1♠ = FG (R), 1♦/♥/♠-1N = FG (R) 1♦-2♣ = NAT NF 1♥-1♠ = like F NT, 1♥-2♣= 5+♠ 9-13 HCP, 1♥-2♦ = 3+-card raise 9-13 HCP 1♠-2♣ = like F NT, if 2 ♠ < 9 HCP, 1♠-2♦ = 2-card raise 9-13 HCP 3NT opening = 4 M to be played from the other side O/ comp:2-level raise NAT, other bids TRF, jump CUE=bid 3NT Special bids: 1♠-(1♦)-2♣= 5♠+4+♥ 6-10 HCP 1♠-(1♦)-3♥=5♠+5♣ FG, 1♠-(1♦)-3♠ = 5♥+5♣ FG 1♠-(1♥)-3♣ = both ms NF, 1♠-(1♥)-3♦ = 5♠+5♣ FG, 1♠-(1♥)-3♠ = both ms FG 1♠-(1♠)-3♣ = both ms NF, 1♠-(1♠)-3♦ = 5H+5C FG. 1♠-(1♠)-3♥ = both ms FG Over competition vs. NT: TRF
<b>SPECIAL FORCING PASS SEQUENCES</b>
(1NT)-DBL-(any)-Pass: in principle F thru 2♠ 1NT-(2any)-DBL: we won't let OPPT play undoubled on 2-level
<b>IMPORTANT NOTES</b>
<b>PSYCHICS:</b>
Often, NT opening in 3rd seat esp. NV vs. VUL with any hand

