

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
<i>Wide range, focus on suit quality. (1♦) - 2♣ can be weaker.</i>
<i>Continuations are generally TRF starting from first cue-bid.</i>
<i>If not TRF, NF bids on 2nd level.</i>
INT OVERCALL (2nd/4th Live; Responses; Reopening)
<i>15-18 off shape possible, doesn't promise stopper in minor suit.</i>
<i>Reopening: 11-14 off shape possible</i>
<i>System on.</i>
JUMP OVERCALLS (Style; Responses; Unusual NT)
<i>Preemptive style - focus on shape</i>
<i>Unusual NT: the two lowest ranking suits.</i>
Reopen: wide range 8+ HCP
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
<i>(1m) - 2m: MM's if minor promises 3+ cards</i>
<i>(1M) - 2M: oM + an unspecified minor</i>
<i>(1x) - 2NT: the two lowest ranking suits</i>
<i>(1x) - 3x: ask for stopper</i>
VS. NT (vs. Strong/Weak; Reopening;PH)
2 nd hand: Multi-Landy: 2♣: MM's 2♦: one M 2♥/2♠: ♥/♠ + m 3x: to play
4 nd hand: Landy: 2♣: MM's else: nat.
<i>X: penalty (vs weak NT)/ 5m4M (versus strong NT 14+)</i>
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
<i>(non-)leaping Michaels -> Also after (1M) - pass - (2 or 3 M) - ?</i>
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
<i>X: MM's</i>
<i>NT :mm's</i>
OVER OPPONENTS' TAKEOUT DOUBLE
<i>1♣ - (X) - System on , Redbl - 8-12HCP (intend to penalise)</i>
<i>1♦ - (X) - ? -> TRF starting with Redbl</i>
<i>1M - (X) - ? -> TRF starting from 1NT to 2M-1</i>

LEADS AND SIGNALS
OPENING LEADS STYLE
Lead
Suit
NT
Subseq
Other: <i>K for count, other for S/P against Suit</i>
<i>Honour asks for unblock or count against NT</i>
LEADS
Lead
Vs. Suit
Vs. NT
Ace
King
Queen
Jack
10
9
Hi-X
Lo-X
SIGNALS IN ORDER OF PRIORITY
Partner's Lead
Declarer's Lead
Discarding
1
Suit 2
3
1
NT 2
3
Signals (including Trumps):
<i>SP: 2,3,4 = lower suit; 6,5,7 = this suit; T,9,8 = higher suit</i>
<i>Low = Even (original length)/encouraging, Trump Suit: SP</i>
DOUBLES
TAKEOUT DOUBLES (Style; Responses; Reopening)
<i>Nearly all Doubles are for take out. The 3rd Double = Penalty</i>
<i>(1m) - X - (pass) - 3m: MM's INV.</i>
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS
<i>Support double up to 2nd level are mandatory.</i>
<i>Double in fit situation: wants to bid on, unless Partner has a Penalty Pass</i>
<i>2♦ Multi - (X) - XX: System off, shows a 1-suiter.</i>
<i>Relay Double by advancer if opponents show their fit on 3rd level: X=comp</i>
<i>Rosenkrantz XX by advancer: doubleton top honour in Partner's major.</i>

W B F CONVENTION CARD
CATEGORY: Green
NCBO: German Bridge Federation
PLAYERS: Andreas Bauer / Petar Petrov
EVENT (World Youth Bridge Championships U31)
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
<i>We open medium 11 HCP and good 10 HCP</i>
<i>1♣: 2+ -> TRF response, 1♦: unbalanced, (4♦441) or 5+,</i>
<i>5c major, 1NT: 14-16 (stiff honour, 6 card m or 5422 possible)</i>
<i>2♣: only strong opening (22+ HCP or 8,5 playing tricks in Major)</i>
<i>2♦: 1st & 2nd NV: weak 2 in a Major (0-7HCP, 5+ cards)</i>
<i>else: weak 2♦ (4-10HCP, 5+ cards)</i>
<i>2♥/♠: 1st & 2nd NV: weak 2 in the Major: (8-11HCP, 6+ cards)</i>
<i>else: wide range (3-10 HCP, 5+ cards)</i>
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
<i>1M - 2M-1: TRF, CONST raise in the M (8+ HCP , 3♥ or 6-9HCP 4+♥)</i>
<i>1♠ - 2♦: TRF ♥, either (0-5 HCP, 6+) or 5+ FG (12+ HCP)</i>
<i>2♠: 1st & 2nd NV: weak 2 in a Major (0-7HCP, 5+ cards)</i>
<i>If (1♣/♦)-opening promises 2 or less cards, then:</i>
<i>2♣/♦: NAT</i>
<i>2♥: both majors (5/4)+; VUL 5c ♥'s (0+ HCP)</i>
SPECIAL FORCING PASS SEQUENCES
<i>After TRF showing INV+.</i>
<i>In clear FG situations.</i>
IMPORTANT NOTES
<i>We grade often up and down.</i>
<i>Andreas likes to think</i>
PSYCHICS: 3rd hand opener can open with (8+HCP, 4+ cards)

