

### DEFENSIVE AND COMPETITIVE BIDDING

#### Overcalls ( Responses: 1/2 Level; Reopening)

2 Level: medium to sound  
cuebids = fit + at least inv, jump raise = weak

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

2<sup>nd</sup>: 15-17(18), System ON  
4<sup>th</sup>: (10)11-14, System ON

#### Jump Overcalls

Weak (depending on vul. and position)  
2/3NT = unusual (lowest two unbid suits)  
4NT = Minors

#### Direct and Jump Cue Bids

Michaels:

(1m) - 2m = both Ms

(1M) - 2M = other M + m

(1♣) - 2♦ = weak ♦s

(1M) - 3M = asking for stopper (1 solid suit)

#### Vs. Preemts

X = Takeout -> Lebensohl

2NT: natural 15-18(19), system ON

#### Vs. NT

natural against weak NT, X = 15+

Multi Landy vs. strong NT, X = 16+

Pass Out: Only 2♣ artificial (Ms), X = T/O

#### Vs Art. Strong Openings: 1♣

X = good hand, 1x = nat, 1NT = ♣

2♣ = ♣+♥, 2♦ = ♦+♥, 2♥ = Ms, 2♠ = ♠+x

2NT = ms

3x = preempt

#### Vs Art. Strong Openings: 2♣

X = Clubs

2x natural, 2NT = minors

3x = preempt

### LEADS AND SIGNALS

#### Opening Leads

	vs. Suit:	vs. NT:
<b>Lead</b>	1 <sup>st</sup> / 3 <sup>rd</sup> / 5 <sup>th</sup>	Attitude
<b>Subs.</b>	1 <sup>st</sup> / 3 <sup>rd</sup> / 5 <sup>th</sup>	
<b>in P suit</b>	1 <sup>st</sup> / 3 <sup>rd</sup> / 5 <sup>th</sup>	1 <sup>st</sup> / 3 <sup>rd</sup> / 5 <sup>th</sup>
<b>Ace</b>	AK+, Ax	AK+, Ax
<b>King</b>	AK+, KQ+	AK+, KQJ+, KQ+
	A demands attitude, K demands count	
<b>Queen</b>	QJ+	QJ10+, KQx, KQxx
<b>Jack</b>	J10+, Jx	J10+, Jx
<b>10</b>	KJ10+, 109+, 10x	HJ10+, 109+, 10x
<b>9</b>	H109+, 98+, 9x	H109+, 98+, 9x
<b>Hi-X</b>	1 <sup>st</sup> / 3 <sup>rd</sup> / 5 <sup>th</sup>	HxX, HxxX, HxxxX
<b>Lo-X</b>	1 <sup>st</sup> / 3 <sup>rd</sup> / 5 <sup>th</sup>	Xx, xXx, xXxx(x)

#### Signals and Discarding

	Partner's lead	Declarer's Lead
<b>Suit 1</b>	low = enc	count
<b>2</b>	count	suit preference
<b>3</b>	suit preference	
<b>NT 1</b>	low = enc	count
<b>2</b>	count	suit preference
<b>3</b>	suit preference	

Italian discards (odd = enc, even = lavinthal)

Reverse Count (High-Low = odd nr. of cards)

#### DOUBLES

#### Takeout Doubles

Takeout doubles may be light in reopening

Lebensohl after X on a Weak 2 bid

#### Special / Artificial Doubles

Support X and XX up to 2♠

Negative double up to 4♥




#### Over Opponents' Take Out Double Part 1

1x - (X) -> XX = 10+ any, no Inverted Minor anymore

1♣-(1♦) -> X = 4+♥, 1♥ = 4+♠, 1♠ = 0-3 Ms

1m - (1♥) - 1♠ -> 0-3 ♠, X = 4+♠

### WBF CONVENTION CARD

Sophie Veronica HERMANN	  AUSTRIA	Louise WEISS SELWAY
	CATEGORY: Green	

#### GENERAL APPROACH AND STYLE

5 card M, Better Minor, 2/1 GF

Transfers on 1♣

2M 10-13HCP, (5)6+ M

2♣ GF or 18-21 bal.

2♦ Multi

Walsh, 2-way Check-Back

1NT Opening (14)15-17 (semi)-balanced

#### SPECIAL BIDS THAT MAY REQUIRE DEFENSE

Transfers on 1♣

2M 10-13, 2♦ Multi

3/4/5x Preemts, 3NT Gambling

1m-(1♥)-1♠ shows 0-3 spades, X 4+ spades

1♣-(1♦) -> X=4+♥, 1♥ = 4+♠, 1♠ = 0-3 Ms

#### SPECIAL FORCING PASS SEQUENCES

In most gameforcing situations.

#### VERY IMPORTANT NOTES

To bid or not to bid, that is the question.

