


DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
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 (if partner has not min)
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
2 <sup>nd</sup> /4 <sup>th</sup> Live: 15-18, BAL, stopper
Reopening: 10-14, BAL,
As over 1NT OPEN
Guci after intervention
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
WK, 6 cards, some playing tricks
Reopen: 13-15
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
(1M) – 2M: 55 oMm
(1x) – 2NT: 55 lowest unbid
(1♣) – 2♣ : nat
(1m) – 2♦ : 55 M
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
2♣: both M
2♦: 1M
2M: 5M, 4 <sup>+</sup> m
2NT: both m or strong 2suiter
4m: leaping michaels
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
x=t/o
(non)leaping michaels
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
x= next or both remaining suits, 1♦-3♠: next or both remaining
1NT: black or red suits
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
over 1M most bids up to 2M-1 are TRF
1M-x-2M: invitational

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	2 <sup>nd</sup> /4 <sup>th</sup> /6 <sup>th</sup>	xxx, 2 <sup>nd</sup> /4 <sup>th</sup>	
NT	2 <sup>nd</sup> /4 <sup>th</sup> /6 <sup>th</sup>	xxx, 2 <sup>nd</sup> /4 <sup>th</sup>	
Subseq	low enc	2 <sup>nd</sup> /4 <sup>th</sup>	
K from AK then another suit shows Single			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(..) , Ax	AKx(..) , Ax	
King	AK, KQ10x	AK, KQ109..	
Queen	QJ(..), Qx, KQx	QJ(..), Qx, KQ(..)	
Jack	J10x, Jx	J10x, Jx	
10	10x, H10x	10x, 109xx, HJ10x	
9	H9x, 109x	H109x, 98x	
Hi-X	xXx	xXx, HXx	
Lo-X	xX, HxxX, xxxX	xX, HxxX, xxxX	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	count low=E	count low=E	odd=enc
Suit 2	low=enc	SP	even=suit prf
3			
1	count	count	even=suit pref
NT 2		SP	odd=enc
3			
Signals (including Trumps):			
Smith-Peter (low=enc) if we don't forget			
Jack denies, in known 5+c suits 567 pos, 2348/910 suit pref			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
emphasise M, m unclear; maybe lighter with perfect shape or passed partner, after 1♣ only 1M necessary			
(1m)-x-(p): 2m=strong or both M weak; 3m=both M INV			
Guci after (2M)-x; (1M)-x-(2M)			
RESP DOUBLE (denys 4cm)			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
SUPP below 2 of our M mandatory;			
Splinter-x: either suicide nv or lead directing (suit under) vul			
the 1 <sup>st</sup> 2 doubles are always for t/o (xx counts as 1 double), rare exceptions			

W B F CONVENTION CARD
<b>PLAYERS:</b> Susanne Kriftner-Mieke Plath

<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
5cM, 2/1
1NT Opening: 15-17, 5-card M, 6m, any 5422 possible
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
2♣: W2♦, m GF or M SF/GF or NT 22-30 <sup>+</sup>
2♦: w2 M
2♥: 5-10, 55 with any other suit
2♠: 5-10, 55 with m
<b>SPECIAL FORCING PASS SEQUENCES</b>
1x-(any): may be penalty, opener may pass with length we bid VUL game and OPP obviously sacrifice
<b>IMPORTANT NOTES</b>
4M tends to be natural if previous bidding suggested it might be
a playable spot (e.g. Partner showed length before)
<b>PSYCHICS:</b> 3 <sup>rd</sup> hand opener might vary in length or strength

OPENING	TI CK IF AR TI FI CI AL	MIN . NO. OF CAR DS	NE G.D BL TH RU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4♥	11-22, 3 <sup>+</sup>	2♦=inv+ in ♣, 3♣=weak 1M even with longer ♦ if not GF, 2M=4-8, 6M	1♣-2♦= Stopper , 1♣-1M-1NT (4cM poss, 1M unbal) -2♣=trf to 2♦ either inv in M or to play 2♦/3♣, 1♣-1M-1NT-2♦=any GF	
1♦		3	4♥	11-22, 3 <sup>+</sup>	2♣= GF in ♣ /NTor weak in ♦, 2♦= GF, 3♣=inv in ♦, 3♦=weak , 1M even with longer ♦ if not GF, 2M=4-8, 6M	sa	
1♥		5	4♦	11-20, 5 <sup>+</sup>	1NT: 6-11 semiforcing, 2NT=GF 4+fit, 3♥=weak, 3♣=Bergen (inv), 3♦=Bergen (7-9), 2♠=4-8, 6♠ 2♣: Drury: GF ♣, GF NT, invit+ with 3♥	after 1NT: 2♣: Gazzilli 5/4 11-14 or 17+ any shape after 2♣: 2♦ not min, 2♥♠ min (10-13), 3♣ or higher max	2♣: Drury: inv ♣, inv NT, invit with 3♥
1♠		5	4♦	11-20, 5 <sup>+</sup>	same;	same	same
INT			3♠	(14)15-17  5M, 6m, (5422), (4441) possible	2♦=TRF; 2♥ TRF; 2♠=weak 1m or both m or strong both m (13)(xx); 2NT, 3♣=inv TRF m, 3♦♥/=strong TRF M, 3♠=quantitative 4♣=5/5M/4♦♥ Texas		Lebensohl
2♣	X	0 5+♦		W2 ♦, GF m/M, SFM, NT 22-30 <sup>+</sup>	2♦ Relay (except 8+, 6cS) or to play, 2NT strong relay	2♥: either ♥GF or NT 24-25/28-30 2♠=♠GF, 2NT=22-23, 3m=GFm, 3M=SFM, 3NT=26-27	
2♦	X	0	2♠	6M 5-10	2♥=p/c; 2♠=INV <sup>+</sup> with ♥-Fit, 2nt=GF Relay; 3♣=inv in M; 3M=p/c; 4m=PRE for partner's M		(x) – xx = bid your MAJ (x) – 3m = lead-directive
2♥		5		5 <sup>+</sup> ♥, 5 <sup>+</sup> any, 5-10	2♠=p/c; 2NT Relay; 3♣=p/c; 3♦=INV ♥; 3♥=pre-empt	after 2NT: 3♣/♦=♣/♦, 3♥/♠=♠ min/max	(x) – xx = bid 2 <sup>nd</sup> suit (x) – 3♣ = to play
2♠		5		5 <sup>+</sup> ♠, 5 <sup>+</sup> m, 5-10	3♦=6 <sup>+</sup> ♥, INV <sup>+</sup> ; 3♥=INV ♠, others same as 2♥	after 2NT: 3♣/♦=min, 3♥/♠=♣/♦ max	same
2NT				20-21, BAL	muppet stayman, Transfers, 3♠ Trf to NT, 3 SA: 5♠, 4♥	3♣ - 3♥: no M, 3♣ - 3nt: 5♥	
3♣		6		pre-empt	3♦ inv in M; 4♣ pre; 4♦ asks for Cue		
3♦		6		pre-empt	new suit F1; 4♦ pre; 4♣ asks for Cue		
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 1 <sup>st</sup> and 2 <sup>nd</sup>	4♣ p/c; 4♦ SI	<b>HIGH LEVEL BIDDING</b>	
4♣ -4♠		8/74		preempt		splinter; mixed cue-bids; RKCB 1430; conditional MINORWOOD;	
4NT	X			6 <sup>+</sup> 5 <sup>+</sup> m		EXCLUSION RKCB (0, 1, 2, 3);	
5♣				preempt		RKCB – (x): =dopiropi	
5♦				preempt			