

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
Normally 5+card and OK on 1-level, but weak lead directing and 4-cards have been seen; Sound on 2-level
Responders CUE is sound support, typically 3-card, JUMP CUE is MIXED RAISE, JUMPS are FIT BIDS, 2NT after 1♥/♠ is SUPP F1, New suit F1
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd : 15 – 17 (18); 4 th : 10 – 14; RESP as after opening 1NT
2 un bid suits after OPPT 1X – (P) – 1Y
JUMP OVERCALLS (Style; Responses; Unusual NT)
2NT: 2 lowest un bid suits; RESP: CUE F1
Other: weak, 5-cards have been seen
Reopen: CONST, 12 – 16, 6-card; 2NT: 18 – 19
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Against 1♣/♦: 55(45) ♠/♥, fair/sound
Against 1♥/♠: 55 OM + minor, sound; 2NT F1, x ♣/♦: P/C
Jump. CUE: Ask for stopper
VS. NT (vs. Strong/Weak; Reopening;PH)
2♣: MAJ (54) (RESP: 2♦: Asks)
2♦: MULTI, 5+card, WK or STR (RESP: as after opening 2♦)
2♥/♠: 5+card, CONST (RESP: as after opening 2♥/♠)
2NT: 5-5 O/S ♣, sound (RESP: 3♣ Asks, 3X P/C)
X: 2 nd PEN, 4 th : 10 – 13, 3-suiter (4432 has been seen) (RESP: P/C)
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
T/O, CUE 3X asks for stopper, CUE 4 MAJ = 55 ♣/♦
4♣/♦: 2-suiter (against MAJ: OM + suit bid; against MIN: CUE = MAJ, om = ♥/♠ + bid suit)
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
(1♣): X = ♣ + M; 1NT = ♣ + ♦; 2♣ = ♦ + M; 2♦ = ♥ + ♠
Normally fair suits/good distribution
OVER OPPONENTS' TAKEOUT DOUBLE
NAT F1; RDBL = 10(9)+
After 1♥/♠: 1NT thru 2♥/♠ TRF, 2NT = 10+ w/4-card SUPP
JUMPS are FIT BIDS

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	MUD, 4 th , ATT xxxx(+)	1 st /3 rd /5 th	
NT	MUD, 4 th , ATT xxxx(+)	1 st /3 rd /5 th	
Subseq	Same	Same	
Other: 10/9 at least one higher (except single/double/partners suit)			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK(+), A(+)	Same	
King	AK, KQ(+), K(+)	Same, AKJ10(+)	
Queen	QJ(+), Q(+)	Same, KQ109(+), [KQ(+)]	
Jack	J10(+), J(+)	Same	
10	H109(+), 10(+)	HJ10(+), H(H)109(+), 10(+)	
9	H98(+), 109(+), 9(+)	Same	
Hi-X	Sx, xSxx(+),	Same	
Lo-X	HxS, HxxS(+)	Same	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	U/D	U/D	U/D
Suit 2	S/P (see below)		
3			
1	Count (see below)	U/D (H/L come on)	U/D (H/L come on)
NT 2	U/D		
3			
Signals (including Trumps): U/D (poss. To triumph); come on : Good lead			
S/P: HIGH EVEN -> lowest suit; HIGH ODD -> highest suit			
Count: lowest from xx/xxxx; highest from xxx, oth: 2 nd lowest			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Normally unbid MAJ, 11+, EQUAL LEVEL CONVERSION, Advancers			
CUE does not promise another bid.			
4 th pos. could be weaker			
Rubensohl/Scramble after 2♥/♠ X			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
NEG thru 4♥ (1m – (1♥) X = 4♠), normally unbid MAJ			
RESP thru 3♠ (if MAJ then normally not OM)			
COMP thru 3♠, typically at least Hx in partners suit			
Max Overcall DBL			
2-WAY DBL against P/C, SPL DBL: if VUL lead suit below			
USEFUL VALUES DBL, DBL of 3NT: lead the right MAJ			

W B F CONVENTION CARD
CATEGORY: GREEN
NCBO: DENMARK
PLAYERS: Hans C. Nielsen – Steen Schou
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
ACOL, 15-17(18) NT, 1♠ 5-card, normally 4-card up-the-line,
2♣: BAL, 18 – 20 / 25 + FG; ACOL-2 w/♣, ♥ or ♠ as prime suit
2♦: Multi, WK 3(2)-6(7), 5+card; 23-24 BAL; ACOL-2 ♦
2♥/♠: WK, CONST, 7(6)-10(11), 6(5)-card
Openings 1 st /2 nd pos. normally OK, 3 rd could be tactically/
lead directing 3+card,
WJS 5+cards to 2-level after 1X
1-over-1 may be 3-card (no FG w BAL SUPP exist for 1♣/♦)
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♣: BAL, 18 – 20 / 25 + FG; ACOL-2 w/♣, ♥ or ♠ as prime suit
2♦: Multi, WK 3(2)-6(7), 5+card; 23-24 BAL; ACOL-2 ♦
3NT: 1 st /2 nd : Good PRE w ♣ or ♦; 3 rd /4 th : To play
4♣/♦: NAMYATS – Good 4♥/♠, 2-3 Aces, S-SOL
SPECIAL FORCING PASS SEQUENCES
After OPPT have been PEN in 1NT
If OPPT sacrifices – PASS = PEN or S/T; X = Forwardgoing
IMPORTANT NOTES
ROMEX trial bids, GOOD-BAD 2NT; 4SF=FG (1♠ NAT, NF);
If OPPT DBL 4SF/CUE in their suit- ART continuation
1X-1Y, 2NT/3X: 6+X & 3Y or 4+Y (14+ good) / 6+X < 3Y [1]
1X-1Y, 1NT: 2♣->2♦, BID = INV; 2♦ ART FG, Asks [2]
PSYCHICS: Too seldom (1 per 60-100 boards)

