

DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style; Responses; 1/2 Level; Reopening)

1st level 8-17

2nd level 10-18

1NT OVERCALL (2nd/4th Seat; Responses; Reopening)

2nd 15-18

4th 10-14 \Rightarrow system on

(1x)-p-(1y)-1NT = unbid suits, 5-5

JUMP OVERCALLS (Style; Responses; Unusual NT)

weak jump

Michaels: 5+-5+

2NT=lowest 2 unbid suits; cue = highest suit + ?

Reopen: in 4th pos. intermediate jump to 2nd level (12-16)

DIRECT AND JUMP CUE BIDS (Style; Responses; Reopening)

Michaels: 5+-5+

2NT=lowest 2 unbid suits; cue = highest suit + ?

(1M)-3M = asks for stopper, invites 3NT

Vs. 1NT (vs. Strong / Weak; Reopening; Passed Hand)

vs. strong NT competitive, vs. weak NT constructive

DBL: vs. weak NT = penalty 14/15+; vs. strong NT = 4M + 5+m.

2♦=both M; 2♦=1M (\Rightarrow 3/4♦ = bid your suit); 2M = M + m;

2NT = 5-5m or FG 2-suiter; 3m = intermediate vs weak NT

VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)

neg.-x

4♣, 4♦ and cue-bid = two-suiters (Leaping Michaels)

2NT = 15-18

vs. Multi: 2M/3any=nat, 2NT=15+-18, x=13-15 or 19+

VS. ARTIFICIAL STRONG OPENINGS

Timbuktu: suit=next or 3rd and 4th; x=next or 3rd and 4th

NT=♦+♥ or ♦+♣ \Rightarrow POC

OVER OPPONENT'S TAKEOUT DOUBLE

redouble=9++ HCP up, new suit 1st level forcing, 2nd level nf

weak jumps

Truscott + Super Truscott (2NT=exactly invitational, 3NT =gf)

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	3 nd /5 th	3 nd /5 th
NT	3 nd /5 th	3 nd /5 th
Subseq	2 nd /4 th through declarer	2 nd /4 th through declarer

K = asks for count, may be from AK

A = asks for enc

Q = asks for enc; possibly from KQ(x)

LEADS

Lead	Vs. Suit	Vs. NT
Ace	Ax(+), AKx(+), AK	Ax, AKx(+), AK
King	KQx(+), AKJx(+), AKxxx	AKJx(+), KQJx(+)
Queen	QJ(+), Qx, KQx(+)	KQ10x(+), QJ9x(+)
Jack	KJ10(+), J10(+), Jx	KJ10(+), J10(+), Jx
10	10x, Q109x(+), 109(+)	109(+), H109x(+), 10x
9	9x, 98(+), KJ9x	9x, 987(+), KJ9x
Hi-x	Sx, xxSx, HxSx, xxxxSx	Sx, xxSx, HxSx, xxxxSx
Lo-x	HxS, HxxxS(+), xxS	HxS, HxxxS(+), xxS

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
Suit	1 low-high	low = even	Lavinthal
	2 low = even		low = even
	3		
NT	1 low-high	SMITH signal*	Lavinthal
	2 low = even	low = even	low = even
	3		

SIGNALS: low-high = enc or even (original count)

* SMITH signal vs NT: low = positive for lead or no switch required

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

MAJORS, Distribution, 11 HCP up, any distr. (17+)

Resp: Lebensohl, cuebid (at least inv.+), leaping michaels

REOPENING: 8 HCP up

SPECIAL; ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES

Negative X up to 3♦

WBF Convention Card

2016

♠ ♥ DBV ♦ ♣

Category: Natural green

CLUB: _____ EVENT: EM Breslau

PLAYERS: Karin Wenning

Ingrid Gromann

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

5 cards majors

1NT = 15-17 (5M possible)

2 over 1 = 11+

1♣-1♦ Walsh

1♣-1M may have longer ♦ (Walsh)

1m-1y, 1SA: OPN may have 4+ cards M

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

2♦ = major 2-suiter (4+♥-4+♠, 5-10) or NT 23-24

2♥ ♠ = weak2 (5-10)

3 NT gambling = solid 7+ cards minor, little outside strength

Inverted minors: 1m-2m=10-12; 1m-2NT=0-5 or 12+; 1m-3m = 6-9+

Bergen raises: 1M \Rightarrow 3♣ = 6-9; 3♦ = inv++; 3M = 0-5

Non jump 2NT in competition=usually Lebensohl

1x-1y- 1z=check back

SLAM BIDDING

4NT RKCB: 14/30/52/52+Q

4m optional RKCB: no interest/14/30/52/52+Q

Spiral scan; mixed cue bids; splinter; exclusion RKCB

Over X vs our relays: pass = 1st step, XX = 2nd step

After disturbed RKCB: **mod.** ROPI, DOPI, DEPO

SPECIAL FORCING PASS SEQUENCES

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE:

Bridge is our hobby, let's try to be nice to each other!

