

DVERCALLS (Style: Responses: 1 / 2 Level; Reopening) level might be light level: medium to sound uebid = fit + at least inv, jump raise = weak ew suit in 1 or 3 level = F1 NT OVERCALL (2 nd /4 th Live; Responses; Reopening) nd: 15-17 (18), Responses: System On th: (10)11-14, Responses: System On th: (10)11-14, Responses: System On WMP OVERCALLS (Style; Responses; Unusual NT) reak, depending on vul. and position; NT= lowest 2 unbid suits reopen: intermediate, good suit PIRECT & JUMP CUE BIDS (Style; Response; Reopen) IICHAELS \(\frac{1}{2} \) -2 = natural, 1m-2 \(\frac{1}{2} \) = Ms \(\frac{1}{2} \) -2 = natural \(\frac{1}{2} \) -3 = natural \(\frac{1}{2} \) -4 = natural \(\frac{1}{2} \) -4 = natural \(\frac{1}{2} \) -3 = natural \(\frac{1}{2} \) -4 = natural \(\frac{1}{2} \) -3 = natural \(\frac{1}{2} \) -4 = natural \(\frac{1}{2} \) -3 = natural \(\frac{1}{2} \) -4 = natural \(\frac{1}{2} \) -3 = natural \(\frac{1}{2} \) -4 = natural \(\frac{1}{2} \) -3 = natural \(\frac{1}{2} \) -4 = natural \(\frac{1}{2}	Suit NT Subseq LEADS Lead Ace King Queen Jack 10 9 Hi-X Lo-X SIGNALS P Suit 1 L 2 S 3 NT 1 L	Lead 2 nd /4 th 2 nd /4 th Attitude Vs. Suit AK+, Ax AK, KQ+ QJ+ J10+, Jx KJ10+, 100 H109+, 98 Xx, Hxx Xxx, xXxx HxX, Hxx IN ORDER Of artner's Lead ow = enc. uit Preference	9+, 10x +, 9x	2 nd /4 ^{tt} 2 nd /4 ^{tt} Attitu Vs. N AK+, AK, F QJ+ J10+, KJ10- H109 xXx, HxX HxxX	de T asks for deblocking
level: medium to sound uebid = fit + at least inv, jump raise = weak ew suit in 1 or 3 level = F1 NT OVERCALL (2 nd /4 th Live; Responses; Reopening) nd: 15-17 (18), Responses: System On th: (10)11-14, Responses: System On UMP OVERCALLS (Style; Responses; Unusual NT) reak, depending on vul. and position; NT= lowest 2 unbid suits teopen: intermediate, good suit DIRECT & JUMP CUE BIDS (Style; Response; Reopen) MICHAELS 12 = natural, 1m-2 = Ms 1M)-2M = other M + m 1m)-3m = natural 1M)-3M = asking for stopper, promising solid suit 1S. NT (vs. Strong/Weak; Reopening; PH) = both M's, 4+/4+ = one Major = ++m	NT Subseq LEADS Lead Ace King Queen Jack 10 9 Hi-X Lo-X SIGNALS P Suit 1 L 2 S 3 NT 1 L	2 nd /4 th 2 nd /4 th Attitude Vs. Suit AK+, Ax AK, KQ+ QJ+ J10+, Jx KJ10+, 100 H109+, 98 Xx, Hx xXx, xXxx HxX, Hxx. IN ORDER Of artner's Lead ow = enc.	+, 9x x, xXxx, X F PRIORIT Declarer's Suit Prefer	2 nd /4 ^{tt} 2 nd /4 ^{tt} Attitu Vs. N AK+, AK, F QJ+ J10+, KJ10- H109 xXx, HxX HxxX	T asks for deblocking CQ+ Jx +,AJ10+, 109+, 10x +, 98+, 9x xXxx, xXxxx, Hx, Z, HxxXx Discarding Odd = enc.
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w suit in 1 or 3 level = F1 NT OVERCALL (2 nd /4 th Live; Responses; Reopening) Ind: 15-17 (18), Responses: System On Ind: (10)11-14, Responses: System On WMP OVERCALLS (Style; Responses; Unusual NT) Iveak, depending on vul. and position; NT= lowest 2 unbid suits Independent of the property of	Subseq LEADS Lead Ace King Queen Jack 10 9 Hi-X Lo-X SIGNALS P Suit 1 L 2 S 3 NT 1 L	Vs. Suit AK+, Ax AK, KQ+ QJ+ J10+, Jx KJ10+, 10 H109+, 98 Xx, Hx xXx, xXxx HxX, Hxx IN ORDER Of artner's Lead ow = enc.	+, 9x x, xXxx, X F PRIORIT Declarer's Suit Prefer	Vs. N AK+, AK, F QJ+ J10+, KJ10- H109 xXx, HxX HxxX	T asks for deblocking (Q+ Jx +,AJ10+, 109+, 10x +, 98+, 9x xXxx, xXxxx, Hx, (A, HxxXx) Discarding Odd = enc.
