DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)

Aggressive at the 1-level. Sound at the 2-level

Transfer responses (From Cue) if the next hand passes, doubles, bids

1NT or supports his partner with no unbid M (Transfers from the D)

2NT on a 1M overcall: 4+ trumps INV+

Mixed raises/Fit jumps/Splinters (OPP. Suit)

Reopenings may be 4-card suit(seldom). On that 2NT=NAT

1NT OVERCALL (2nd/4th Live; Responses; Reopening)

15-18 in 2. Seat (also in sandwich).

11-14 (on 1m) 12-16 (on 1M) in 4. Seat.

Responses: Stayman+Transfers.

JUMP OVERCALLS (Style; Responses; Unusual NT)

1-suit: Pre-emptive (May be stronger if partner has passed)

2-suit: 2NT= 5+-5+ in the two lowest unbid suits

3♣ on 1♦=5+-5+ in ♠+♣. 3♣ on 1M=5+-5+ in ♦+OM

Reopen: Good 6-card suit 11-15 HCP

DIRECT & JUMP CUE BIDS (Style; Response; Reopen)

1m-2m= 5+-5+ M. Resp.: 2NT= Asks for strength

1M-2M= 5+-5+ in ♣+OM. Resp.: 2NT= Asks for strength

1M-3M= Asks for stopper for 3NT

1♣-3♣= 5+-5+ in ♦+♠. 1♦-3♦= NAT

VS. NT (vs. Strong/Weak; Reopening;PH)

2♣= Both Majors

2♦= One Major

2M=5M-4+m   3m=NAT (PRE over strong NT)

2NT= Both Minors

D= PEN.   D from passed hand=4M-5+m

VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)

Take-out doubles. (3m)-4m=5-5M. (2M)-3M=Asks for stopper

(2M)-4m= 5+-5+ in m+OM. (2♥)-4♥= 6+♠ PRE or very strong

Vs Multi and other ART openings: D=12-16BAL/17+ any

VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣

On strong 1/2♣: D=Both M. NT=Both m. Applies after 1♣-1♦ also

OVER OPPONENTS' TAKEOUT DOUBLE

RD= 10+HCP PEN interest. 1X= Forcing

After 1M–D we play Transfers from 1NT and 2NT= GF with fit

On 1♦-D: RD=♥. 1♥=♠. 1♠=NT. 1NT=♣ weak. 2♣=♦. 2♦=M. 2♥=♣

On 2♣-D: 2NT=Fit, weak or GF. 3♣=INV

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	2.4. 9 from 9x	Same
NT	4th + Attitude	Same
Subseq	4th + Attitude	Same
	Rusinow through Declarer	
Other: On the 5+ level or Vs. PRE we lead K from AK (asks for count)		

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AKx(+) Ax	Same
King	KQ(+) AK Kx	Same+AKJ10 AKQx
Queen	QJ(+) Qx	Same+AQJ KQ109 KQJx
Jack	J10(+) Jx KJ10(+)	Same+AJ10(+)
10	109(+) H109(+) 10x	Same
9	H9x H98(+) 9x	9x 98(+) H98(+)
Hi-X	2.4.	Sx Sxx SSxx(+)
Lo-X	2.4. Low from two small	HxxS(+) HxS

SIGNALS IN ORDER OF PRIORITY

		Partner's Lead	Declarer's Lead	Discarding
	1	ATT	Count	ATT
Suit	2	Count	S/P	Count
	3	S/P		S/P
	1	ATT	Smith Peter	S/P
NT	2	Count	Count	Count
	3	S/P	S/P	

Signals (including Trumps): Upside down. Low=ENC. LOW=Even

Smith Peter: Low card= Lead was OK (only NT)

When length shown: odd/even high cards= Suit Pref.

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

Normal 10+ with good distribution or 18+ any

Responses: Cuebid=F1 Promises rebid. Jump cue after 1m: 4-4 M INV

Reopenings may be very light

Equal level conversion. D+♦ on ♣ does not show much extra

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

Negative through 4♥. Strength showing at higher levels.

1♦-(1♥)-D=4/5 ♠. 1♣-(1♥)-D=5+♠ GF

Lightner

Support D/RD after a 1M response(obligatory)

Most low-level doubles are for take-out.

RD=2fit and values on partners overcall

W B F CONVENTION CARD

CATEGORY: Blue

NCBO: Denmark

PLAYERS: Kasper Konow - Michael Askgaard.

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

Precision. Strong club (16+) 5 card majors

1♦ is 2+♦. 11-13(14) BAL/10-15 unbalanced 4+♦, maybe longer ♣

11HCP BAL may be passed VUL

1NT=14-16 1.2. seat. 15-17 3. 4. seat

Often relays after we have forced to game.

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

2♦= 3- suiter short diamonds. 10-15 HCP 4414/4405

2NT=5+-5+ minors 2-9HCP

Transfer responses to our 1M openings:

1M-2♣ = weak with ♦ or any INV with no fit

1♥-2♦ and 1♠-2♥ = INV with 3-card support

1♠-2♦ = 5+♥, signoff or INV

1♥-2♥ = 5+♠, 4+♥, weak

1♦-2♠ = Both minors INV

Transfer responses to our overcalls

SPECIAL FORCING PASS SEQUENCES

1♣-(1X)-P= Forcing

IMPORTANT NOTES

2NT= Lebensohl or scrambling in many auctions

On 1NT-D we play transfers from RD(♣).