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		3	4♥	11 - 22 w/dist. 4♠333/4bad♥333 – re bids 1NT	1NT: 8 – 10; 2♦/♥/♠: 3-7, 5+card; 2NT/3♣: SUPP 9-11 “BAL”/10-12 (dist.); 3X: SPL 12+; 4D: VOID	After SPL [3]	2X: FIT BIDS
1♦		4(3)	4♥	11 – 22 w/dist.	Analo.; 1NT: 6-9(10); 3♣: 9-11, 6♣, 3♥/♠/4♣: SPL	1♦-2♣, 2♥: REV/ 11-13 NT/ 11-14 SUPP [4]	2X: FIT BIDS
						1♥-2m, 2♠: REV/ 11-13 NT/ 11-14 SUPP [5]	
1♥		4	4♦	11 – 22 w/dist.	2♥: 6-9, 3♥ (4♥ w/weaker); 2♠: 3-7, 5+card; 2NT/3♣/♦: SUPP, FG/9-11/6-8, 3♠-4♦: SPL/VOID	1♥/♠ - 2NT/3♣/♦ [6]; SPL/VOID [7]	2♣: “DRURY” (2♦ opening OK)
1♠		5	4♥	11 – 22 w/dist.	Analogous; 3♥: 9-11, 6♥; 3NT-4♥: SPL/VOID	1♠-1NT, 2♣(R) F1 [8]	FIT BIDS
INT			3♠	15 – 17(18) (5422/6332 poss.)	STAY; JTB; 2♠: BAL, INV or (54) MIN; 2NT: one MIN, WK / S/T; 3X: INV; 4♣: 55+MAJ; TEXAS	(2♣) 2♦: 2♥ 44MAJ S/O; 3♥/♠: 54/45	Analogous
						(2♠): 2NT MIN (3♣ WK w/MIN); 3♣/♦ Max	PREF
2♣	X	0	3♠	BAL (18) 19 – 20 or 25 + FG; ACOL-2 w/♠, ♥ or ♣ as prime	2♦/♥->2♥/♠; 2♠: one m HHxxxx, 2NT: 55+ MIN, WK/STR; 3♣/♦: INV; 3NT SOL; 3♥/♠/4♣/♦ TRF	(2♦): 2♥ Acol ♥ or 18-20 NT, now 2♠: (R)	
2♦	X	0		WK MULTI 3(2)-6(7), 5+♥/♠; ACOL-2 w/♦; BAL 23 – 24	X♥/♠: P/C; 2NT: ASK; 3♣/♦: NAT, INV	(2NT): 3♣: MAX, now 3♦ bid your MAJ / 4♣ TRF to your MAJ; 3♦/♥: MIN TRF	
2♥	X	6(5)		7(6) – 10(11) CONST	2NT: ASK; 2♠/3♣/♦: NAT, INV; 4♣: ASK Aces (0, 1, 1+, 2, 2+)	(2NT): 3♣: 5-card (3♦ = Relay); 3♥: MIN; 3♦/♠: MAX 0-2/3♣; 3NT: AKQxxx	
2♠	X	6(5)		7(6) – 10(11) CONST	Analogous; 3♥: NAT, INV	(2NT): Analogous	
2NT				21 – 22 (5422/6332 poss.)	“STAY”; “JTB”; 3♣: 44+MIN; 4♣: 55+MAJ; TEXAS; 4♠: BAL S/T; 4NT: (65) MIN	(3♣): 3♦ no, then 3♥/♠=54/45; 3NT: both, then 4♦/♥ TRF; (4♣): 4♥/♠: PREF GOOD	
3♣		6		PRE, rule of 2-3-4	4♦: ASK Aces (0, 1, 1+, 2, 2+)		
3♦		6		PRE, rule of 2-3-4	4♣: ASK Aces (0, 1, 1+, 2, 2+)		
3♥		6		PRE, rule of 2-3-4	Analogous		
3♠		6		PRE, rule of 2-3-4	Analogous		
3NT	X			1 st /2 nd : GOOD PRE in ♣ or ♦ 3 rd /4 th : To play, some good suit	X♣: P/C; 4♦->4♥; 4♥/♠/NT: ASK in ♥/♠/om	(4♦)->4♥, then PASS = ♥, 4♣=♠, 4NT: length	
4♣	X	0		S-SOL ♥, 2 – 3 Aces of 5	4♦: 1 Ace; 4♣: 2 Aces; 4NT; 3 Aces		
4♦	X	0		S-SOL ♠, 2 – 3 Aces of 5	4♥: 1 Ace; 4NT: 2Aces; 5♣: 3 Aces		
4♥		6		PRE, rule of 2-3-4			
4♠		6		PRE, rule of 2-3-4			
4NT				Spec. Aceasking	5♣: 0 Ace; 5X/6♣: This Ace; 5NT: 2 Aces		
5♣		7		PRE, rule of 2-3-4		HIGH LEVEL BIDDING	
5♦		7		PRE, rule of 2-3-4		RKCB (1430 reduced w/♣); VOIDWOOD;	
5♥		7		S-SOL ♥	Partner raises with ♥H	CUE; DOPE	
5♠		7		S-SOL ♠	Partner raises with ♠H	If ♥/♠ agreed at 3-level, 3NT = BAL S/T, 4X SPL if OPPT sacrifice DBL: forward going, PASS: PEN or S/T strong	
						when we might sacrifice PASS = 1trick, DBL 0 or 2	