NT OVERCALL (2 nd /4 th Live; Responses; Reopening) and: 15-17 (18), Responses: System On th: (10)11-14, Responses: System On UMP OVERCALLS (Style; Responses; Unusual NT) yeak, depending on vul. and position; NT= lowest 2 unbid suits deopen: intermediate, good suit DIRECT & JUMP CUE BIDS (Style; Response; Reopen) MICHAELS \(\frac{1}{2} \) -2 = natural, 1m-2 = Ms \(\frac{1}{2} \) -2 = matural \(\frac{1}{2} \) -3m = natural	LEADS Lead Ace King Queen Jack 10 9 Hi-X Lo-X SIGNALS P Suit 1 L 2 S 3 NT 1 L	Vs. Suit AK+, Ax AK, KQ+ QJ+ J10+, Jx KJ10+, 10 H109+, 98 Xx, Hx xXx, xXxx HxX, Hxx IN ORDER Of our artner's Lead ow = enc.	+, 9x x, xXxx, X F PRIORIT Declarer's Suit Prefer	Vs. N AK+, AK, F QJ+ J10+, KJ10- H109 xXx, HxX HxxX	T asks for deblocking XQ+ Jx +,AJ10+, 109+, 10x +, 98+, 9x xXxx, xXxxx, Hx, X, HxxXx Discarding Odd = enc.
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UMP OVERCALLS (Style; Responses; Unusual NT) reak, depending on vul. and position; NT= lowest 2 unbid suits Reopen: intermediate, good suit PIRECT & JUMP CUE BIDS (Style; Response; Reopen) HICHAELS ♠)-2♠ = natural, 1m-2♠=Ms M)-2M = other M + m m)-3m = natural M)-3M = asking for stopper, promising solid suit S. NT (vs. Strong/Weak; Reopening; PH) ♠ = both M's, 4+/4+ ♦ = one Major ▼ = ▼+m	King Queen Jack 10 9 Hi-X Lo-X SIGNALS P Suit	AK, KQ+ QJ+ J10+, Jx KJ10+, 10 H109+, 98 Xx, Hx xXx, xXxx HxX, Hxx IN ORDER Of artner's Lead ow = enc.	+, 9x x, xXxx, X F PRIORIT Declarer's Suit Prefer	AK, F QJ+ J10+, KJ10- H109 xXx, HxX HxxX	Jx +,AJ10+, 109+, 10x +, 98+, 9x xXxx, xXxxx, Hx, X, HxxXx Discarding Odd = enc.
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NT= lowest 2 unbid suits deopen: intermediate, good suit PIRECT & JUMP CUE BIDS (Style; Response; Reopen) MICHAELS	Hi-X Lo-X SIGNALS P Suit 1 L 2 S 3 NT 1 L	Xx, Hx xXx, xXxx HxX, Hxx IN ORDER Of artner's Lead ow = enc.	x, xXxx, X F PRIORIT Declarer's Suit Prefer	XXx, HxX HxxX HxxX Lead	XXxx, xXxxx, Hx, X, HxxXx Discarding Odd = enc.
DIRECT & JUMP CUE BIDS (Style; Response; Reopen) MICHAELS	Lo-X SIGNALS P Suit 1 L 2 S 3 NT 1 L	xXx, xXxx HxX, Hxx IN ORDER Of artner's Lead ow = enc.	F PRIORIT Declarer's Suit Prefer	HxX HxxX Y Lead	Discarding Odd = enc.
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MICHAELS ♠)-2♠ = natural, 1m-2♠=Ms M)-2M = other M + m Im)-3m = natural M)-3M = asking for stopper, promising solid suit S. NT (vs. Strong/Weak; Reopening; PH) ♠ = both M's, 4+/4+ ♦ = one Major ♥ = ♥+m	Suit 1 L 2 S 3 NT 1 L	IN ORDER OF artner's Lead ow = enc.	Declarer's Suit Prefer	Lead	Odd = enc.
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(a) -2	2 S 3 NT 1 L			ence	
IM)-2M = other M + m Im)-3m = natural IM)-3M = asking for stopper, promising solid suit S. NT (vs. Strong/Weak; Reopening; PH) ♣ = both M's, 4+/4+ ♦ = one Major ▼ = ▼+m	3 NT 1 L	unt Frederence	Count		
Im)-3m = natural IM)-3M = asking for stopper, promising solid suit IS. NT (vs. Strong/Weak; Reopening; PH) ⇒ = both M's, 4+/4+ ⇒ = one Major v = v+m				Count Even=lavii	
IM)-3M = asking for stopper, promising solid suit (S. NT (vs. Strong/Weak; Reopening; PH)		ow = ana	Suit Drafar	ongo	Odd = enc.
