

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 vs strong, pen vs weak except reopening
Reopening = same as above
Ph = 2D = nat, dbl = 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
5cM, 4D, 2C(only when 4432)
1NT = (14)15-17
1N response = 6-11(12)
2o1 response = GF unless when minor suit is rebid
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, but happens

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		2	4H	(10)12+, better minor	1mi – 2mi = GF. 1mi-3mi = 5-8 5+C		1mi – 2M = fitbid
				4-4 minor tends to open 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♠					2N = inv+		Drury
		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♦		2		18-19 bal			
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, not crazy	3dia = relay		
3♦		6			4cl = relay	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							
HIGH LEVEL BIDDING							
							RKCB 1430, Cuebids, Splinter, DOPE