## DEFENSIVE AND COMPETITIVE BIDDING

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

1level about 6-17 HCP, suit quality important, good 4card suit poss.; weak 2 with few playing tricks bids 1M, not 2M.

2level about 7-18 HCP, suit quality and/or shape counts if light

new suit 1RF

(1x) – 1y – (p/1z): 2♣ Drury, 3♣/♦ Bergen

(1x) – x – (p) – 1♦: 0-7, other suits 1-round-force

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

2nd/4th Live: 15-18, BAL, stopper

Reopening: 10-14, BAL, stopper

As over 1NT OPEN (TRF to OPP's M is 5oM INV)

scrambling after intervention

### JUMP OVERCALLS (Style; Responses; Unusual NT)

WK, 6 cards, some playing tricks

Reopen: 13-15

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

(1x) – 2x: 55 lowest and highest

(1x) – 2NT: 55 lowest unbid

(1x) - 3♣ : 55 highest unbid

(1♦) - 3♦ : 55 M

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

x:  5+m, 4M if NT 14+, points else

2♣: both M

2♦: 1M

2M: 5M, 4+m

2NT: both m

4m: 5m+5M

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

x=t/o, follow up on 4-level is trf (*2)

4m:5m+5M (*1)

often trf on 4-level if partner bid before/after opp's preempt (*2)

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

x=♣, 1level nat, 1nt=both m, 2♣♦♥♠ = sys on

### OVER OPPONENTS' TAKEOUT DOUBLE

most bids up to 2M-1 are TRF

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## LEADS AND SIGNALS

### OPENING LEADS STYLE

|  | Lead | In Partner's Suit |
|---|---|---|
| Suit | 2nd/4th/6th | 2nd/4th |
| NT | 2nd/4th/6th | 2nd/4th |
| Subseq | 2nd/4th/6th | 2nd/4th |

vs slam and doubled contracts: K from AK.., K might also indicate side-suit-singleton in some situations

### LEADS

| Lead | Vs. Suit | Vs. NT |
|---|---|---|
| Ace | AKx(..) , Ax | AKx(..) , Ax |
| King | AK,  KQx | AK,  KQx |
| Queen | QJ(..), Qx | QJ(..), Qx, KQ109.. |
| Jack | J10x, Jx | J10x, Jx, QJ98.. |
| 10 | 10x, 109xx, H10x | 10x, 109xx, H10x |
| 9 | H9x, 109x | H9x, 109x |
| Hi-X | xXx | xXx |
| Lo-X | xX, HxxX, xxxX | xX, HxxX, xxxX |

### SIGNALS IN ORDER OF PRIORITY

|  |  | Partner's Lead | Declarer's Lead | Discarding |
|---|---|---|---|---|
| Suit | 1 | count low=E | count low=E | low=enc |
|  | 2 | SP | SP | high=disc |
|  | 3 |  |  |  |
| NT | 1 | Count low=E | Count low=E | 2,3,4 = low suit |
|  | 2 | SP | SP | 5,6,7, = this suit |
|  | 3 |  |  | 8,9,10 = high suit |

Signals (including Trumps):

Smith-Peter (low=enc)

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## DOUBLES

### TAKEOUT DOUBLES (Style; Responses; Reopening)

emphasise M, m unclear; maybe lighter with perfect shape or passed partner

(1m)–x–(p): 2m=strong; 3m=both M INV

Scrambling after (2M)-x; (1M)-x-(2M)

RESP DOUBLE (tends to show 4card oM on 2level, deny on 3level)

(1♣) – x – (p): 1♦ 0-7, other 8+ or better

### SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

SUPP below 2 of our M, not mandatory;  MAX if we have M-fit

1y-(2z)-x: t/o or any FG (without good fit)

the 1st 2 doubles are always for t/o (xx counts as 1 double), rare exceptions where x is penalty. 3rd x is penalty or "do something intelligent"