'S. NT (vs. Strong/Weak; Reopening; PH)			Suit Preference Count		Even=lavinthal
	3	uit i reference	Count		Even lavinthar
	Signals (in	cluding Trumps	. Low enc		
V = V +m		odd=enc, even=			
	uiseur uing.	oud one, even	Ta v III tilai		
· · ·			DOUBLE	S	
X = Penalty (15+), Reopening 10+ ass out: only 2♣ art					
S.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOUT DOUBLES (Style; Responses; Reopening)				
a = takeout	may be light				
NT: natural 15-18(19), system on					
S. ARTIFICIAL STRONG OPENINGS- i.e. 1 or 2 or					
(=Majors (4+/5+)	SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS				
	Support X	and XX up to 2			
OVER OPPONENTS' TAKEOUT DOUBLE	neg. X up t	o 4 ♥			
ımp raise may be weak		X up to 4♥			

	W B F CONVENTION CARD
(CATEGORY: GREEN
N	NCBO: Austria
P	PLAYERS: HERMANN Sophie – EDER Felix
	SYSTEM SUMMARY
(GENERAL APPROACH AND STYLE
	card M, 4crd ♦
V	Veak 2 Opening Bids
2	♣ GF
V	Valsh, 2-way-check-back
Ļ	VIII 0
	NT Opening: (14)15-17, maybe semi-balanced
12	OVER 1 Response: GF, 1M-2♣ might be artificial
Ļ	
_	PECIAL BIDS THAT MAY REQUIRE DEFENSE
	♦, 2♥, 2♠ = weak 2
3	x=preempt
L	
S	SPECIAL FORCING PASS SEQUENCES
iı	n most GF situations
I	MPORTANT NOTES
T	
T	
H	
H	

	AL	OF						
OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING	
14		2	4♥	11-22, 3+♣	2♣=5+♣, 10+ F1, 3♣=6+♣, 6-9 1♦ = usually denies 4cM except GF or big diff. in length 1M = may have longer ♦ (if weak hand) 1NT = 6-10, denies 4cM; 2NT = nat inv 2♦/2♥/2♠ = strong jump shift 3♦/3♥/3♠ = natural pre-empt	1♣ - 1♦ - 1NT doesn't deny 4cM 1x-1y-1z: 2♣ = forces 2♦, then inv. nat. 2♦ = art, GF 2NT = weak with clubs	2♣ = 8-11, 5+♣, NF no inverted minors after intervention except dbl	
1 •		4	4♥	11-22, 3+	same as above	same as above	2 = 8-11, 5+ , NF	
1♥ / 1♠		5	4♥	11-22, 5+♥ /♠	1NT = 6-11 2♥/♠ = 8-10 HCP, 3♥ weak; 2♠=2+♠ if 3♥ support; 2♦ = GF (5+♦); 2♠ = strong jump shift; 2NT = GF w. 4+♥ 3♠ = 4+♥ 6-9 3♦ = 4+♥ inv; 3♥ = weak 4+	1 ✓ -1 ♠ -1 NT: 2 ♠ = forces 2 ♦, then inv nat. 2 ♦ = art, GF	Drury	
1NT			4♥	(14)15-17 HCP 5cM, 6cm or single possible	2♣ = stayman or invitational (need not have 4cM) 2♦-2NT = Transfer 3♣ minors weak -> p/c 3♦ minors strong	2 ♦ /2 ♥: not accept transf shows 4card support + 4card in called suit, 2NT = max, 3M = min 2 ♦ /2NT: 2NT/3 ♣ good hand for ♦ / ♦ 2 ♣ - 2 ♦ - 2 ♥: weak	same	
2♣	X		4♥	strong 1/2-suiter or BAL 23+	2♦: weak or waiting; positive response with good suit; 2NT = 9+			
2♦		5		Weak 2	2NT: relay for values; new suit = nat, F1	2NT-3x=stronger + values, 3♦=weak		
2♥		5		Weak 2	2NT: relay for values; new suit = nat, F1	2NT-3x=stronger + values, 3♥=weak		
2♠		5		Weak 2	2NT: relay for values; new suit = nat, F1	2NT-3x=stronger + values, 3♠=weak		
2NT			4♥	20-22 HCP	3♣ = Puppet Stayman; 3♦/3♥ = transfer to M; $3♠$ = 5/4 +minors; 3NT = to play			
						HIGH LEVEL BIDDING		
3♣		6		pre-empt	new suit = nat, F1	RKCB ($5 \triangleq 3/0$, $5 \triangleq 1/4$, $5 \checkmark = 2$ without Q of trumps, $5 \triangleq 2 + Q$ of trumps) 5NT=2Aces, 1 void, $6x = 1$ Ace, void in x, 6 Trump = 1 Ace and higher void)		
3♦		6		pre-empt	new suit = nat, F1	Splinter		
3♥		6		pre-empt	new suit = nat, F1	cuebids: 1st or 2nd round controls		
3♠		6		pre-empt	new suit = nat, F1	5NT = Grand slam try		
3NT	X			gambling	4/5/6 = P/C			
4x		7		pre-empt/to play				
5x		8		pre-empt/to play				