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	5♦	May be any BAL hand incl. any other 5-cd suit also 5422	1♦/♥=4+♥/♠, 1♠=FG (R) [3], 1N=BAL 5-11 4M poss. 2♣=54+ms INV, 2♦=5♠4+♥6-10, 2♥=BAL or 5+♣ INV 2♠=5+♦ INV, 2NT= BAL FG or ♣-PRE 3♣=54+ms mixed, 3♦/♥=♥/♠ PRE, 3♠=7+♣ asks 3N	o/1♣-1♦:1♥=typically 11-13 w/o 4-cd SUPP 1N=17-19 BAL, 2♥/♠=11-13BAL w/4-cd SUPP 2N=15+ raise w/SPL, 3♦=UNBAL MIN with 4cd SUPP, 3♥=17-19 BAL SUPP, o/1♣-1♥ analog	1♠=BAL 4-8 or desire to play NT from other hand, 1NT=BAL 9/10 o/comp TRF, jump CUE asks for 3NT
1♦		5(4)	5♣	99% UNBAL except 3rd, 4 cards only if 4441	1N=FG (R) [4], 2♣=5+♠NF, 2M=6+M 3-7, 2N=L/R+[5] 3♠=6+♣ INV, 3♦=PRE	o/1♦-1♥: 1NT/2♣/♦=TRF, 2N=15+ 4cd SUPP o/1♦-1♠: analog	o/comp TRF, jump CUE asks for 3NT
1♥		5	5♦	70% UNBAL except 3rd 3532 often open 1♥	1♠=like F NT may or may not have ♠, 1NT=FG(R)[6] 2♣=5+♠ 9-13, 2♦=3+SUPP 9-13, 2♠=6+♠ 3-7, 2NT=NAT INV, 3m= NAT INV, 3NT= 12-14 SUPP	o/1♥-1♠[18]:1NT/2♣/♦=TRF, 2♥=35(32)11-13 o/1♥-2♦:2N asks WK doubleton G/T, 2♠/3♠/♦=TRF to ♣/♦/♠ S/T, jump=void+optional KCB	DRURY(FIT) o/comp TRF, jump CUE asks for 3NT
1♠		5	5♦	80% UNBAL except 3rd	1NT=FG (R)[7], 2♣= like F NT, if 2♠ < 9, 2♦=2♠9-13 2♥=3+SUPP 9-13, 2NT=NAT INV, 3m/♥=NAT INV	o/1♠-2♣:2♦=3♥, 2♥=<3♥, 2NT/3♠/♦/♥= TRF, 1♠-2♦-2♥=waiting, 1♠-2♥: analog 1♥-2♦	DRURY(FIT) 2♥ response MIN, not hopeless, o/comp as above
1NT			4♦	14-16HCP, 3rd VUL+4th 15-17 Any 54/ 6322 or singl. H poss. FREQ up/downgrade, 44 majors often open 1C	2♣=PUP to 2♦, 2♦=TRF/ 5*4ms, 2♥=TRF INV+, 2♠= BAL INV /6*♣ INV+/ 6*♦ INV, 2NT=S/O in ♣ / (4441) 3♠=6+♦FG, 3♦=5+♠4+♥FG, 3M=55 ms short M 4♣=GERBER, 4♦/♥TEXAS, 4♠=light S/T BAL	1NT-2♣-2♦[8], 1NT-2♦-2♥[9], 1NT-2♦-2♠= MAX ♥-SUPP [10], 1NT-2♥-2♠[11], 1NT-2♥- 3♠/♦/♥=MAX ♠-SUPP worthless doubleton, 1NT-2NT-3♠=(R)[12]	o/comp 2N PUP to 3♠, 1N-(2x/3♣)- 3any=TRF, TRF to their suit=S/S 1NT-(3♦)-3♥/♠=5*♠INV*/5*♥FG
2♣	X			Any FG or 20/21 BAL	2♦=S/O In ♥ or waiting, 2♥=TRF, 2NT=both ms WK 2♠/3♠/♦/♥=TRF good suit	2♣-2♦-2♥=20/21 BAL or NAT	DBL = shortness in OPPT suit
2♦	X			Flannery 5*♥4♠ 10-15*, 17*-19	2NT=(R), 3♠/♦=NAT F, 3♥/♠=INV	o/2♦-2NT:3♠/♦=short, 3♥/♠=5422 MIN/MAX	
2♥		5		3-9 HCP very light 1st NV vs VUL, wide range 3rd	2♠= NF, 2N=♣ or fit-showing w/♣ or ART FG, 3♣=♦ or fit-showing w/♦, 3♦=INV* raise, 4♠=optional KCB	o/2♥-2NT-3♣:3♦=ART FG no SUPP, 3♥=INV fit-showing w/♣, 2♥-3♦-3♠ suggests 3NT	RDBL asks partner to double with shortness
2♠				same as above	2NT=♣ or ART FG or INV SUPP, 3♠/♦=TRF NAT or fit-showing, 3♥=INV fit-showing w/♣, 4♠=opt. KCB	o/2♠-2NT-3♣:3♦=ART FG no SUPP, 3♥=5♥ F 3♠=INV SUPP	RDBL asks partner to double with shortness
2NT				22-24 HCP BAL (5422) or (6322) or singleton H possible	3♣=PUP to 3♦, 3♦=4*♥, 3♥=PUP to 3♠[13], 3♠=both ms, 4♠/♦/♥/♠=optional KCB in ♦/♥/♠/♣	o/2N-3♣-3♦:3♥=4/5♠[14], 3♠=4♥[15], 3N=44M o/2N-3♦:3♥ denies 4♥[16], 4♣=4♥ + opt. KCB	
3♣				3-9 HCP very light 1st NV vs	new suit=NF, 4♦=optional KCB		RDBL asks partner to double
3♦				VUL, 4M possible, wide range in	new suit=NF, 4♣=optional KCB		with shortness over all PRE
3♥				3rd, same for all PRE	new suit=NF, 4♣=optional KCB		
3♠					new suit=NF, 4♣=optional KCB		
3NT				4M opening to be played from other side	4♣ asks for TRF, 4♦=general S/T		
4♣				NAT PRE			
4♦				NAT PRE			
4♥				NAT PRE			
4♠				NAT PRE			
4NT				asks for specific aces	5♣=no ace, 5NT=2 aces, 6♣=♣-ace	<b>HIGH LEVEL BIDDING</b>	
						RKCB-1430, all exclusion KCB is optional, i.e. 1st step=no interest, pulling 3NT to 4♠/♦ is treated as optional KCB in that suit, after fit in M is found 4♣ is often optional KCB for that M, slam bidding in (R) auctions [17]	

