

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
1level about 7-17 HCP, suit quality important, good 4card suit poss.;
weak 2 with few playing tricks bids 1M, not 2M.
2level about 11-18 HCP, suit quality counts; 2♣ over (1♦) can be
light
new suit 1RF
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd /4 th Live: 15-18, BAL, stopper
Reopening: 10-14, BAL, stopper
As over 1NT OPEN (TRF to OPPT M is 5oM INV)
scrambling after intervention
JUMP OVERCALLS (Style; Responses; Unusual NT)
WK, 6 cards, some playing tricks
Reopen: 13-15
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
(1x) – 2x: 55 lowest and highest
(1x) – 2NT: 55 lowest unbid
(1x) - 3♣ : 55 highest unbid
(1♦) - 3♦ : 55 M
VS. NT (vs. Strong/Weak; Reopening;PH)
x: 5+m, 4M if NT 14+, points else
2♣: both M
2♦: 1M
2M: 5M, 4+m
2NT: both m
4m: leaping Michaels
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
x=t/o
(non)leaping Michaels
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
x=both M, 1nt=both m, 2♣ = ♣; 2♦♥♠ = sys on
OVER OPPONENTS' TAKEOUT DOUBLE
most bids up to 2M-1 are TRF

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2 nd /4 th	2 nd /4 th	
NT	2 nd /4 th	2 nd /4 th	
Subseq	2 nd /4 th	2 nd /4 th	
vs slam and doubled contracts: K from AK			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(..) , Ax	AKx(..) , Ax	
King	AK, KQx	AK, KQx	
Queen	QJ(..), Qx	QJ(..), Qx	
Jack	J10x, Jx	J10x, Jx	
10	10x, 109xx, H10x	10x, 109xx, H10x	
9	H9x, 109x	H9x, 109x	
Hi-X	xXx	xXx	
Lo-X	xxX, HxxX, xxxX	xxX, HxxX, xxxX	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	count low=E	count low=E	low=E
Suit 2	SP	SP	high=D
3			
1	count	count	2,3,4 = low suit
NT 2	SP	SP	5,6,7, = this suit
3			8,9,10 = high suit
Signals (including Trumps):			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
emphasise M, m unclear; maybe lighter with perfect shape or passed partner			
(1m)-x-(p): 2m=strong; 3m=both M INV			
Scrambling after (2M)-x; (1M)-x-(2M)			
RESP DOUBLE (tends to show 4card oM on 2level, deny on 3level)			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
SUPP below 2 of our M, not mandatory; MAX if we have M-fit			
1y-(2z)-x: t/o or any FG (without good fit)			
the 1 st 2 doubles are always for t/o (xx counts as 1 double), rare exceptions			
where x is penalty			

W B F CONVENTION CARD
CATEGORY: green
NCBO: Germany
PLAYERS: Joerg <u>Fritsche</u> – Klaus <u>Reps</u>
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5card Majors, 1♣ = 2, 1♦ = 5 (4 if 4441)
1NT Opening: 15-17, 5-card M, 6m, any 5422 possible
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♣: 5+4+M, 5-10 or any GF or NT 22-23/26-27/30+
2♦: Multi, w2 M or semiforcing M or NT 24-25/28-29
2M: 5-10, 55 with m
4NT: both m, should be 65 at least (1 st /2 nd)
SPECIAL FORCING PASS SEQUENCES
1x-(any): may be penalty, opener may pass with length
we bid VUL game and OPPT obviously sacrifice
IMPORTANT NOTES
4M tends to be natural if previous bidding suggested it might be a playable spot (e.g. Partner showed length before)
PSYCHICS: 3 rd hand opener might vary in length or strength

