

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, 2N after 1M = 4card raise
<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>
Weak
2NT=2 lowest unbid suits, 5-5
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Michaels 5-5
(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 vs strong, pen vs weak except reopening
Reopening = same as above
Ph = 2D = nat, dbl = 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	1-3-5	Same	
NT	Attitude, 4 <sup>th</sup> (MUD)	Same	
Subseq	2-4 through decl.	Same	
Other: On 5+ level and vs 3/4M pre: 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),	JT(x), KJT(x)	
10	T9x, KJT(x)	109(x), HT9(x)	
9	9x, HT9(x)	H98(x), 9x, 9xx	
Hi-x	xxX, xxxX, Xx	xXxx(x), Xx, XXx	
Lo-x	HxXx (xxx...)	HxxXx, HxX	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Low=enc(Hi in 1 <sup>st</sup> )	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.			
Smith echo (high=enc)			
<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: Anita Buus Thomsen – Dorte C. Bilde</b>
<b>Den33814                      Den19908</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
5542 1C only when 4432, 2o1 GF except when rebid minor
INT = (14)15-17
1N response = 6-11(12)
2o1 response = GF
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
3N = solid minor
2D = 18-19 bal
Reverse Drury in 3 <sup>rd</sup> and 4 <sup>th</sup>
<b>SPECIAL FORCING PASS SEQUENCES</b>
Rarely
<b>IMPORTANT NOTES</b>
Frequent upgrades
<b>PSYCHICS: rare, but happens</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU					
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING	
1♣		2	4H	(10)12+	1mi – 2mi = GF. 1mi-3mi = 5-8 5+C		1mi – 2M = fitbid	
				4-4 minor usually opens 1D	Jump in other mi = 9-12 fit. 2M = strong	After 1C - 2D, 3C is NF		
1♦		4	4H	(10)12+	1mi – 3M = splinter 8-11,			
1♥		5	4D	(10)12+	1M-3cl = 3card limit, 3D = mixed	Gazzili	1H-2S/3mi= fitbid	
1♠		5	4D	(10)12+	2N = inv+		Reverse Drury	
					3sp/nt/4x = voids			
1 NT		2	4H	(14)15-17 (semi)bal	Stayman, transfer, 3M = short	1N – 2S: 2nt min, 3C = max. 1N – 2C; 2x – 2N/3C = trf		
2♣	X	0		22+NT or GF in any suit	2D = relay, 2N-3H = transfer			
2♦		2		18-19 bal	2H=5+sp, “transfers”			
2♥		(5)6		Weak	2ut asks, jumpshift = fitbid	same		
2♠		(5)6		Weak	Same	same		
2NT		2	4H	20-21 (semi)bal	Stayman, transfer	2N-3C-3N = 4-4M		
3♣		6		Pre, could be crazy nv Vs vul				
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								
5♣		7						
5♦		7						
5♥								
5♠								
5NT								
<b>HIGH LEVEL BIDDING</b>								
							RKCB 1430, Cuebids, Splinter, DOPE, Voidwood	

## Defense against Multi 2dia

The descriptions below are made based on when the defensive acts for the first time. Each position is described in detail before the next.

### 2. hand:

2d	D	12½-15 and balanced hand or 17+
	2ma	11-16, 5+ma.
	2nt	16-18. Then 2nt system is played.
	3mi	11-16, (5) 6+mi. From here, 3ma will be showing stoppers until proven otherwise. One must support with (3) 4. 4mi is forcing!! Since there is no suit to sign up in.
	3ma	app. 8 tricks and good 6-suiter. Would like to play 4ma against singles and a couple of tricks. 3ntt and 5mi are natural. Others are slammish
	3nt	To play with good minor suit and major stoppers. Requires only a little help.
	4mi	Leaping. Direct 4mi shows the color plus hearts. 4mi is forcing, although you may not have it ☺. Response system described further down the page.
	4ma	9-10 tricks with self-playing suit. All answers are slammish.

