

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
Natural. Usually 8-18hcp, 5+ on 1lvl, 10-18hcp on 2lvl. May be lighter w/ good suit NV/opp. PH. 4cd suit allowed but very rare.
Responses: CUE usually promises fit. New suit NF on 2lvl or when 3 <sup>rd</sup> hand bid. Jump CUE INV+ 4cd fit. 2NT natural.
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15-18 SYSON
Sandwich: t/o usually 5-5 in unbid suits / 15-18 SYSON vs. Transfersystems.
Reopening: 10-14 SYSON
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
3-9hcp NV / 5-10hcp V usually 6cards NV very bad suit possible
Responses: CUE fit INV+
2NT 5/5 lowest unbid suits
Reopen: 10-15 hcp 2NT 19-20 SYSON
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
5/5 highest unbid + other Responses: CUE fit INV+
Jump CUE ASK for hold w/ SOLID suit when opening promised
3+cards, else NAT PRE
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
DBL = PEN next DBL T/O
2♣ MM 4+4+ raise to play
2♦ one M 6+cards ♥♠-bids pass or correct
2♥♠ 5♥♠ and 4card m
2NT mm
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
DBL T/O (NON -)Leaping Michaels
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
DBL = MM
1NT = mm
2NT = any 2 suits
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
XX = 10+ hcp next DBL T/O after jump/fit else PEN
2lvl NF raises PRE 2NT Fit INV+

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2./4.	2./4.	
NT	2./4.	2./4.	
Subseq	2./4.	2./4.	
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(+) A(+)on 5+lvl	Same	
King	AK KQ(+) AK(+) on 5+lvl	Strong lead for UB or CT	
Queen	QJ(+)	KQ(+) QJ(+)	
Jack	(K)JT(+)	(A/K)JT(+) JT(+)	
10	(H)T9(+) Tx HTx	same	
9	H9x	same	
Hi-X	xSx HSx	same	
Lo-X	xS xxxS(+) HxxS(+)	same	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Low = even	Low = even	Low = ENC
Suit 2	Low = ENC	S/P	Low = even
3			
1	Low = even on K	Smith Low = ENC	Low = ENC
NT 2	Low = ENC on A/Q	Low = even	Low = even
3	else see below	S/P	
Signals (including Trumps):			
1 <sup>st</sup> trick NT: xS Sxx xxSx HSx xxxxS except on A/K/Q-lead			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
11+ hcp with classic shape or ~19+ hcp any shape			
8+ hcp in sandwich/reopening			
Responses: FREQ non-INV jumps in COMP			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Negative DBL usually shows unbid major OR a GF hand w/o good suit			
SUPP-X/-XX up to 2♥			
DBL rarely for PEN unless fit is found			

W B F CONVENTION CARD
<b>CATEGORY: GREEN</b> <b>NCBO: GERMANY</b> <b>PLAYERS: Christian <u>SCHWERDT</u> – Julius <u>LINDE</u></b>
<b>SYSTEM SUMMARY</b>
GENERAL APPROACH AND STYLE
5card majors
2/1: 10+ hcp promises rebid
INT: (14+) 15-17
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
Nonforcing freebids in COMP
WJS on 1level openings
<b>SPECIAL FORCING PASS SEQUENCES</b>
-
<b>IMPORTANT NOTES</b>
-
<b>PSYCHICS: -</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4♠	Open 1♣ w/ 33m	Raise 2lvl Fit, GF raise 3lvl 5-9 hcp	Opener rebids M before 1NT; 2NT before M	4 <sup>th</sup> suit INV
				Open 1♦ w/ 44m	Jump other minor: Fit INV	2way checkback after 1NT rebid	
1♦		3	4♠	May have 4♣5♣	2♥♠ 6card 5-8 hcp	4 <sup>th</sup> suit GF SST Jumps by RESP 55 FG	
				3 card only w/ 4432	May bid 4card major before 4card diamond		
1♥		5	4♠		2NT Fit 15+ hcp 3M INV 3NT Fit 12-14hcp	After 2/1: 2M catchall All bids over 2M show	2♣ Drury w/o SUPP
					2♠ 6cards 5-8 hcp 2/1 NAT INV+ promises rebid	extras all 3lvl bids by RESP FG	2♦ Drury w/ 3c SUPP
1♠		5	4♥		3♣♦♥ 6cards INV 3♠4♣♦♥ SPL ~10-13 hcp	After 2NT: New suit SPL 4M MIN	2NT 55m MAX
INT			4♠	(14) 15-17 hcp	Stayman promises M 2♦♥2NT4♦♥ TRF 4♣ MM	TRF break w/ 4c SUPP MAX or	DBL = T/O Lebensohl
				5card M /6c m /(5422) allowed	2♣ ♣ or INV w/o 4card M 3♥♠ SPL 3♣♦ SI	Very good 3c SUPP SuperMAX	CUE ASK for stop
2♣	X	0	4♠	Any semiforcing or	2♦ (R) 2♥♠ to play opposite 20-21	Jump by opener sets suit.	
				20-21/26-27 (semi-)balanced	3♣♦♥♠: TRF: 7c w/ two tops no side A/K	After TRF: Accepting TRF asks for SPL.	
2♦	X	0	4♠	Any gameforcing or	2♥ (R) 5+ hcp or 1 ace 2♠ (R) 0-4 hcp no ace		
				24-25 (semi-)balanced	3♣♦♥♠: Transfer: 7c w/ two tops no side A/K		
2♥		(5)6	-	usually 6cards	2NT (R) INV+	After 2NT: 3M MIN jump MAX SPL	New suit Fit bid
				V: 5-10 hcp	New suit F1 usually no fit	New suit MAX values -> 3M ASK SPL	
2♠		(5)6	-	NV: 3-9 hcp very bad suit poss.	2NT (R) INV+		
				side 4card major allowed	New suit F1 usually no fit		
2NT			4♠	22-23 hcp (semi-)balanced	TRF Mod. Puppet Stayman	After Puppet: 3♥ no M 3NT 5♥	
				FREQ offshape	3♠ Minor Stayman	TRF accept shows <3 cards	
3♣		6/7	-	V: 5-10 hcp	New suit 3lvl: V: NAT F1; NV: NF CONSTR		New suit Fit bid
3♦		6/7	-	NV: 3-9 hcp	4♣ (4♦ after 3♣): Conditional RKCB		
3♥		(6)7	-	side 4card major allowed	4M to play		
3♠		(6)7	-				
3NT	X		-	Solid minor no outside A/K	45♣ pass or correct	After 4♦: 4♥♠5♣ ♥♠-om-SPL 4NT no SPL	
				4 <sup>th</sup> seat to play	4♦ asking for shortness		
4♣		7	-				
4♦		7	-				
4♥		7	-				
4♠		7	-				
4NT				Specific ace asking	5♣ No ace 5♦♥♠NT: ♦♥♠♣-ace		
5♣		7	-			HIGH LEVEL BIDDING	
5♦		7	-				
5♥							
5♠							
						RKCB 30-41-2--2+	
						Conditional RKCB: 1 <sup>st</sup> step bad hand (-> next step RKCB)	
						Mixed cues up the line	
						4m often Conditional RKCB	
						DOPI-ROPI DEPO	
						4NT in COMP often two places to play	