

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
1st lvl maybe weak, 2 nd lvl more sound
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
Raptor: (1♣/♦)-1NT: 5+♦/♣ & 4cM
(1♥/♠): 5+m & 4c♠/♥
JUMP OVERCALLS (Style; Responses; Unusual NT)
Jump Overcall: nat. weak
Ghesthem
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Ghesthem
VS. NT (vs. Strong/Weak; Reopening;PH)
vs Strong: X: 1-suited hand, 2♣: ♣+higher,
2♦: ♦+M, 2♥: ♥+♠
vs Weak: 2♣: Ms, 2♦: ♥or♠, 2M: M+m
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Leaping & Non-Leaping Michaels
Lebensohl after X on opponents W2
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
X: strong (HCP and/or distribution);
1/2NT: ♣+♥ or ♦+♠; 1/2♦: ♥ or ♣+♠; 1/2♥=♠ or ms;
1/2♠: ♣ or ♦+♥; 2♣: ♦ or Ms;
OVER OPPONENTS' TAKEOUT DOUBLE

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	Slavinsky	Slavinsky	
NT	Slavinsky		
Subseq			
Other: Jack Denies			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	A, Ax, AKx(x)	A, Ax, AKx(x)	
King	K, Kx, AK, KQ(x..)	K, Kx, AK, AKJT, KQ(x..),	
Queen	Q, Qx, QJ(x..)	Q, Qx, QJ, QJ(x..),	
Jack	J, Jx, ,JT(x)	same	
10	T(xx..), T9(x..), HHT(x..)	same	
9	HH9(x..), 9(x..), 98(x..)	same	
Hi-X	3+ suit, no Honor	same	
Lo-X	3 rd 5 th with Honor or xx	same	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Low=enc	count	italian
Suit 2	count	Lavinthal	
3	Lavinthal		
1	Same		
NT 2			
3			
Signals (including Trumps):			
Smith Echo: Hi=disenc., Lo=neutral			
Count: Hi-Lo=even			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
1♦-(1♥)-X: 4+♠			
1♠: 0-3 ♠			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support X & XX			

W B F CONVENTION CARD
CATEGORY: Blue
NCBO:
PLAYERS:
SCHEBERAN Philip
WEISS Florian
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Precision: 1♣: 16+ HCP; 1♦: 11-15 HCP, 2+♦;
1M: 11-15 HCP, 5+M
1NT: NVvsV 10-13, VvsNv 14-16 HCP, else 12-14
2♣: 6+♣, 11-15 HCP
2♦: W2
2♥: 3 suited hand, shortness ♦, 11-15 HCP
2♠: W2
2 over 1 GF
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Ghesthem
Lebensohl over opponents overcall of 1NT
Lebensohl after partners X over opponents W2
Timbuktu vs strong 1♣ opening
(Non-) Leaping Michaels vs Preempts
Inverted minors after 1♦ opening
1♥-2♦: weak raise or GF with ♦ (1♠-2♥ similar)
forcing & non-forcing stayman over weak 1NT opening
DONT vs strong NT opening, Multilandy vs weak NT
2/3-way Drury
Raptor
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
PSYCHICS: rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	x	0	4♥	16+HCP	1♦: 0-7 HCP; 1♥: 5+♥; 1♠: 8-10 bal.; 1NT: 5+♠; 2♣: 5+♣; 2♦: 5+♦; 2♥: 10-13 HCP bal; 2♠: 3-suited hand; 2NT: 14+ HCP bal	1♣-1♦/♠-1NT(17-19 HCP): -Stayman + 4-way X-fer 1♣-1♦/♠-2NT(23+ HCP): as if opened	1♣-(2X)-P: 0-4 HCP -X: 5-8 HCP -2X: GF
1♦	x	2	4♥	11-15HCP(16 NV), 2+♦	2♦: 10+ HCP, 5+♦	2-way-checkback	
1♥		5	4♥	5+♥, 11-15 HCP	2♦: GF 5+♦ or 3♥ & 5-7(8) HCP; 2♥: 3♥ & (8)9-10 HCP; 2♠: Minisplinter 2NT: 4+♠, inv+; 3♣: 4+♥, 7-9(10) HCP 3♦: any splinter, slamtry; 3♥: 4+♥, pre; 3♠: any void, slamtry; 3NT: 4+♥, 5+♠	1♥-2NT-3♣: Minimum 3♦: any Single 3♥: 2-3 Doubles 3♠: any Void 3NT: 14-16 bal.	2♣/♦: Drury
1♠		5	4♥		Similar to 1♥		2♣: Drury 5+♥; 2♦/♥:Drury
1NT	x		4♥	10-13/12-14: 14-16	2♣: non-forcing Stayman; 2♦: forcing Stayman; 2♥/♠: t/p 2NT: weak 2-suited hand standard	1NT-2♦-2♥/♠: 4+♠/♥ 3♣/♦: 5 card suit 3♥/♠/NT: 2344/3244/33(34)	1NT-(2Y)-X:penalty Lebensohl after opponents overcall
2♣		6	4♥	6+♣, 11-15 HCP	2♦: relay; 2♥/♠/NT: nat., NF;	2♣-2♦-2♥: 4c M 2♠: shortn. or 4c ♦ 2NT/3♣: no shortn. good/bad opening	2♣-(X)-XX: relay
2♦		5		Weak 2 ♦	2NT: relay	2♦-2NT-3♣: weak, bad suit; 3♦: weak, good suit; 3♥: strong, bad suit, 3♠: strong, good suit;	
2♥	x	3	4♥	3-suited hand, short ♦, 11-15 HCP	2NT: relay	2♥-2NT-3♣: Minimum, not 4405 -3♦:4414 -3♥/♠/3NT: 3415/4315/4405	
2♠		5		Weak 2 ♠	Similar to 2♦	Same as after 2♦	
2NT				20-22 bal	3♣: Muppet, 3♦/♥/♠: X-fer to ♥/♠/NT 3NT: 5♠&4♥; 4♣/♦: RKCB; 4M: M+♣	2NT-3♣-3♦: 4 card M; 3♥: no 4 or 5 card M; 3♠/NT: 5♠/♥	
3 lvl		6		Preemptive			
3NT				gambling			
4 lvl		7		Preemptive			
4 NT		0		Minors			
5 lvl		8		Preemptive		HIGH LEVEL BIDDING	
						Spiral Scan 14/30/2/2+Q, Exclusion Blackwood, DOPE-ROPE	

