

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Aggressive on 1-level. Sound on 2-level
Responses: New suit F1, jump in new suit = fitbid
Cue = good raise, jump cue = mixed
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd /4 th seat: 15-17(18)hcp balanced/semi-balanced
reopening: 11-14hcp
Responses: Stayman/transfer
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak
2NT=2 lowest unbid suits, 5-5
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michaels 5-5
(1x)-3x= asking for stopper for 3nt
Reopening: constructive two suiter (same as above)
VS. NT (vs. Strong/Weak; Reopening;PH)
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
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
(non)Leaping Michaels
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Vs 1C: X = major, nt = minor
OVER OPPONENTS' TAKEOUT DOUBLE
RD = 10+, 2N = support, jump in new = fitbid, double jump = splint

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	Attitude, 4 th , MUD	Same	
NT	Attitude, (MUD)	Same	
Subseq	As leads	Same	
Other: On 5+ level: A for attitude, K for count			
LEADS			
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...)	HxXXX, the lower the better	
SIGNALS IN ORDER OF PRIORITY			
	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.			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Can be light with good distribution			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support dbls/rdbls, a lot of takeout doubles			

W B F CONVENTION CARD
CATEGORY:
NCBO: DENMARK
PLAYERS: Dennis Bilde – Morten Bilde
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5S 4H(only when 4-4 in major, 4(3) D and 3C
1NT = (14)15-17
1N response = 6-11
2o1 response = 10+
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
3N = solid minor
Drury after 3 rd and 4 th hand 1M openings
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
Frequent upgrades
PSYCHICS: rare

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 Drury	
				Only 4 when 4-4 in the majors	2N = inv+			
1♠		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								
HIGH LEVEL BIDDING								
							RKCB 1430, Cuebids, Splinter, DOPI	