### 2d - D - Pass (showing diamonds)?

Pass	At least Hxx in dia. One assumes that partner has 12-15 bal. With questionable dia, one does not have a good alternative. Not forcing. If the opponent runs further, D is penalty.
2ma / 3kl	Weak. Can be in 4-color if you do not have 5.
2nt	Natural invite.
3ru	GF. All hands.
3ma	Invite with 5+ma.
	Without good bid, find the least poor ☺

### 2d - D - 2h/2sp?

Pass	Can be an ok hand with length in the suit bid, as D is TO.
D	Take-out. We play as if it has gone 1nt (2ma) ie that 2nt from doubles is scramble and other bids are natural. The 12-15 hand should not exert itself with max. It is the respondent's responsibility. With 17+, 3nt/bid opp's suit or jump With invit + you can double with poor distribution to reveal the opp's suit. Here one must be aware that if the partner doubles the penalty, it is on the basis of a TO doubling from our hand. If opps bids her suit, 12-15 hand can D as penalty with a good 3-suit or better, call 3mi with a 5-card suit, or pass. After the pass, doubles from the first D-hand are penalties – 2nt is invited and anything else is natural and NF
2sp	SO opposite 12-15.
2nt	Rumpelsohl. Weak hand with underlying color, or strong with C. On 2H, the purely competing hand with hearts awaits, so 2nt followed that 3H becomes strong with claws and team-wise / naturally in hearts.
3c	Transfer to 3d with at least 5d and at least one inviting hand opposite 12-15. The double hand breaks with max.
3d	As above with at least 5h. If the transfer is broken, the transfer hand has a new transfer
3h	As above with at least 5sp.
3sp	GF with both minors.
3nt	Naturally
4mi	Transfer to 4ma.

#### 2d - D - 3h / 3sp?

D Takeout. You wait with length in reported color.  
New Natural. Mildly inviting to 12-15.

#### 2d - D - 2nt?

D Strength. Approx. 10+, but not forcing. Next D is TO, as we consider the sequence of opps as a fit sequence.

#### 2d - D - 4mi (some transfer)

D Offensive hand with length in the suit. We would like partner to bid.

#### 2d - 2ma - pass?

2nt Natural and inviting. We generally consider the other major to be their suit after our bid, but 2nt may be the bid we give if we are concerned about whether partner has hit the opening color in her bid. Feedback and message in lower color from opps is NF. With a forcing hand, we must bid their suit. Typically with 6-suiter and interest in 4Ma.  
3mi Natural and forcing. We can play in 4mi and 3Ma.  
2S / 3H (opposite major) Shows fit and least invite.  
3Ma Mildly invit  
Any jump Splint with 4 trumps. The 2ma-bidder assumes that the strength is approx. 9-11hp.  
4ma Game message. Typically with 4-5 trumps, no shortness and 10-11hp.

#### 2d - 4mi (leaping) - pass?

4mi shows the color and hearts at least 5-5.  
4h and 5mi are natural.  
4d is a good 4h. At least 2 good values. (All aces, K in the mi-suit, Trump Q are good values)  
4sp after a 4d-bid shows the same - but a little stronger.  
4nt is a good 5mi-bid  
5mi is natural - applies to both minors.  
4sp after 4c is natural and shows that opener has hearts.

#### 4. Hand:

##### 2d - Pass - 2h/sp?

D Take-out of the suit bid, with length in the suit bid we wait. If 2d-opener bid, D from partner is penalty. If opener pass, we play as after a weak 2-opening (Lebensohl)  
2nt 15-18. Stopper in both majors. We play the nt-system.  
3mi New suit without jump is constructive as 2nd hand bid.  
3hj (sp) New suit without jump is constructive as 2nd hand bid. The "over-notification" 3h is natural.  
Jump to 3sp is like 3sp in 2nd hand  
Jump to 4ma is as in 2nd hand.  
4mi is Leaping with the suit + opposite major (mi + sp after 2h and mi + h after 2sp)

##### 2d - Pas - 3h/sp?

D Takeout. If opener bids the other ma, D from partner is penalty.  
4mi Leaping as after 2ma.  
4ma There is more pressure on the bid now, so 4ma is not quite as strong as in the 2nd hand.

##### 2d pas 2nt?

D Strength - the next doubling is TO from both hands, unless it is an artificial bid you are doubling.  
3x Natural - more based on good color, than honor strength.

4x Natural / preempt - not leaping.  
2d pas 4c (to play 4 in opener's suit)  
D Clubs - searching for a sacrifice.  
4d natural - searching for a sacrifice.

6. Hand:

2d - pas - 2h/sp - pass

pass?

D TO, 10-16hp. May well be an ok hand. We play as after a weak 2-opening.

2nt Both minor - competing.

Delayed overcall is weaker than direct overcall.

4mi Leaping with sp + mi. The answers follow the same principles as the direct leaping.

2d - pas - 2sp - pas

3h?

D TO, 10-16hp

4mi Leaping

8. Hand:

2d - pas - 2h - pass

2sp - pass - pass?

D TO, 10-16 - may well be an ok hand.

Delayed overcalls are competitive.

4mi Leaping with hj + mi.