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4♥	11-22, 2+	1♦=no MAJ unless GF, maybe 3 w 4♣, 2♣=INV+, 5+ ♣, no 4M, 2♦/2M=4-8, 6cards, 3M splinter	1♣-1♥=-1NT=11,14 BAL, maybe 4♠	
1♦		5(4)	4♥	11-22, 4+, maybe BAL	2♦=INV+ , no 4M; 2M=4-8, 6M 3♣ inv, 3M splinter	1♦-1M:1NT=GAZZILLI (16+ or 11-14 6♦) -> 2♣ Relay 8+ 2M-1=3card support, 11-15	
1♥		5	4♦	11-20, 5+	1NT: F1, no 3♥ or 4♠; 2♣=INV+, 3+♥ 2♠=4-8, 6♠; 2NT=5+♣, GF 3♣=7-10, 4♥; 3♦=10-12, 4♥; 3♥=0-6, 4♥ 3♠=9-12, any splinter, 3NT=13+, ♠-splinter	GAZZILLI after 1♠ and 1NT TRF after 2NT after 2♣: 2♦ medium, 2oM max, 2M min	fit-showing jumps 4level 2nt GF with fit
1♠		5	4♦	11-20, 5+	same; 3♥=9-12, any splinter	Same	same
INT			3♠	15-17 5M, 6m, (5422), (4441) possible	2♦=TRF; TRF; 2♠=bal inv, weak m or (13)(xx); 2nt=PUP, 3m=INV; 3M=short w. 4oM 4♣/4♦ TRF, 4M to play		Scrambling; after (x):xx=any 5; 2♣/♦/♥=this and next; 2♠=♠
2♣	X	0	4♥	5+4+M 5-10 or GF UNBAL or BAL 22-23/26-27/30+	2♦ R weak same length MAJ or INV with fit in 1 MAJ or INV with 1 or both m; 2NT weak or GF with 1 or both m or INV with 4+M; 3♣ GF R; 3♦ = PRE with both M, 3M=PRE		(x) – xx = ? longer MAJ (x) - 2♦ to play (x) - p to play
2♦	X	0	2♠	6M (5-10 or 8.5 tricks) or BAL 24-25/28-29	2♥=p/c; 2♠=INV+ with ♥-Fit, 2nt=GF R; 3♣ = INV both M; 3M=p/c; 3nt= p/c with good hand, 4m=PRE for partner's M	Always transfer after 2nt/3♣	(x) – xx = bid your MAJ (x) – 3m = lead-directive
2♥		5		5+♥, 5+m, 5-10	2♠=nf; 2NT R INV+; 3♣=p/c; 3♦=INV ♥; 3♥=pre-empt; 3♠=INV		(x) – xx = bid 2 nd suit (x) – 3♣ = to play
2♠		5		5+♠, 5+m, 5-10	3♦=6+♥, INV+; 3♥=INV ♠, others same as 2♥		same
2NT				20-21, BAL	puppet stayman, Transfers, 3♠ both m	3♣ - 3♥: no M, 3♣ - 3nt: 5♥	
3♣		7/64		pre-empt, A or K 1 st and 2 nd	3♦ asks 3M; 4♣ pre; 4♦ RKCB ♣		
3♦		7/64		pre-empt, A or K 1 st and 2 nd	new suit F1; 4♦ pre; 4♣ RKCB ♦		
3♥		7/64		preempt	4♣ SI good support; 4♦ SI bad support		
3♠		7/64		preempt	4♣ SI good support; 4♦ SI bad support		
3NT	X			Gambling 1 st and 2 nd	4♣ p/c; 4♦ SI	HIGH LEVEL BIDDING	
4♣		8/74		preempt		splinter; mixed cue-bids; RKCB 1430; conditional MINORWOOD;	
4♦		8/74		preempt		EXCLUSION RKCB (0, 1, 2, 3);	
4♥		8/74		preempt		RKCB – (x): xx=0/3; pass=1/4	
4♠		8/74		preempt		RKCB – (bid): x=penalty; pass=1/4	
4NT	X			6+5+m			
5♣		7		preempt			
5♦		7		preempt			