

DEFENSIVE AND COMPETITIVE BIDDING		
OVERCALLS (Style: Responses; 1 / 2 Level; Reopening)		
1level: 8 – 18, can be GOOD 4-card suit		
Responses: All 1/3NT bids = nat; 1-1/2-2 F1, 2/1 NF, TRF advances		
Jump Q=4+ fit, 6+ – 9, mixed		
Jumps in a new suit = natural + fit, F1		
Balancing: natural, Jump suit = 12+ – 15, 6+ suit; Q = Michaels		
1NT OVERCALL (2nd/4th Live; Responses; Reopening)		
(1x)-1NT=16-18, Syson/m, TRF/M. If Xed: XX=SOS, 2m/M=NAT		
(1x)-P-(1y)-1NT= 16 - 18; BPH = unbid suits		
Balancing: 1NT = 10+ – 14		
(2♥/♦)-P-(P) – 2NT = 14 – 16. TRF, Q = Stayman		
JUMP OVERCALLS (Style; Responses; Unusual NT)		
Preemptive		
2NT shows the two lowest unbid suits		
(1♣)-2♦ = 5♥ + 5♦		
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		
(1♣/♦) – 2♦= majors // 3♣ = NAT		
(1♥/♦) – 2♥/♦ = 5OM + ♣ // 3♣ = 2 suiter Exclusion		
(1M) – 3M = Asks for stopper		
(1♣/♦) – P – (1♦/♥/♦) – 2♦/♥/♦ = NAT; 2♣/♦NT = unbid suits.		
VS. NT (vs. Strong/Weak; Reopening; PH)		
vs. Any MULTI-LANDY, X=4M/5+m		
vs. WK: X=top range;		
(1NT)-X-(P/XX) – ?: P = 6+ our hand; 2♣ = 0-6, no 5-c; 2x=0-6, 5+		
(1NT)-P-(2x)- X = 14+, says nothing about x suit. Rest NATURAL		
(1NT)-P-(P)– Same as in direct seat		
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)		
vs.2♦ Multi: X =usually 13 -15 no M or STR 18+; 2NT=16-18		
vs.2♥/♦ wk: X = TO (lebensohl); 2NT=16-18;		
Leaping Michaels: (2♦/♥/♦) – 4♣/♦ = 5+♣/♦ + 5-card major, F1		
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣		
vs.STR 1♣ = X = M's, 1NT =m's		
OVER OPPONENTS' TAKEOUT DOUBLE		
1♣ (X) TRF, 1♦ (X) NAT		
1♥/♦-(X)-2♥/♦ = CONST; 1♥/♦-(X)-1NT bis 2♦/♥= TRF (1 under WK or STR), 2NT = fit 11+		
XX = 10+ any distr.		

LEADS AND SIGNALS			
OPENING LEADS STYLE			
Other:			
Lead	Lead	In Partner's Suit	
Suit	3 rd / 5 th	3 rd / 5 th	
NT	2 nd /4 th	3 rd / 5 th	
Subseq	Same	Same	
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Ax+, AK+	AKx+, Axx	
King	AK, Kx, KQ(+)	AKJT+ or KQT9+	
Queen	Qx, QJ(+)	KQ(+), QJ(x), Qx	
Jack	Jx, J10(+)	Jx, J10(+)	
10	10x, 109x or H109x	109x or H109x	
9	9x, KJ9(x)	9xx 9x	
Hi-X	Usually doubleton	2 nd highest from xXxx+	
Lo-X	xxX, xxXx, xxxxX, xxxxXx	HxxX+	
SIGNALS IN ORDER OF PRIORITY – STD count and attitude			
	Partner's Lead	Declarer's Lead	
1	Low = odd	Suit preference	Suit preference
Suit 2	High = E	Low = odd	Count
3	Suit preference		High = E
1	Low = odd	Suit preference	Suit preference
NT 2	High = E (over A/Q)	Low = odd	Count
3	Suit preference		High = E
STD carding, High E in NT over A & Q leads			
S/P in trump suit, K ask count vs PRE or 5+ level contracts			
We try to give the signal partner needs most			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
8+ HCP if (5440), 10+HCP if 4441, (17)18+ with a single suiter.			
RESPONSES: 1NT=7-10; Q = F until NT or raise a suit			
(1♥/♦) – Pass – (3♣/♦ Bergen) – X = TO vs. ♥/♦; PH PEN			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Most doubles of part-scores are for takeout			
1♥/♦ – (P) – 1NT – (2x) – X = TO			
(1x) – 1y – (Suit/Raise/1NT) – X = other suit(s) + tolerance for partner's suit			
Responsive doubles though 7♥ over raises			
(1♥/♦)–P–(1NT) –X = TO. If opener bids again X = penalty.			