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2+	4♥	11-13 or 17-19 bal. (5♦'s poss.), unbalanced with ♣	TRF: 1♦/♥: 4+ ♥/♠ 0+ HCP; 1♠: 5-9 bal or ♦'s. 1NT: 10-12. 2♣: INV+. 2♦: weak 2 in M or 16-18 bal. 2♥: 5♥ & 4♠ INV. 2♠: trf♣. weak or FG 2NT: both m, 3♣: ~6-9 5+♣'s.	Accepting TRF: 11-13 bal. or 3cM 11-15 unbal 1NT-Rebid: 17-19 bal. 1♣-1♦-1♠: unbalanced with ♣'s and ♠'s. 1♣-2♣-2♦: extras or ♦'s.	Competition: TRF and Switch PH: No 2 Way Checkback
1♦		4+	4♥	unbalanced, (4♦441) or 5♦'s	1M: nat. 1NT: 6-11. 2♣: FG. 2♦: INV+, 4+♦. 2♥/♠: ~0-5HCP, 6+. 2NT: 12-13. 3♣: TRF♦ weak or FG. 3♦: 7-9, 4+♦.	1♦-1M-1NT: Gazzilli: 6♦'s 11-15 or 16+ (any). 1♦-1M-2NT: 6♦'s & 3c-M.	Competition: TRF and Switch
1♥		5+	4♦		1NT: 6-12 nf. 2♣: any FG. 2♦: TRF 3+♥, 8+ 2♥: 3-4♥, 0-8. 2♠: 6+♠, 0-5. 2NT: 4+♥ INV+. 3♣/♦: nat, INV, 3♥: 0-7, 4+♥. 3NT: any void. 6-9	1M - 2♣ - 2♦: catch all w/o 6c major or 5/4 MM's. 1M - 2NT - 3♣: any minimum 2♣ rebid: Gazzilli: 4♣'s 11-15 or 16+ any.	PH: 2♣= 3+M, 8+, TRF after DBL. Cue-bid: 3 card raise INV+. 2NT: 4 card raise INV+.
1♠		5+	4♥		Same, but 1♠-2♦: TRF ♥ 6+ 0-6 or 5+ FG.	Same.	Same.
1NT		1+	4♥	14-16 offshape possible	2♣: Stayman 0+. 2♦/♥: TRF. 2♠: range ask or ♣'s. 2NT: Puppet Stayman. 3♣:♦, 3♦: both m, 3♥/♠: singleton (3154). 4♣: MM's. 4♦/♥: TRF.	1NT - 2♣ - 2♦/♥ - 2♠: 5c INV. 1NT - 2♦/♥ - 2♥/♠ - 2NT/3♣/3♦/3♥ TRF 1NT - 2NT - 3♣ no 5 card M, 3♥ - 5♥, 3♠ - 5♠	TRF Lebensohl. X: Take out after 2M, otherwise points
2♣	x		4♥	Strong: SF Major, 22-23, GF	2♦: Relay. Other: nat. good suit.	Kokish Relay: 2♣-2♦-2♥ (24+ bal or 5+♥ 4+)	Double = points
2♦	x	5+	4♥	1 st & 2 nd NV: Weak 2M 0-7HCP	Pass: doesn't promise ♦'s! Any Major: P/C. 2NT: asking. 3♣/♦: asking length ♥/♠. 4♣: bid M in TRF. 4♦: bid M.	2♦ - 2♠ (P/C) - ? : 2NT: MIN ♥, 3♣: MAX ♥. 2♦ - 2NT - ? : MIN ♥, MIN ♠, MAX ♠, MAX 5♥'s, MAX 6♥'s. 2♦ - 3♣/♦ - ? : 0-1 cards, 2 cards, 3-4 cards, 5+ card.	XX: System off, 1-suiter.
		(4) 5+	4♥	else: Weak 2♦ - 5+♦, 3-10HCP	2NT: asking	3♣: MAX. 3♦: MIN. 3♥: 3♠'s. 3♠: 3♥'s	
2♥		6	4♦	1 st & 2 nd NV: constr. Weak 2	2♠: asking shortness. 2NT: strong with ♠'s.	2♥ - 2♠ -?: lower, higher, no short. Min, no short.	X: Take out
		5+		else: Weak 2♥ 4-11 HCP		Max 2♥ - 2NT -	
2♠				Same as 2♥	2NT: asking shortness	Same as 2♥	X: Take out
2NT		1+	4♥	20-21 offshape possible	3♣: asking Major. 3♦/♥: TRF. 3♠: mm's. 4♣/♦/♥/♠: SI ♥/♠/♣/♦.	Accepting TRF: 1-2 cards. 2NT - 4♣/♦/♥ - ? : good hand, bad hand, else Key Card. 2NT - 4♠ - bad hand, good hand, Key card	
3♣/♦ 3♥/♠		6+		aggressive NV	4♦/♣/♠/♣: opt. Key Card (→ bad hand, 41, 30, ...)		
3NT	x	7+		Good preempt 4 of a major	4♣: slam interest, asking. 4M: paco	HIGH LEVEL BIDDING	
4♣/♦ 4♥/♠		7+, 6/4		aggressive NV		Double in Fit situations: wants to bid on, unless Partner has a Penalty Pass. 3M+1: non serious: some slam interest. RKCB 41/30. 4m by unlimited hand is optional RKCB for that minor: 1 st step = negative.	

