

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1/2 Level; Reopening)</b>
Level: 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
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
(1x)-INT=16–18, Syson/m, TRF/M. If Xed: XX=SOS, 2m/M=NAT
(1x)-P-(1y)-INT= 16 - 18; BPH = unbid suits
Balancing: 1NT = 10+ – 14
(2♥/♠)-P-(P) – 2NT = 14 – 16. TRF, Q = Stayman
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Preemptive
2NT shows the two lowest unbid suits
(1♣)–2♦ = 5♥ + 5♠
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
(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.
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
vs. Any MULTI-LANDY, X=4M/5+m
vs. WK: X=top range;
(INT)–X–(P/XX)– ? : P = 6+ our hand; 2♣ = 0-6, no 5-c; 2x=0-6, 5+
(INT)–P–(2x)– X = 14+, says nothing about x suit. Rest NATURAL
(INT)–P–(P)– Same as in direct seat
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
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
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
vs.STR 1♣ = X = M's, 1NT =m's
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
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			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	3 <sup>rd</sup> / 5 <sup>th</sup>	3 <sup>rd</sup> / 5 <sup>th</sup>	
NT	2 <sup>nd</sup> /4 <sup>th</sup>	3 <sup>rd</sup> / 5 <sup>th</sup>	
Subseq	Same	Same	
Other:			
<b>LEADS</b>			
	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 <sup>nd</sup> highest from xXxx+	
Lo-X	xxX, xxXx, xxxX, xxxXx	HxxX+	
<b>SIGNALS IN ORDER OF PRIORITY – STD count and attitude</b>			
	Partner's Lead	Declarer's Lead	Discarding
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			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
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			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
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
<b>CATEGORY: Green</b>
<b>NCBO: Switzerland</b>
<b>PLAYERS: Zimmermann Nowosadzki</b>
August 2023 ♠♥♦♣
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
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)
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
1♣–(P/X/1♦)–1♦/♥ = 4+ ♥/♠; 1♠ = no 4M
2♦ = Multi
2M = 2 suiter with m WK
(1m) P (1NT) ? = like vs 1NT opening but X is good hand
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 <sup>th</sup> seat contested bidding
(1♥) 2♥=5♠/5♣ - (1♥) 3♣ = 5♠/5♦
(1♠) 2♠ = 5♥/5♣ - (1♠) 3♣ = 5♥/5♦
<b>SPECIAL FORCING PASS SEQUENCES</b>
Very often in competitive bidding (red against green) pass is forcing
<b>IMPORTANT NOTES</b>
<b>PSYCHICS: We may open very light in 3<sup>rd</sup> position</b>

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+ INT=8-10; 2♥/♠=5♠/4+♥ WK/INV	1♣-1x-1y:2♣=wk in ♦ or inv; 2♦=GF 2NT+=TRF	
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 <sup>st</sup> and 2 <sup>nd</sup> 5+♥ 3 <sup>rd</sup> seat can be 4-card suit	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
1♠		5	7♥	As above	As above		As above
INT			7♥	15-17	2♣=Sty; 2♦/♥/♠=TRF, 3♣=♦ WK or STR 3♦ = INV	2♣:+2♥=WK both M 44+	
				May have 5M / 6m or any	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, 2♥=♠, 2♠=♥, 2NT 5♠5♦ 8+ 3♣=♦, 3♦=♣	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 May have 5M or 6m	3♣ = St.; 3♦/♥/♠/4♣=TRF, 4♦ M's 4♥/♠ = 5♣ / 4♦ - 5♦ / 4♣	2NT - 3♦/♥ - 3♥/♠ = FIT 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 <sup>rd</sup> /4 <sup>th</sup> = to play			
4NT	√			11+ cards in minors			
5♣/♦		8		Preempt			
5♥/♠		8		11 tricks hand.			
<b>HIGH LEVEL BIDDING</b>							
4NT = RKCB 30/41/2 without Q/2+Q; we give also directly Kings if it's possible							
Cue = 1 <sup>st</sup> or 2 <sup>nd</sup> round control. Last train							
5NT usually asks to pick a slam							
4♠ may be TRF to RKCB							
If opps interfere over RKCB & we can play in 5 of our suit = DOPI (X=0, P=1);							
If we can't play in 5 of our suit = DEPO (X = even, P = odd); ROPI							