After 1-level-overcall x can be trf

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## W B F CONVENTION CARD

### PLAYERS:  Jörg Fritsche – Klaus Reps    GERMANY



### SYSTEM SUMMARY

#### GENERAL APPROACH AND STYLE

Transfer Walsh, 1♣ = 2+, can be 5332 11-14 with 5♦

1♦  = 5+ (4 if 4441), unbalanced or 18-19

1M = 5+ with drury, forcing 1nt, 2/1 GF

1NT Opening: 15-17, 5-card M, 6m, any 5422 possible

(upgrade with good 14 possible)

All 1-level-openers can be light with good shape

#### SPECIAL BIDS THAT MAY REQUIRE DEFENSE

2♣: 5+4+M, 5-10 or any GF or NT 22-23/26-27/30+

2♦: Multi, w2 M or semiforcing M or NT 24-25/28-29

2M: 5-10, 55 with M+m

3NT: Gambling 1st and 2nd

4NT: both m, should be 65 at least (1st/2nd)

#### SPECIAL FORCING PASS SEQUENCES

1x-(any): may be penalty, opener may pass with length

we bid VUL game and OPP obviously sacrifice

#### IMPORTANT NOTES

4M tends to be natural if previous bidding suggested it might be a playable spot (e.g. Partner showed length before)

**PSYCHICS:** very 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, 2⁺ can be 5♦ if 5332 11-14 | 1♦=4+♥, 1♥=4+♠, 1♠=bal. or both m, 1nt GF bal, 2any Transfer, 3-8 6⁺ or GF, 2nt=12-15, 64 with ♣, 3m=inv, 3♥=55M inv, 3♠=22(45), no M-stop, 3nt=22(45), both M-stops | 1♣-1R-1M=forcing, 3card support 1♣-1R-2♦= a)4M, minimum or b) normal reverse or c)4M, 15-17 (no minisplinter) | After opp's x/1♦/1♥ sys on After opp's 2level intervention 2nt GF with stopper |
| 1♦ | | 5(4) | 4♥ | 11-22, 5⁺, unbalanced (maybe 5332 if 18-19) or exactly 4441 | 1nt=GF ♦/bal/♣, 2♣=nat nonf, 2M=4-8, 6M; 2nt=inv ♦ 3♣ inv, 3M splinter | 1♦-1M:1NT=GAZZILLI (16⁺ or 11-14 6♦) -> 2♣ Relay 8⁺ 2M-1=3card support, 11-15 | same as after 1♣ GAZZILLI on after intervention on 1-level (not over 1nt) |
| 1♥ | | 5 | 4♦ | 11-20, 5⁺ | 1NT: F1, no 3♥ or 4♠; 2♣=INV⁺, 3+♥ 2♠=4-8, 6♠; 2NT=11-12 bal. 2♥ no 4♠ 3♣=6-9, 4♥; 3♦=10-12, 4♥; 3♥=0-5, 4♥ 3♠=9-12, any splinter, 3NT=13⁺, ♠-splinter | GAZZILLI after 1♠ and 1NT after 2♣: 2♦ min (10-13), 2♥ med (13-15), 2♠ max (15-18), 3♣ or higher with 19⁺ | fit-showing jumps 4level 2nt after overcall GF with fit |
| 1♠ | | 5 | 4♦ | 11-20, 5⁺ | Same as after 1♥ ; 3♥=9-12, any splinter | same | Same |
| INT | | | 3♠ | (14⁺) 15-17 5M, 6m, (5422), (4441) possible | 2♦/♥ =TRF; TRF; 2♠=bal inv, weak m or (13)(xx); 2nt=PUP, 3m=INV; 3M=short w. 4oM 4♣/4♦ TRF, 4M to play | Superaccepts after 2♦/♥ (bid doubleton or 2nt), 3♥/♠ 4+M min | in comp: Scrambling; 3♣ to play |
| 2♣ | X | 0 | 4♥ | 5⁺4⁺M 5-10 or GF UNBAL or BAL 22-23/26-27/30⁺ | 2♦ R weak same length MAJ or INV with fit in 1 MAJ or INV with 1 or both m; 2NT weak or GF with 1 or both m or INV with 4+M; 3♣ GF R; 3♦ = PRE with both M, 3M=PRE | | (x) – xx = ? longer MAJ (x) - 2♦ to play (x) - p to play Free bids by opener=strong hand |
| 2♦ | X | 0 | 2♠ | 6M (5-10 or 8.5 tricks) or BAL 24-25/28-29 | 2♥=p/c; 2♠=INV⁺ with ♥-Fit, 2nt=GF R; 3♣ = INV both M; 3M=p/c; 3nt= p/c with good hand, 4m=PRE for partner's M | Always transfer after 2nt/3♣ | (x) – xx = bid your MAJ (x) – 3m = lead-directive |
| 2♥ | | 5 | | 5⁺♥, 5⁺m, 5-10 | 2♠=nf; 2NT R INV⁺; 3♣=p/c; 3♦=INV ♥; 3♥=pre-empt; 3♠=INV | | (x) – xx = bid 2nd suit (x) – 3♣ = to play |
| 2♠ | | 5 | | 5⁺♠, 5⁺m, 5-10 | 3♦=6⁺♥, INV⁺; 3♥=INV ♠, others same as 2♥ | | same |
| 2NT | | | | 20-21, BAL | puppet stayman, Transfers, 3♠ both m, 2-under TRF 4-Level | 3♣ - 3♥: no M, 3♣ - 3nt: 5♥ 3♦ - 3♥ / 3♥ - 3♠: 2cards in M | |
| 3♣ | | 7/64 | | pre-empt, A or K 1st and 2nd | 3♦ asks 3M; 4♣ pre; 4♦ RKCB ♣ | | |
| 3♦ | | 7/64 | | pre-empt, A or K 1st and 2nd | new suit F1; 4♦ pre; 4♣ RKCB ♦ | | |
| 3♥ | | 7/64 | | preempt | 4♣ SI good support; 4♦ SI bad support | | |
| 3♠ | | 7/64 | | preempt | 4♣ SI good support; 4♦ SI bad support | | |
| 3NT | X | | | Gambling 1st and 2nd | 4♣ p/c; 4♦ SI | **HIGH LEVEL BIDDING** | |
| 4♣ | | 8/74 | | preempt | | splinter; mixed cue-bids; RKCB 1430; conditional MINORWOOD; | |
| 4♦ | | 8/74 | | preempt | | EXCLUSION RKCB (0, 1, 2, 3); | |
| 4♥ | | 8/74 | | preempt | | RKCB – (x): xx=0/3; pass=1/4 | |
| 4♠ | | 8/74 | | preempt | | RKCB – (bid): x=penalty; pass=1/4 | |
| 4NT | X | | | 6⁺5⁺m | | | |
| 5♣ | | 7 | | preempt | | | |
| 5♦ | | 7 | | preempt | | | |