#### PSYCHICS

rare, but may happen

#### Over Opponents' Take Out Double Part 2

1M - (X) -1NT/2♣/2♦/2♥ = transfer 9- HCP

1M - (X) - 2M = 8-10 (System ON)

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THROUGH	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣/♦		3		11-22, 3+♣/♦	1m - 2/3m = Inverted Minors 1♣ - 1x = transfer 1m - 1NT = 10-11 bal., 2NT = 11-13 bal. 1m - 2♦/♥ = 6+ ♥/♠, either 3-7 or GF 1m - 2♠ = 10+, 5+m 1m - 3x = 7+ x, preemptive	1x - 1y - 1z -> 2-Way-Check-Back 1♣ - 1♦/♥ - 1♥/♠ = 2-3 ♥/♠ 1♣ - 1♦/♥ - 2♦/♥ = 1) nat. Revers 2) (13)45 14-16 3) long ♣ 16+ 4) 6♣ 3♥/♠ 14+	1♦ - (X) - XX/1♥ = 4+♥/4+♠ 1m - (1x) - 2x = inv+ with m 1♣ - (1♦) -> X = 4+♥, 1♥ = 4+♠ 1♣ - (1♥) -> X = 4+♠, 1♠ = 0-3♠
1♥/♠		5			1NT = up to 11, (semi)forcing 2♥/♠ = 3♥/♠ 8-11 or 4♥/♠ 7-10 2/1 GF, 1♥ - 2♠ = 6+♠ weak 2NT = Jacoby (10)11+ & 3+♥/♠, 3♥/♠ weak 1♥ - 3NT = ♠ void, 1♥/♠ - 3♠/NT = any splinter 3m = 6+m inv, 4m = fit + m void, 1♠ - 4♥ = ♥ void	<b>Jacoby:</b> 1M - 2NT: 3♣ = any min or 14-17 w/ void 3♦ = 15+, no void 3♥/♠/NT = 15+, 4+♣/♦/♠ 4♣/♦ = void in ♣/♦ 11-13 or 18+ 4♥/♠ = void in ♠ 11-13/18+	Drury 1M - (X) - XX 10+ HCP 1M - (X) - 1NT/2x transfer 5-9 1M - (X) - 2M System ON 1M - (X/1x/2x) - 2NT System ON
1NT				(14)15-17 (semi)bal.	Stayman, 4-way Transfers, Smolen 3♣ = minors 5-8 HCP, 3♠ minors GF+ 3♦/♥ = transfer ST, 4♣/♦ = Texas	Double Transfers Transfer ignored = super acc.	On intervention: X = points, 2x = to play 3♠ = Stayman w/ stopper 2NT to 3♥ = transfer In doubt system ON
2♣	x	0		any GF or (17)18-21 bal.	2♦ = relay, 2M = 5+ M 0-5 HCP 2NT = 5+m 0-4 HCP, 3NT = any AKDxxx(x)	2♣ - 2♦ - 2♥ - 2♠ - 2NT = 18-19 bal. 2♣ - 2♦ - 2NT = 20 - 21 bal.	2♦ - (X) - pass = ♦ 2♦ - (X) - XX = asks P suit 2♦ - (X) - 2/3x = nat. NF
2♦	x	0		W2 in M or (24)25+ bal.	2+3♥/♠ = p/c, 2NT relay, 3m nat. F1 4♣ = transfer your M 4♦ = bid your M, 4♥/♠ = to play	2♦ - 2NT - 3♣/♦ = ♥/♠ min 2♦ - 2NT - 3♥/♠ = ♠/♥ max 2♦ - 2NT - 3NT = 25+ bal.	
2♥/♠		6		10-13 HCP	2NT = relay	2M - 2NT - 3♣ + any min or void w/ good slam pot.	
2NT				(21)22 - 24	Muppet Stayman, Transfers 2NT - 3♠ = ST with 5+/4+ in minors 2NT - 3NT = to play	2M - 2NT - 3♦ = no min, no void 2M - 2NT - 3♥/♠/NT = 4♣/♦/♠ no min	
3x		6		Preemt	new suit = nat, F1	After Transfer: accepting the transf. = 2crd supp.	
3NT	x			Gambling no stopper	p/c	3NT = 3crd. Supp, playing suggestion	
<b>HIGH LEVEL BIDDING</b>							
4♣/♦		7		Preemt = 7+ ♥/♠ 8-11 HCP, better than 4♥/♠		RKCB (30/41), ROPI DOPI 5NT usually grand slam try -> 6x = K in x OR y+z	
4♥/♠		7		Preemt/To Play	4♥ - 4♠ = to play	Cuebids: 3/4 level = 1 <sup>st</sup> or 2 <sup>nd</sup> round controls, 5 <sup>th</sup> level = 1 <sup>st</sup> round	
5x		8		Preemt/To Play			