DEFENSIVE AND COMPETITIVE BIDDING		LEA	DS AND SIGN	ALS	W B F CONVENTION CARD
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENING L	EADS STYLE			
5+ cards, light NVUL on 1 Level		Lead		In Partner's Suit	CATEGORY: BLUE
New suit = non forcing	Suit	3rd / 5th		3rd / 5th	NCBO: GERMANY
New suit jump = SPLINTER (Limit or better)	NT		or 2^{nd} from bad suit		PLAYERS: Hans FRERICHS / Ulrich WENNING
Responses: Cue-bid = Only forcing	Subseq	3rd /5th or A		$3 \mathrm{rd}$ / $5 \mathrm{th}$ or ATT or $2 ^{\mathrm{nd}}$	EVENT: 16th WORLD BRIDGE GAMES 2024 - SENIOR
	Other: A vs N	T aks UB or C	Т		41
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	LEADS				SYSTEM SUMMARY
15-18, Responses as for opening 1NT	Lead	Vs. Suit		Vs. NT	
REOP: 13-15, Responses as for opening 1NT	Ace	AKx(+), A(-		AKB(+), AQBx(+)	GENERAL APPROACH AND STYLE
	King	K, AK, Kx,		KD(+)	PRECISION CLUB, natural responses
	Queen	Q, Qx, QJ(+		QJ(+)	5-card Majors, 1♦ can be 0 cards
	Jack	J, Jx, J10(+)		J10(+)	
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	10,109(+), 1		109(+),AJ10(+),KJ10(+)]
1 ♣ -2♦ = WEAK (3-10 HCP)	9		(+), D109(+)	9x(x), A/K/Q109(+)	1NT Opening: 15-17 BAL (444H or 543H poss.)
1-2 Major = WEAK (3-10 HCP)	Hi-X		HxXx, xXXx	xXxX(+), XxX	
1-3 Major+Minor = WEAK (3-10 HCP)	Lo-X	Lo-X XxX, HxX, xxxX,HxxXX H/10xX(+)		H/10xX(+)	2 ♣/♦ over 1♦/♥/♠: Responses forcing to 2NT
Reopen:	SIGNALS IN	ORDER OF P	RIORITY		
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	Part	ner's Lead	Declarer's Lea	d Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE
MICHAEL's CUE with highest suit	1 Hi=	DISCRG	Hi/lo=O	lo=pos, Hi=neg/Lav	$1 \neq 10-16$ -, can be 0 cards
4^{th} Pos. = any 5-5	Suit 2 Hi/l	Suit 2 Hi/lo=O			2 = 10-16-, 6+cards or $5+ + 4M$
Jump-CUE asks for stopper	3				2 = Weak (3-10 HCP) with both Majors (at least 5-4)
	1 Hi=	DISCRG	Smith-Peter	lo=pos, Hi=neg/Lav	2♥ = Weak Two (3-10 HCP) with 6 (5) ♥
VS. NT (vs. Strong/Weak; Reopening; PH)	NT 2 Hi/l	o=O	S/P		2 = Weak Two (3-10 HCP) with 6(5)
X = PEN; 2 = both Majors; 2 = any one-suiter	3				2NT = Weak (3-10 HCP) with 5 * and 5 *
$2\Psi/A = \Psi/A + \text{minor}; 2 \text{ NT} = \text{any two-suiter}, 3 A/A = 3-10 \text{ HCP}$	Signals (inclue	ling Trumps):			3NT = Weak (9-11 HCP) with solid Minor
	Vs NT = HIGI	H on 1 st suit by c	leclarer encoura	ge lead	4 / = Solid / with or without one side-trick (A)
	(Smith-Peter)			-	
			DOUBLES		Direct Cuebid = MICHAEL's CUE with highest suit; at
					least 5 - 5 with variable strength (5+ to very strong hands)
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOUT D	OUBLES (Styl	le; Responses; I	Reopening)	
T/O x thru 4 ; thru $3 = 3 $ strong take out;		other Major or 3-		. 0/	
thru $3 = 4$ strong take out; Leaping Michael's		JE = F(11+), Le			
Vs 2♦ MULTI: x = T/O 12-15 or 16+; 2 NT = 15-18		be lighter, 8-15			
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1* or 2*		6,1			SPECIAL FORCING PASS SEQUENCES