PSYCHICS: rarely

Opening	tick if artificial	min length	neg. double up to	Description	Answers	Subsequent Bidding	Over Intervention
1♣		3	3♠	11-22 (Walsh answers; inverted m)	1♦ = nat., 1SA = 6-10; 3M=splinter 2♣/2NT/3♣ 10-12 / 0-5 or 12+ / 6-9 ♣ fit 2♦ 4-7, 5♣+5♥ 2M 4-7, nat 6 cards	1♣-1♦/♥/♠-1NT 4M possible → 2-way CB ⇒ 3♣ (after 2NT) = nf relay ⇒ 2NT = asks ⇒ 2NT = asks: 2min/2max	1m-(X)-4m = pre 1m-(X / int)-2/1 = nf, 7+-11-
1♦		3	3♠	11-22 (inverted m)	2♦/2NT/3♦ = 10-12 / 0-5 or 12+ / 6-9 ♦ fit 3♣ = nat 6 cards inv. (others see 1♣)	3♦(after 2NT) = nf relay	
1♥		5	3♠	11-22	1NT nat or 5-7 3cards ♥ fit 2♥ 8-10, 3cards ♥ fit 2♠ 4-7, nat 6 cards 2NT 15+, 3+ ♥ fit 3♣/3♦/ 3♥ 6-9/inv.++ / 0-5 4+♥ fit 3♣/4m Splinter, 12-14	long suit trial bids ⇒ 2NT = asks: 2min/2max ⇒ 3 rd level=short, 4 th level = 2 nd 4cards suit	over X:3x=Bergen over 2x: 2NT = Lebensohl
1♠		5	3♠	11 - 22	(see 1♥) 1♠-4♥ = nat to play	After 2m: 3♥ = 5-5 SI; 4♥ = 5-5 no SI	(see 1♥)
1NT			3♠	15-17 5M possible	2♣ = Stayman (could be weak) 2♦/2♥ = TRF 2♣=a) bal. INV, b) weak ♣or♦, c) SI ♣or♦ d) 5431/6430 ♣+♦ GF 2NT = 5+-5+ m, weak or strong 3♣ = Puppet Stayman 3♦= nat. inv. / 3♥/♣ = 14/41 M gf 4♣ = RKC, 4♦= 5♣+5♥ , 4♥/♣= nat. SI	1NT-2♣, 2M-2/3oM = SI with M-fit ⇒ TRF break (after 2♦/2♥) = 4card fit 2NT/3♣ = min/max → 3♣or♦ = s/o; 4m = opt. RKCB ⇒ 3m = preference → 3M = short FG ⇒ 3♦ = 4cards M; 3M = 5+; 3NT = no 4+M	over X: XX = strong 2any = 5cards over int.: 2NT = Lebensohl
2♣	X	0	---	1. FG / 2. SF M 3. NT 25+	2♦ = no 3 controls or no good 5+cards suit 2M/3m=nat, 3+controls; 2NT=5+-5+m, 3+controls	2M = SF/GF → next step = negative 3M = GF	over int.: X = 5+ HCP Cue = 3suiter 5+P
2♦	X	0	---	1. 4+♥ and 4+♠, 5-10 vul: 5♥ + 5♠ 2. NT 23-24	2NT = Relay 3♣ = nat, s/o; 3♦ = longer M? 3♥/♣ = mixed raise; 4♣♦ = RKCB (♥♣)	2NT → 3m=longer M; 3♥=5-5 min; 3♠=5-5 max single/void♣; 3NT=5-5 max single/void♦; 4♣/♦=56xx/65xx	Over X: pass = 5+♦, short M XX = ask for longer M
2♥♠		(5)6	---	weak2 in ♥♠, 5-10	2NT asks 3oM nat. forcing; 3m = nat. forcing 4♣/4♦ = opt. RKCB ♣/♦	min-bad, min-good, max-bad, max-good	
2NT			---	20-22 BAL	3♣ = Puppet Stayman; 3♦/♥ = TRF, 3♣=mStaym 4♣ = RKC, 4♦= 5♣+5♥ , 4♥/♣= nat. SI	TRF break: 3NT=3cards fit; suit=4cards fit	
3♣♦		(6)7	---	PRE	3M = nat. forcing; 4om = RKCB		
3♥♠		(6)7	---	PRE	4♣/4♦ = opt. RKCB ♣/♦		
3NT	X	7	---	Gambling; max. outside-king	4♣ = p/c; 4♦ = ask	4♦ → 4♥/♣/NT = ♥/♣/other m-control; 5m = 7222	
4♣♦	X	-	---	pre			