Note...1: Signals vs. NT at trick 1

When there is a singleton or void in dummy in the suit partner led we give U/D ATT. In all other cases we signal as follows:

xS, Sxx, HSx, xxSx, HxSx, xxxxS, HxxxS

Note...2: Escaping from 1NT doubled

RDBL shows a one-suiter

2m shows sm+hearts, 2M is constructive inviting partner to compete on the 3-level

Pass forces RDBL. Then 2♣=♣+♦/♠, 2♦=♦+♠, 2♥=♥+♠

Note...3: Continuations over 1♣-1♠ FG (R)

1N = BAL 11-13 or 17-19

2♣ = 5<sup>+</sup>♣4<sup>+</sup>♦ or any 3-suiter

2♦ = 5<sup>+</sup>♣4<sup>+</sup>♥

2♥ = one-suiter in ♣

2♠ = 5<sup>+</sup>♣4<sup>+</sup>♠ short ♥

2N = 4225 or 5116 or 4117

3♣ = 4315

3♦ = 4216

3♥ = 4306

3♠ = 5206

3N = 4207

4♣ = 5107

Note...4: Continuations over 1♦-1NT FG (R)

2♣ = 5<sup>+</sup>♦4<sup>+</sup>♥ or any 3-suiter

2♦ = 5<sup>+</sup>♦4<sup>+</sup>♣

2♥ = 5<sup>+</sup>♦4<sup>+</sup>♠

2♠ = one-suiter in ♦ no shortness

2N = one-suiter in ♦ short ♥

3♣ = one-suiter in ♦ short ♣

3♦ = one-suiter in ♦ short ♠

3♥ = 8-card ♦ with two singletons

Note...5: Continuations over 1♦-2NT L/R+

3♣ = MIN or extras without a singleton

3♦ = singleton ♣, F to 4♦

3♥ = singleton ♥

3♠ = singleton ♠

Note...6: Continuations over 1♥-1NT FG (R)

2♣ = 5<sup>+</sup>♥4<sup>+</sup>♦ or 5♥(332) or 5♥(440)

2♦ = 5<sup>+</sup>♥4<sup>+</sup>♣

2♥ = 5<sup>+</sup>♥4<sup>+</sup>♠

2♠ = one-suiter in ♥ short ♠

2N = one-suiter in ♥ no shortness

3♣ = one-suiter in ♥ short ♣

3♦ = one-suiter in ♥ short ♦

3♥ = 8-card ♥ with two singletons

3♠ = 8-card ♥ with two singletons, suit can play opposite void

Note...7: Continuations over 1♠-1NT FG (R)

2♣ = 5<sup>+</sup>♠4<sup>+</sup>♦ or 5♠(332) or 5♠(440)

2♦ = 5<sup>+</sup>♠4<sup>+</sup>♣

2♥ = one-suiter in ♠

2♠ = 5<sup>+</sup>♠4<sup>+</sup>♥ short ♦

2N = 5422 or 6511 or 7411

3♣ = 5431

3♦ = 5521

3♥ = 6421

3♠ = 5530  
3N = 6430  
4♣ = 6520  
4♦ = 7420  
4♥ = 6610  
4♠ = 7510

Note...8: Continuations over 1NT-2♣-2♦

2♥ = 4♠ FG or 5<sup>+</sup>♠ weak  
2♠ = 4♥ FG  
2N = 55 majors INV  
3♣ = 4♠/5♥ INV  
3♦ = 5♠/4♥ INV  
3♥ = 4♥ choice of games  
3♠ = 4♠ choice of games  
3N = 44 majors

Note...9: Continuations over 1NT-2♦-2♥

2♠ = both minors  
2N = 5<sup>+</sup>♥4<sup>+</sup>♣  
3♣ = 5<sup>+</sup>♥4<sup>+</sup>♦  
3♦ = 6<sup>+</sup>♥ slam-try or choice of game  
3♥ = 5<sup>+</sup>♥ 4<sup>+</sup>♠  
3♠ = 6<sup>+</sup>♥ any splinter  
4♣ = optional exclusion key card in ♣  
4♦ = optional exclusion key card in ♦  
4♥ = optional exclusion key card in ♥