1♦-(1♥)-2♥=6+♠. TRF on 1♠/2♣/2♠ O/C on 1♦(from 2♣=♦)

PSYCHICS: Seldom but very aggressive openings in 3. seat

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	X	0	"4♥"	16+HCP or less with good Distribution	1♦= 0-7 HCP. 1♥= 5+♠/14+BAL. 1♠=5+♥. 1NT=8-13 BAL. 2m= NAT 5+ cards. 2♥= 5-4/4-5 minors. 2♠/2NT=4441 Black/Red single. 3♣=Solid suit.	1♣-1♦-1♥= 20+. On that 1♠= 0-4 HCP Opener can relay on a positive RESP 1♣-1♦-2♥= 5+♥ UNBAL. 16-19 HCP	Transfers after 2X O/C
1♦	X	2	4♥	11-13(14) HCP BAL or 4+♦ UNBAL. 10-15 HCP Maybe longer ♣	1M=NAT. 1NT=6-11. 2m=NAT GF. 2♥=5+♠-4+♥ 2-9 HCP. 2♠=Both m INV 2NT=11+-12. 3m=NAT INV. 3M=6+M 2-9 HCP	1♦-2m-2♥=11-13 BAL 1♦-1♠-2♥=NAT/Good raise 1♦-1M-2NT= 6+♦-3M MAX	Transfers after 1♠/2♣/2♠ O/C 3♣=Both m weak
1♥		5	4♦	5+♥ 10-15 HCP	1NT= GF Relay. 2♣=♦/INV no fit. 2♦= 3♥ INV. 2♠= Weak 2NT= 4+♥ INV. 3♣= NAT Weak. 3♦=4♥ 7-9 (Mixed raise) 3♥= PRE. 3♠= Some singleton. 3NT(♠)/4m= Void	1M-2♣: Opener can break the transfer with extra lengths	P-1M-1NT= 6-9 no fit
1♠		5	4♥	5+♠ 10-15 HCP	As over 1♥. But 2♦= 5+♥(0-12 HCP). 2♥=3♠ INV. 3NT= Some singleton 3♥/4m= Void.		
INT			4♥	14-16 HCP 1. 2. 15-17 3.4. 5♥/6m OK. Choose with 5♠	Stayman+Transfers(4+M if INV) 2♠= INV/♣. 2NT= Both minor 3♣=♦. 3♦=Ask for 5M. 3M= GF 4M. 4♣/♦= Transfer to ♥/♠	1NT-2♣-2♦-2♥= Weak both M 1NT-2♣-2X-2NT/3♣=TRF to ♣/♦	3-level transfers on O/C
2♣		5	4♥	5♣-4M/6+♣. 10-15 HCP	2♦= ASK. 2M=NF. 2NT=NAT INV 3♦/M=INV 6+ cards. 4♦=5+-5+M	2♣-2M-3♦=Good raise	On O/C: 3♣=INV 2NT=Fit. Weak/GF
2♦		0		4414/4405 10-15 HCP	2M/3♣=To play. 3♦=ASK. 2NT/3M/4♣=NAT INV	2♦-3♦: 3♥=MIN. 3♠=4414. 3NT=4405 ⇒4m=TRF(SlamINV/S-O) 4♥+=RKCB	
2♥		5		Weak 2-9 HCP (5+ at Green/3.)	2♠=NF. 2NT=ASK for short. 3m=NF	On 2NT: 3m=Short. 3M=MIN.	
2♠		5		Weak 2-9 HCP (5+ at Green/3.)	2NT=ASK for short. 3m/3♥=NF	3OM=Short. 3NT=MAX no short	
2NT	X			5+-5+ both minors 2-9 HCP	3♥= ASK for Majors. 3♠=SlamINV with fit	On 3♥: 3♠=Short. 3NT=Short ♥	
3♣		6		NAT PRE 2-9 HCP	4♦=Ace ASK. 4NT=SlamINV		
3♦		6		NAT PRE 2-9 HCP	4♣=Ace ASK. 4NT=SlamINV		
3♥		6		NAT PRE 2-9 HCP	4♣=Ace ASK. 4♦=SlamINV		
3♠		6		NAT PRE 2-9 HCP	4♣=Ace ASK. 4♦=SlamINV		
3NT	X			Solid Minor. No side A/K 4. Seat: To play	X♣=P/C. 4♦=ASK for shortness. 4NT=ASK for length		
4♣		6		PRE 2-9 HCP	4♦=Ace ASK		
4♦		6		PRE 2-9 HCP	4M=NAT. 4NT=RKCB		
4♥		6		PRE. Wide range	4♠=NAT. 4NT=RKCB		
4♠		6		PRE. Wide range	4NT=RKCB		
4NT	X			Asks for specific aces	5♣=0. 5NT=♣ Ace. 5♦/♥/♠=Ace. 6X=Two aces (CRO)		

HIGH LEVEL BIDDING

Cuebids. RKCB 1430. Splinters.
5NT=Pick A Slam if no fit found
When a M-fit is found: Fairway splinters(Cheapest=no short, rest is short)/non serious (3♠/3NT). 4♣/♦ to set trumps in R auctions
Exclusion RKCB 0314 (only jump past game). Last Train