W B F CONVENTION CARD		
CATEGORY: Green		
NCBO: Switzerland		
PLAYERS: Pierre Zimmermann		
Fernando Piedra		
June 2022 ♠♥♦♣		
SYSTEM SUMMARY		
GENERAL APPROACH AND STYLE		
5-card majors, Better minor		
2♣ = GF or BAL 22+, 2♦ = Multi, 2♥/♦ = WK 2 suiter		
2NT = 20-21		
1M 2♣ ART GF		
1NT 15 – 17 (may have 5M/6m or a singleton)		
3NT Gambling		
Unusual vs. unusual: 1♥/♦-(2NT)-3♣ = OM GF, 3♦ Fit INV;		
3M NF, 3NT Fit GF; 4m SPL		
(1♣/♦)-2♦=majors; (1♥/♦)-2♥/♦=5OM+5m		
(1♣/♦)-1♥/♦-(P/X)- 3♣/♦ = Fit GF		
(1♣) 2♣ 11-15 5/4 M's		
Many TRF sequences in contested auction and		
in 4 th seat contested bidding		
(1♥) 2♥=5♣/5♣ - (1♥) 3♣ = 5♣/5♦		
(1♣) 2♣= 5♥/5♣ - (1♣) 3♣ = 5♥/5♦		
SPECIAL FORCING PASS SEQUENCES		
Very often in competitive bidding (red against green) pass is		
forcing		
IMPORTANT NOTES		
PSYCHICS: We may open very light in 3 rd position		

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		3	7♥	11+-21	1♦/♥=4+♥/♦; 1♣=no M; 2♣=♦ GF; 2♦=♣ INV+	1♣-1x-1y; 2♣=wk in ♦ or inv; 2♦=GF	
					1NT=8-10; 2♥/♣ = 5♣/4+♥ WK/INV	2NT+ = TRF	
					2NT=11-12, 3♣ PRE 3♦♥=TRF INV 3♣=TRF 7+♦		
1♦		3	7♥	11+-21	Inverted minors, 1NT 6-10, 3♣= mixed or GF + s/s 2♥/♣ = 5♣/♥ WK/INV, 3M SPL	Double check back	
1♥		5	7♥	11+-21, 1 st and 2 nd 5+♥	1NT=NAT; 2♣=GF NAT or BAL or FIT; 2♥=6-10; 2♣= WK; 2NT= INV+, 3m INV, 3♥ PRE	After 2/1 2M=catchcall; 2NT ask shape	Drury 2NT= fit + shortness
					3 rd seat can be 4-card suit		
1♠		5	7♥	As above	As above		As above
					As above		
INT		7♥	15-17	May have 5M / 6m or any	2♣=Sty; 2♦/♥/♣=TRF, 3♣=♦ WK or STR 3♦ = INV	2♣+2♥=WK both M 44+	
					3M = 9+HCP (13)(54); 4♣ M's 4♦/♥ = TRF	2♣+2♣=INV 5♣	
					Semi-BAL (singleton)	1NT - (X/2♣): System on, X=Stayman	
2♣	√	0		GF or BAL 22+	2♦= relay, Others NAT Positive 2H, 2NT 5♣5♦8+ 3M 7+ no 2H	2♣ 2♦ 2♥ Kokish 2♣ 2♦ 3M = 4M/5+♦	
2♦	√	0		4-10, 6(5) ♥/♣	2♥/2♣/3♥ = P/C; 2NT = Ask; 3m ART INV 3♣=INV; 4♣/♦ = TRF / Bid your suit.	2♦-2NT-?: 3♣ any min 3♦/♥ max ♥/♣ 3NT max semi solid	2♦-(X)-XX=Bid your suit 2M=NAT 6+
							2♦-(X)-Pass=♦
2♥		5		4-10, WK + m - nv 5/4 V 5/5	2NT ask	3m = NAT min, 3♥/♣ = ♣/♦ max	
2♣		5		As above	As above	As above	
2NT				BAL 20-21	3♣ = St.; 3♦/♥/♣/4♣=TRF, 4♦ M's	2NT - 3♦/♥ - 3♥/♣ = FIT	
					4♥/♣ = 5♣ / 4♦ - 5♦ / 4♣	2NT 3♣ 3NT 4♣=m NAT, 4♦=6♣4♦ 4M=5♦5♣ and shortness	
3♣/♦		(6)7		4-10, Preempt			Lead directing bids
3♥/♣		(6)7		As above			
3NT	√			Gambling, solid ♣/♦	4♣ = P/C; 4♦ = ? shortness; 4♥/♣ = to play		
4♣/♦		(7)8		4-10, Preempt			
4♥/♣		7+		Preempt, in 3 rd /4 th = to play 11+ cards in minors			
4NT	√			Preempt			
5♣/♦		8		Preempt			HIGH LEVEL BIDDING
5♥/♣		8		11 tricks hand.			
4NT							
5♣/♦							
5♥/♣							