



# WBF Convention Card 2.19

DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			
OVERCALLS (Style; Responses; 1/2 Level; Reopening)		OPENING LEADS STYLE			
5+ cards but 4 card on 1 level possible, aggressive style		Lead	in Partner's Suit		
we play transferadvances starting with opening suit. F1,		Suit	1.3.5 but standard from H	the same	
Natural NewSuit is NF jumps NS FG		NT	2.4 with attitude	1.3.5	Category: Green
Other jumps are preemptive		Subseq	2.4 thru declarer		Country: Denmark
		Other:			Event: Mindgames 2008 Beijing
					Players: Jens Auken - Søren Christiansen
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY
15-17(18) system on		Lead	Vs. Suit	Vs. NT	GENERAL APPROACH AND STYLE
		Ace	AKx(xxx)	the same	5-card major, 1♣ 3+ if 4333 (4M) or 4423 (44MM), 1♦ 3 if 4432 (44MM)
		King	AK or KQ(xxxx) or Kx	KQ	
		Queen	QJ(xxx) or Qx or AQJ(xxx)	QJ or EQJ	resp: 1M-1nt: 5-7(10-12) 3M or 6-9 0-2M or 10-11 0-1M
		Jack	J10(xxx) or Jx or A/KJ10(xxx)	the same	1M-2x 2NT FG, 1M2x-2y-2NT F1, 1M-2x-2M-2nt is 10-11 2M
JUMP OVERCALLS (Style; Responses; Unusual NT)		10	109(xxx) or 10x or A/K/Q109(xxx)	the same	
1-Suit: preemptive		9	9x or KJ9(8)	AQ/J98	2♣ is any strong hand with CTR-responces
2-Suit: 1x-2nt is unusual		Hi-x	2,4,6	xx,xxx,xxxx,xxxxx,Hxxxx	1NT Openings: 1NT is 15-17 bal 5M or 6m unusual
		Lo-x	3,5,7	2.4 with honor	2 OVER 1 Response: 2o1 is 10+F1
Reopen: jump new suit is a sound hand with 6 cards		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
Michaels cuebid 1m.2m is 5+5+MM, 1M-2M is 5+5+OM+m		Suit: 1st	low = ENCRG	low=even	low = ENCRG
1m-3m is 5+5+♠+Om		2nd	the same	the same	low = even
1M3M is stopperasking		3rd	the same	the same	the same
		NT: 1st	we give count	smith peters	low = ENCRG
VS. NT (vs. Strong / Weak; Reopening; PH)		2nd	low = ENCRG	low is even	the same
2♣ is 4+5+ MM/2♦ ask for 5carder		3rd			
2♦ is multi bad hand		Signals (including Trumps): could be lavinthal but only as a guideline in guessing situ			1M - 2M is 8-10(11) 3(4) card support
2M is constructive and natural		Suitpref. when disc.			1M - 2nt/3♣/3♦ is Bekkasin/Bergen
2nt is mm or FG with any 2-suiter		see Note 1			1M - doublejumps are splinter/void
3m is natural		DOUBLES			
3M is preemptive		TAKEOUT DOUBLES (Style; Responses; Reopening)			
VS. PREEMPTS ( Doubles; Cue-bids; Jumps; NT bids)		normal style opening hand + with supprot or strong hand			
2/3M-4m is 5+5+ m+OM		RESP: normal opening suit is strong and artificial, jumps are invitational			
2/3M - 4M/4nt is 5+5+mm (4M strongest)		invitational			
2/3m - 4m is MM					SPECIAL FORCING PASS SEQUENCES
VS. ARTIFICIAL STRONG OPENINGS		SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			
vs strong club we play dbl=MM, 1NT=mm		we play high/low doubles, with 2bid in a new suit as NF			i.e. 1nt - 2♣ (majors) pas is forcing, double is negative
		if the double is low it promisses 4+ card in unbid M (majors)			
		if the double is high it is FG and denies a very strong and long suit.			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
		after 1♦-2♣ see note 2			walsh ie 1♣ - 1M could have longer diamonds.
OVER OPPONENTS' TAKE OUT DOUBLE		We play almost any low-level double as competitive.			1♣ - 1♦ -1nt could have 4 card M
1M-dbl: RDBL ask for competition (7+HCP), pass then dbl is pen					1♣ - 1♥ - 1nt shows 2-3 ♠
Ostot(1nt+ is TRF), and else system on (no WALSH)					Psychics:
1m - dbl: rdbl is 10+ maybe FG with supp, 2x is NF					
2NT preemptive m-supp and 3m invitational					



## NOTE 1

### DEFENSIVE SIGNALS:

If we on partners lead disc. with a high card, we try to play high even as suitpref. for low suit and vice versa.

