

DEFENSIVE AND COMPETITIVE BIDDING		
<b>OVERCALLS (Style: Responses; 1 / 2 Level; Reopening)</b>		
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		
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>		
2 <sup>nd</sup> /4 <sup>th</sup> Live: 15-18, BAL, stopper		
Reopening: 10-14, BAL, stopper		
As over 1NT OPEN (TRF to OPPT M is 5oM INV)		
scrambling after intervention		
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>		
WK, 6 cards, some playing tricks		
Reopen: 13-15		
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>		
(1x) - 2x: 55 lowest and highest		
(1x) - 2NT: 55 lowest unbid		
(1x) - 3♣ : 55 highest unbid		
(1♦) - 3♦ : 55 M		
<b>VS. NT (vs. Strong/Weak; Reopening; PH)</b>		
x: 5+m, 4M if NT 14+, points else		
2♣: both M		
2♦: 1M		
2M: 5M, 4+m		
2NT: both m		
4m: leaping michaels		
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>		
x=t/o		
(non)leaping michaels		
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>		
x=both M, 1nt=both m, 2♣ = ♣, 2♦♥♦ = sys on		
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>		
most bids up to 2M-1 are TRF		

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	2 <sup>nd</sup> /4 <sup>th</sup>	2 <sup>nd</sup> /4 <sup>th</sup>	
NT	2 <sup>nd</sup> /4 <sup>th</sup>	2 <sup>nd</sup> /4 <sup>th</sup>	
Subseq	2 <sup>nd</sup> /4 <sup>th</sup>	2 <sup>nd</sup> /4 <sup>th</sup>	
vs slam and doubled contracts: K from AK			
<b>LEADS</b>			
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	xX, HxxX, xxxX	xX, HxxX, xxxX	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	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):			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
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)			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
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 <sup>st</sup> 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 Fritsche – Klaus Reps		
<b>SYSTEM SUMMARY</b>		
GENERAL APPROACH AND STYLE		
5card Majors, 1♣ = 2, 1♦ = 5 (4 if 4441)		
1NT Opening: 15-17, 5-card M, 6m, any 5422 possible		
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>		
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 <sup>st</sup> /2 <sup>nd</sup> )		
<b>SPECIAL FORCING PASS SEQUENCES</b>		
1x-(any): may be penalty, opener may pass with length		
we bid VUL game and OPPT obviously sacrifice		
<b>IMPORTANT NOTES</b>		
4M tends to be natural if previous bidding suggested it might be a playable spot (e.g. Partner showed length before)		
PSYCHICS: 3 <sup>rd</sup> 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 <sup>nd</sup> 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 <sup>st</sup> and 2 <sup>nd</sup>	3♦ asks 3M; 4♣ pre; 4♦ RKCB ♣		
3♦	7/64			pre-empt, A or K 1 <sup>st</sup> and 2 <sup>nd</sup>	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 <sup>st</sup> and 2 <sup>nd</sup>	4♣ p/c; 4♦ SI	<b>HIGH LEVEL BIDDING</b>	
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			