

| DEFENSIVE AND COMPETITIVE BIDDING   |
|---|
| <b>OVERCALLS (Style: Responses: 1/2 Level; Reopening)</b>                             |
| 1 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>   |
| June 2025 ♠♥♦♣  |
| <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+<br>INT=8-10; 2♥/♠=5♠/4+♥ WK/INV      | 1♣-1x-1y:2♣=wk in ♦ or inv; 2♦=GF<br>2NT+=TRF                                    |   |
| 1♦      |                    | 3                 | 7♥           | 11+-21   | Inverted minors, 1NT 6-10, 3♣=mixed or GF + s/s<br>2♥/♠=5♠/♥ WK/INV, 3M SPL  | Double check back  |   |
| 1♥      |                    | 5                 | 7♥           | 11+ - 21, 1 <sup>st</sup> and 2 <sup>nd</sup> 5+♥<br>3 <sup>rd</sup> seat can be 4-card suit | 1NT=NAT; 2♣=GF NAT or BAL or FIT;<br>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<br>May have 5M / 6m or any         | 2♣:+2♥=WK both M 44+<br>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+<br>3♣=♦, 3♦=♣                              | 2♣ 2♦ 2♥ Kokish<br>2♣ 2♦ 3M = 4M/5+♦   |   |
| 2♦      | √                  | 0                 |              | 4-10, 6(5) ♥/♠   | 2♥/2♠/3♥ = P/C; 2NT = Ask; 3m ART INV<br>3♣=INV; 4♣/♦ = TRF / Bid your suit. | 2♦-2NT-?: 3♣ any min 3♦/♥ max ♥/♠<br>3NT max semi solid                          | 2♦-(X)-XX=Bid your suit<br>2M=NAT 6+<br>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<br>May have 5M or 6m   | 3♣ = St.; 3♦/♥/♠/4♣=TRF, 4♦ M's<br>4♥/♠ = 5♣ / 4♦ - 5♦ / 4♣                  | 2NT - 3♦/♥ - 3♥/♠ = FIT<br>2NT 3♠ 3NT 4♣=m NAT, 4♦=6♣4♦<br>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                           |  |  |   |