**Supplementary Sheet Fritsche – Reps (German Open)**

\*1: leaping michaels / non-leaping michaels:
Situation: Opp opens a 2- or 3-level preempt or 1nt or 2nt
A bid on the 4-level – no matter whether jump or non-jump – shows at least 55 in 2 suits (not opp's suit)

- a) (3m) – 4om shows 5+om and 5+M
- b) (3m) – 4m shows 5+5+ MM
- c) (3M) – 4m shows 5+m and 5+oM
- d) (3M) – 4M shows 5+5+ mm
- e) (1/2nt) – 4m shows 5+5+ with this m

4 of an unbid M is always natural, 1-suiter


\*2: transfers after opp preempted
Situation in principle: (3y) – x - (pass) or 1y – (3z), but also (1y) – pass – (3y) – x if (3y) is preemptive or if opp bids a late preempt after he passed before
- x or a bid on the 3-level are never transfer
- 4♣ is trf ♦ or both M if no M bid by opp or – if  opp's suit is ♦, then it is either both M or ♣+4M
- 4♦ is trf ♥ (signoff or very strong) unless opp's suit is ♥, then it is ♣
- 4♥ is trf ♠ (signoff or very strong) unless opp's suit is ♠, then it is ♥ and slam invite
- 4♠ is natural if opp's suit is ♥, the unbid m else
- 4nt is natural slam invite
- 5m is natural slam invite
- 5M is natural slam invite with at least 2nd round control opp's suit
- 5opp's suit is 1st round control and slam force