NOTE 1: 1X – 1Y, 2NT shows 6+X exactly 3Y (normal 1X – 1Y, 3X) or SUPP 4+Y, 14+good.

RESP: 3♣ min
 3♦ FG, exactly 4Y
 3♥/♠ FG, 5+Y, shows stopper in the bid suit/ last suit/ corresponding suits
 3NT FG, opener should move with SUPP and MAJ but not CUE

NOTE 2: 1X – 1Y, 1NT 12(11) – 14

RESP: 2♣ Puppet to 2♦, then next bid is INV
 2♦ FG opener describes

NOTE 3: 1♠/♦ - 3X shows 12+ SPL

RESP: 3NT Suggests wasted values
 4♠/♦ If openers suit S/O (wasted values)
 Relay ASK 4 steps:
 12 – 15 SPL
 12 – 14 VOID
 16+ SPL
 15+ VOID

NOTE 4: 1♦ - 2♣, 2♥ shows REV; BAL 11 – 13; SUPP 11 – 14

RESP: 2♠ Asks then
 2NT BAL, 11 - 13
 3♣ SUPP, 11 – 14
 other REV

 other FG

NOTE 5: 1♥ - 2♠/♦, 2♠ shows REV; BAL 11 – 13; SUPP 11 – 14

RESP: 2NT S/O opposite BAL, 11 – 13 then
 3♠/♦ SUPP, 11 – 14, if responders suit otherwise REV, 4SF
 3♠/♦ S/O opposite BAL/SUPP if re bid
 ASK if om then:
 3NT BAL, 11 – 13
 SUPP SUPP, 11 – 14
 other REV

 other FG

NOTE 6: 1♥/♠ - 2NT/3♣/♦ shows SUPP FG; 9 – 11; 6 – 8

RESP: after 2NT:	3♣	not MIN, denies SPL then:
	3♦	denies SPL
	3X	SPL (NT = ♦, Trump = ♣)
	4X	S/T at least HHxx
	3X	SPL then:
	Cue	S/T strong
	3X	if trump mild S/T
	3NT	medium S/T
	4X	Super fit
	3NT	MIN, denies SPL
	4X	VOID
	4♥/♠	if re bid 6322, MIN
after 1♥ - 3♣/♦:	3♦	general INV
	3♥	S/O
	3♠	Ask for SPL
	3NT	S/T at least HHxx in ♠
	4♣/♦	S/T at least HHxx
after 1♠ - 3♣/♦:	3♦	general INV
	3♥	general INV after 3♦
		S/T at least HHxx after 3♣
	3♠	S/O
	3NT	Ask for SPL
	4♣/♦/♥	S/T at least HHxx

NOTE 7: 1♥/♠ - 3♣/NT/4X shows SUPP

1♥ - 3♣ and 1♠ - 3NT shows unknown SPL 9(8) – 11(12) or 16+; Relay asks for SPL

1♥ - 3NT(=♠)/4♣/♦ and 1♠ - 4X shows VOID 8(7) – 10(11) or 15+

NOTE 8: 1♠ - 1NT, 2♣ shows at least INV strength and asks

RESP: 2♦	denies 5♥, 6♣/♦, 55+m, MAX with 4♥
2♥	5+♥
2♠	FG, exactly 4♥ or 6+♣/♦
2NT	55+m, MIN
3♣/♦	6+card, MIN
3♥	HHxxxx
3♠	FG, Hx or Xxx
3NT	55+m, MAX
4X	7+card, FG

NOTE 9: 1♠ - 1NT, 2NT shows unknown S/S, FG 6(331), 5(431), 6(430), 5(530) w/VOID max 3♥

RESP: 3♣	Asks
3♦/♥/♠	S/S (♠=♣) then
4♣/♦	NAT S/T (if opener S/S then ♥)