$X = Ms; 1 \neq = Transfer; 1 = MINORS$	SPECIAL, A	RTIFICIAL &	COMPETITIV	E DBLS/RDLS	After 1NT-X-2/♦/♥
1NT = 4; 24 = 4; 24, 4 = Weak (3-10 HCP)	Vs Cuebid in I	Partner's openin	g or overcall-sui	t:	1♣-Opening – overcalls thru 1♠
2NT = any two-suiter		op (pass = one to)			After constructivly bid to game VUL against NVUL
OVER OPPONENTS' TAKEOUT DOUBLE		ouble, response-			IMPORTANT NOTES
xx = 10+, PEN-orientated				ce-bid is possible	Vs Cuebid in Partners Opening or Overcall-Suit: Double =
Preempt raises; 2NT = strong limit bid with HCP		, informative rec		1	No Top; Pass = 1 Top or xxx(x); Lebensohl after 2 Openings
New suit jump = SPLINTER (limit or better)					PSYCHICS: rare 3 rd hand opening may be weaker and/or less distribution NVUL

X ARTIFICIAL	0 CARDS 2	A A A A A	DESCRIPTION 16+, any distribution (18+ NT) Maybe less if highly distributional 10-16- 10-16-	RESPONSES $1 \blacklozenge = 0.7$ or $14+$ $1 \checkmark / \bigstar / 2 \bigstar / \blacklozenge = 8 + \text{HCP}$, $5 + \text{cards}$; $2 \blacktriangledown = 2.4$ HCP, $6 - \text{card}$; $2 \bigstar = 2.4$ HCP, $6 - \text{card}$; 2 NT = solid $6 - \text{card}$ minor suitIMajor maybe 3 cards (rare); $2 \blacklozenge = 11-15$ $1\text{Major maybe 3 cards}$ (rare); $2 \blacklozenge = 4.7$ with $6 - \text{cards}$ $1\text{NT} = 7-11-$; $2 \checkmark / 2 \bigstar = 4.7$ with $6 - \text{cards}$ $1\text{NT} = 7-11-$; $4 \blacklozenge$ possible; $2\text{NT} = \text{Game-Fit-Bid}$; Bergen-	SUBSEQUENT ACTION 1♥ = 5+ ♥ or strong NT (20-23) or strong 2-suiters 1M; 1NT = control ask, 2M = trump ask, subsequent ask; Jump after positive Response in new suit ask for Tops and Aces After 1♦ - 1 ♥/♠ - 1 NT: 2♠ = any INV; 2♦ = GF After 1♦ - 1 ♥ - 1♠: 2♠ = any INV; 2♦ = GF	COMPETITIVE & PASSED HAND BIDDING 1NT = natural
	0	4 .	Maybe less if highly distributional	$1 \forall \land \land 2 \land \land = 8 + \text{HCP}, 5 + \text{cards}; 2 \forall = 2 - 4 \text{ HCP}, 6 - \text{card};$ $2 \land = 2 - 4 \text{ HCP}, 6 - \text{card}; 2 \text{ NT} = \text{solid } 6 - \text{card minor suit}$ 1Major maybe 3 cards (rare); $2 \diamond = 11 - 15$ 1NT = 7 - 11 -; $2 \forall / 2 \diamond = 4 - 7$ with 6 - cards	1M; 1NT = control ask, 2M = trump ask, subsequent ask; Jump after positive Response in new suit ask for Tops and Aces After $1 \diamond - 1 \checkmark / \diamond - 1$ NT: $2 \diamond = any$ INV; $2 \diamond = GF$ After $1 \diamond - 1 \checkmark - 1 \diamond : 2 \diamond = any$ INV; $2 \diamond = GF$	1NT = natural
X	5	4 🌲	10-16-	2 ▲ = 2-4 HCP, 6-card; 2 NT = solid 6-card minor suit 1Major maybe 3 cards (rare); 2 ♦ = 11-15 1NT = 7-11-; 2 ♥ / 2 ▲ = 4-7 with 6-cards	ask; Jump after positive Response in new suit ask for Tops and Aces After $1 \blacklozenge - 1 \checkmark / \spadesuit - 1$ NT: $2 \blacklozenge = any INV$; $2 \blacklozenge = GF$ After $1 \blacklozenge - 1 \checkmark - 1 \blacklozenge : 2 \blacklozenge = any INV$; $2 \blacklozenge = GF$	1NT = natural
