DEFENSIVE AND COMPETITIVE BIDDING

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

1 level might be light

2 level: medium to sound

cuebid = fit + at least inv, jump raise = weak

new suit in 1 or 3 level = F1

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

2nd: 15-17 (18), Responses: System On

4th: (10)11-14, Responses: System On

JUMP OVERCALLS (Style; Responses; Unusual NT)

weak, depending on vul. and position;

2NT= lowest 2 unbid suits

Reopen: intermediate, good suit

DIRECT & JUMP CUE BIDS (Style; Response; Reopen)

MICHAELS

(1♣)-2♣ = natural, 1m-2♦=Ms

(1M)-2M = other M + m

(1m)-3m = natural

(1M)-3M = asking for stopper, promising solid suit

VS. NT (vs. Strong/Weak; Reopening; PH)

2♣ = both M's, 4+/4+

2♦ = one Major

2♥ = ♥+m

2♠ = ♠+m

X = Penalty (15+), Reopening 10+

Pass out: only 2♣ art

VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)

X = takeout

2NT: natural 15-18(19), system on

VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣

X=Majors (4+/5+)

OVER OPPONENTS' TAKEOUT DOUBLE

jump raise may be weak

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	2nd/4th	2nd/4th
NT	2nd/4th	2nd/4th
Subseq	Attitude	Attitude

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AK+, Ax	AK+, asks for deblocking
King	AK, KQ+	AK, KQ+
Queen	QJ+	QJ+
Jack	J10+, Jx	J10+, Jx
10	KJ10+, 109+, 10x	KJ10+, AJ10+, 109+, 10x
9	H109+, 98+, 9x	H109+, 98+, 9x
Hi-X	Xx, Hx	xXx, xXxx, xXxxx, Hx, HxX
Lo-X	xXx, xXxxx, xXxx, HxX, HxxX	HxxX, HxxXx

SIGNALS IN ORDER OF PRIORITY

		Partner's Lead	Declarer's Lead	Discarding
Suit	1	Low = enc.	Suit Preference	Odd = enc.
	2	Suit Preference	Count	Even=lavinthal
	3			
NT	1	Low = enc.	Suit Preference	Odd = enc.
	2	Suit Preference	Count	Even=lavinthal
	3			

Signals (including Trumps): Low enc.

discarding: odd=enc, even=lavinthal

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

may be light

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

Support X and XX up to 2♠

neg. X up to 4♥

responsive X up to 4♥

W B F CONVENTION CARD

CATEGORY: GREEN

NCBO: Austria

PLAYERS: HERMANN Sophie – EDER Felix

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

5card M, 4crd ♦

Weak 2 Opening Bids

2♣ GF

Walsh, 2-way-check-back

1NT Opening: (14)15-17, maybe semi-balanced

2 OVER 1 Response: GF, 1M-2♣ might be artificial

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

2♦, 2♥, 2♠ = weak 2

3x=preempt

SPECIAL FORCING PASS SEQUENCES

in most GF situations

IMPORTANT NOTES

PSYCHICS: rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		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♠-1NT: 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♣=3/0, 5♦=1/4, 5♥=2 without Q of trumps, 5♠=2+Q of trumps) 5NT=2Aces, 1 void, 6x = 1 Ace, void in x, 6Trump = 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			