Smith Peters we play:

Openingleader plays high for a shift.

Openingleaders partner play high as a comeon for the suit lead.

Signalling in trick 1 against NT

We show length like this:

lowest=2 or 5

highest=3 or 6

second lowest=4

### DEFENSIVE BIDDING

## NOTE 2

Negativ double after 1♣-2♦

dbl=4+♦ and 6-9 or 8+ with at least one 4 card M

2♦=5+♥

2♥=5+♠

2♠=GF 4+♦ no M

### OFFENSIVE BIDDING

## NOTE3

Revers after 1o1

2♠ is 4.suit

2nt very weak

3♦-3♥ is generally TRF

3♠ is generally ♦ canape 10-12

3m support invitational

## NOTE 4

after

1♠-2m

2♥

2NT is F1 either GF or weak with ♥-support

3♥ is FG

## NOTE 5

after

1♠-2♥

2nt is FG or weak heartsupport F1

## NOTE 6

after

1♠-2♥

3♥ is stronger than 4♥.

## NOTE 7

1M-1NT is

6-9 0-2M (no 4+♠) or

5-7 3M or

10-12 3M or

10-11 0-1M no 6 card suit

1♠-3♥ is invitational (like 9-11) 6+♥.

after

1M-1nt

2♣ is multimeaning:

balanced 12+

fg or invitational with any 2-suiter not 5+5+

5M,4+♣ 12-16

2nt+ are gf transfers with 5+5+ if trf newsuit and 6+ if trf openingsuit

resp multimeaning 2♣:

2♦=4+H 6-9

2♥=6-9 0-1♠,0-3♥ and no 6card clubs. If 6+♦ the n 6-7 HCP

NOTE 8

NT-system

1NT-2♣ puppet

1NT-2♦/2♥ is 5+ card TRF

1NT-2♠=balanced invitational no 4M or slammy with 2 4(+)card suits. resp 3♣ is just maximum NT opener.

1NT-2NT=to play 3♣ or any 4441 type FG or 55mm slammy or ♣-onesuiter slammy (strong suit).

1NT-3♣=to play 3♦ (Preemptive) or m-onesuiter slammy or 55mm a little slammy or 6+♥ slammy with any void.

1NT-3♦=Preemptive with heart or 6m4m slammy or strong ♠ 6+-onesuiter with any void.

1NT-3M=6+M slammy

1NT-3NT=to play

1NT-4m=5+5+MM (4♣ is slaminvitational, 4♦ stop or very slammy)

NOTE 9

Weak 2bids follow-up)

2♦-2♥=P/c

2♦-2♠=P/C opener is not allowed to bid 4♥ though.

2♦-2NT=asking for strength and suit.

(3♣ any maximum and then 3♦ asks for suit X-vice)

(3♦ is minimum with ♥)

(3♥ is minimum with ♠)

2♦-New suit is NF

2M-2M F1 NAT

2M-3♣+=TRF Could be fit and leaddirecting in the TRF suit.

2M-3under 3M is inv+ with support.

2M-3M=none invitational

if opener bids the openingsuit after a TRF to a new suit it just shows fit for the TRF-suit. Also in competition.

NOTE 10

4NT asking for spec. Aces

(same principle for Kings after 5NT-opener

5♣=0

5♦=♦A

5♥=♥A

5♠=♠A

5NT=♣A

6♣=2 Aces same color

6♦=2 Aces same rank

6♥=2 Aces (♠+♦ or ♥+♣)

6♠=3 Aces

NOTE 11

After opps 1nt overcall we play:

1m-1nt

2♣=5+4+MM

2♦=5+M weak hand

2M=5+M invitational hand

2nt=4m6+Om or forcing game any hand

1M-1nt

2♣=2-3M and 5+OM

2♦=weak support 3+M or weak 5+OM

2M=invitational support

2OM=5+OM invitational

2nt=5+5+mm or any FG