Note...10: Continuations over 1NT-2♦-2♠

2N = asks nature of superaccept  
3♣ = both minors longer ♦  
3♦ = Puppet to 3♥  
3♥ = both minors longer ♣, short ♥  
3♠ = both minors longer ♣, short ♠

Note...11: Continuations over 1NT-2♥-2♠

2N = 5<sup>+</sup>♠4<sup>+</sup>♣  
3♣ = 5<sup>+</sup>♠4<sup>+</sup>♦  
3♥ = 6<sup>+</sup>♠ slam-try or choice of games  
3♠ = 6<sup>+</sup>♠ any splinter

Note...12: Continuations over 1NT-2NT-3♣

3♦ = 4414  
3♥ = 4144  
3♠ = 1444  
3N = 4441

Note...13: Continuations over 2NT-3♥-3♠

3N = short ♠  
4♣ = short ♣  
4♦ = short ♦  
4♥ = short ♥  
4♠ = short ♠, doesn't want to get passed in 3N

Note...14: Continuations over 2NT-3♣-3♦-3♥

3♠ = 3♠, then 4♣/♦ = 4♠+5♣/♦, 4♥ = opt. key card in ♠, 4♠ = to play  
3N = 2♠, then 4♣/♦ = 4/5♠+5♣/♦, 4♥/♠ = 4/5♠+4♣/♦  
4♣ = 4♠ □ MAX, partner treats it as optional key card  
4♠ = 4♠ MIN

Note...15: Continuations over 2NT-3♣-3♦-3♠

3N = denies 4♥, 4♣/♦ = 4♥+5♣/♦, 4♥/♠ = 4♥+4♣/♦  
4♣ = 4♥ MAX, partner treats it as optional key card  
4♥ = 4♥ MIN

Note...16: Continuations over 2NT-3♦-3♥

3♠ = forces 3N

3N = 54 majors, then 4♣ asks for TRF to 5-cd suit

4♣ = 4♠+5♥ slam-try

4♦ = 5♠+4♥ slam-try

4♥ = 55 majors NF

4♠ = 55 majors slam-try F1

2NT-3♦-3♥-3♠-3NT

4♣ = 5♥+5♣

4♦ = 5♥+5♦

4♥ = 5♥+4♣

4♠ = 5♥+4♦

Note...17: slam bidding in relay auctions

After discovering partner's distribution we can sign off in game or make a slam-try. With 17<sup>+</sup> HCP opener is obliged to make another move over the sign-off by responding KCB in his longest suit.

In these auctions 4♦ is an end signal asking partner to bid 4♥ and then pass the next bid, first 4♦ and then 4NT however is quantitative. All other bids are optional KCB, the principal of longest suit/lowest game applies.

Exception: 4♥ is never KCB for ♥ and 4♠ never KCB for ♠, instead we swap with a lower bid.

Note...18: continuations over 1♥-1♠

2♠ = 5<sup>+</sup>♥+4♠ 15<sup>+</sup>-17<sup>-</sup>

2N = 5♥+5m or 4522 20<sup>+</sup>

3♣ = 5<sup>+</sup>♥+4♠+3♣ 20<sup>+</sup>

3♦ = 5<sup>+</sup>♥+4♠+3♦ 20<sup>+</sup>

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 = mixed
<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 = M+mi
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	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
1NT = (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	1mi – 2mi = GF. 1mi-3mi = 5-8 5+C	2nt asking on WJS.	1mi – 2M = fitbid	
				Equal minor length tends to open 1cl	Jump in other mi = 9-12 fit. 2M = strong	After 1C - 2D, 3C is NF		
1♦		(3)4	4H	(10)12+	1mi – 3x = splinter 8-11,			
1♥		4	4D	(10)12+	1M-1N = 6-11	Gazzili	1H-2S= fitbid	
1♠				Only 4 when 4-4 in the majors	2N = inv+		Drury	
		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	