Supplementary sheet (Bauer – Petrov, Germany U31)

Gazzilli:

1♦ - 1♥ - ?

1♠	11-18, 4+ ♠'s
1NT	Gazzilli: either 6♦'s 11-16 or (16)17+ any
	2♣ 8+, any
	else <8, natural
2♣	11-16, 4+ ♠'s
2♦	11-16, 3♥'s
2♥	11-14, 4♥'s
2NT	either ~14-16 with 6♦'s and 3♥'s or semiforcing in ♦
3♣	~14-16, 5♦ + 5♣
3♦	~14-16, 6♦'s
3♥	~14-16, 4♥'s

1♦ - 1♠ - ?

1NT	Gazzilli: either 6♦'s 11-16 or (16)17+ any
	2♣ 8+, any
	else <8, natural
2♣	11-16, 4+ ♠'s
2♦	11-16, 4♥'s
2♥	11-16, 3♠ 's
2♠	11-14, 4♠'s
2NT	either ~14-16 with 6♦'s and 3♠ 's or semiforcing in ♦
3♣	~14-16, 5♦ + 5♣
3♦	~14-16, 6♦'s
3♥	~14-16, 5♥ + 5♦
3♠	~14-16, 4♠'s

1♥ - 1♠ - ?

1NT	11-13 (semi-)balanced
2♣	Gazzilli: either 4+♠'s 11-16 or (16)17+ any
	2♦ 8+, any
	else <8, natural
2♦	11-16, 4+ ♦'s
2♥	11-14, 6+ ♥'s
2♠	11-16, 4+ ♠'s
2NT	~14-16, either 6♥'s + 4c minor, or 6♥'s + 3♠'s
	3 ♣ pass or correct
	3 ♦ asking, FG
3♣	~14-16, 5♥ + 5♣
3♦	~14-16, 5♥ + 5♦
3♥	~14-16, 6♥'s

1♥ - 1NT - ?

2♣	Gazzilli: either 4+♠'s 11-16 or (16)17+ any
	2♦ 8+, any
	else <8, natural
2♦	11-16, 4+ ♦'s
2♥	11-14, 6+ ♥'s
2NT	~14-16, 6♥'s + 4 card side suit
	3♣ pass or correct
	3♦ asking, FG
3♣	~14-16, 5♥ + 5♣
3♦	~14-16, 5♥ + 5♦
3♥	~14-16, 6♥'s

1♠ - 1 NT - ?

2♣	Gazzilli: either 4+♠'s 11-16 or (16)17+ any
	2♦ 8+, any
	else <8, natural
2♦	11-16, 4+ ♦'s
2♥	11-16, 4+ ♥'s
2♠	11-14, 6+ ♠'s
2NT	~14-16, 6♠ 's + 4 card side suit
	3♣ pass or correct
	3♦ asking, FG
3♣	~14-16, 5♠ + 5♣
3♦	~14-16, 5♠ + 5♦
3♥	~14-16, 5♠ + 5♥
3♠	~14-16, 6♥'s

1-Way Checkback after 1NT-Rebid

1♣ - 1♦/♥ - 1NT - ?

2♣

puppet to 2♦: either to invite or to play 2♦.

2♦

TRF ♥: either to play or FG with 5+ ♥'s or 5♠ & 4+♥'s .

2♥

TRF ♠: either to play or FG with 5+ ♠'s.

2♠

asking for minor suits length.

2NT

TRF ♣: either to play or FG

3♣

TRF ♦: either to play or FG

3♦

TRF ♥: either to play or FG

3♥

TRF ♠: either to play or FG

3♠

TRF 3NT