X	5	4 🌲		$1NT = 7-11-; 2 \vee / 2 = 4-7$ with 6-cards	After $1 \blacklozenge - 1 \blacklozenge - 1 \blacklozenge = any INV; 2 \blacklozenge = GF$	
			10-16-	1NT = 7-11-, 4 possible; 2NT = Game-Fit-Bid; Bergen-		
	5			raises $(3 \triangleq = INV \text{ with } 4 \checkmark / 3 \blacklozenge = INV \text{ with } 3 \heartsuit); 3 \heartsuit = 0.8 \text{ HCP}; 3 \spadesuit / 4 \clubsuit / \diamondsuit = \text{Splinter}; \text{ONLY } 3^{rd} \text{ Pos.: } 2 \clubsuit = Drury$	TRIAL BIDS (direct suit = loosers, help needed; 2 NT = general strength)	After X: 2NT = strong limit bid; only after 2 Drury: 2• = good Opening; 2 NT=•; 3•=Fit Jump
		4♥	10-16-	INT = 7-11-; 2NT = Game-Fit-Bid, Bergen-raises (3 \bigstar = INV with 4 \bigstar / 3 \blacklozenge = INV with 3 \bigstar); 3 \bigstar = 0-8 HCP; 3 \checkmark /4 \bigstar / \blacklozenge = Splinter; ONLY 3 rd Pos.: 2 \bigstar = Drury	TRIAL BIDS (direct suit = loosers, help needed; 2 NT = general strength)	After X: 2NT = strong limit bid; only after 2♠ Drury: 2♦ = good Opening; 2 NT=♣; 3♦=Fit Jump
		3 🛦	15-17 BAL, 444H or 543H possible 5M or 6m possible (rare)	2♣ asks 4Major (non forcing); 2♦/♥ /♠/NT = Transfer; 3♣ = both minors 0-8 HCP; 3 ♦ = both minors strong		
	5	4	10-16-, 6+cards or 5+ * + 4M	$2 \blacklozenge = (\mathbf{R}); 2\mathbf{M} = \mathbf{NF}; 2\mathbf{NT} = \mathbf{INV}$		
Х	0	4 🛦	3-10 HCP, BOTH MAYORS (at least 5-4)	2NT = Inquire, $3 \checkmark / = to play$, $3 m = forcing$		Over X: PASS = $5+\blacklozenge$
	5	4♦	3-10 HCP, 6 (5) ♥	2NT = Inquire, 3 \forall = to play, 2 \bigstar / 3 m = forcing		
	5		3-10 HCP, 6 (5) ♠	2NT = Inquire, $3 \bigstar$ = to play, $3 \heartsuit / 3$ m = forcing		
Х			3-10 HCP, BOTH MINORS (at least 5-5)	$3 \neq 4 = $ to play; $3 \neq =$ Inquire	After $3 : 3 = MIN$, $3NT = MAX$,	
	6		5-10	3M nat F1		
	6		5-10	3M nat F1		
	6		5-10	3▲ nat F1		
	6		5-10	4m nat F		
X						
X X	0		Solid ♥/♠ with/without side-Ace	 4♦/♥ = ask for side trick 4♥ = ask for side trick 	RKBC (5 Aces): 1. Step = 1 or 4, 2. Step 0 or 3, 3. Step 2 without Trump Queen; Trump Queen+placed Kings; asking bid for the Queen of trumps and for	
			BOTH MINORS at least 5-5			
	X X	5 X 6 6 6 6 X X X X 0 X 0 X 0	5 X 6 6 6 6 6 6 7 0 X	5 $3-10$ HCP, $6(5) \bigstar$ X $3-10$ HCP, BOTH MINORS (at least 5-5)6 $5-10$ 6 $5-10$ 6 $5-10$ 6 $5-10$ 6 $5-10$ 6 $5-10$ 6 $5-10$ 7 $5-10$ 8 $5-10$ 9 $5-10$ 9 $5-10$ 9 $5-10$ 9 $5-10$ 9 $5-10$ 9 $5-10$ 9 $5-10$ 9 $5-10$ 9 $5-10$ 9 $5-10$ 9 $5-10$ 9 $5-10$ 9 $5-10$ 9 $5-10$ 9 $5-10$ 9 $5-10$ 9 $5-10$ 9 $5-10$ 9 $5-10$ 9 $5-10$ 9 $5-10$ 9 $5-10$ 9 $5-10$ 9 $5-10$ 9 $5-10$ 9 $5-10$ 9 $5-10$ 9 $5-10$ 9 $5-10$ 9 $5-10$ 9 $5-10$ 9 $5-10$ 9 $5-10$ 9 $5-10$ 9 $5-10$ 9 $5-10$ 9 $5-10$ 9 $5-10$ 9 $5-10$ 9 $5-10$ 9 $5-10$ 9 $5-10$ 9 $5-10$ 9 $5-10$ 9 $5-10$ 9 $5-10$ 9 $5-10$ 9 <td>53-10 HCP, 6 (5) \bigstar2NT = Inquire, 3 \bigstar = to play, 3 \checkmark / 3 m = forcingX3-10 HCP, BOTH MINORS (at least 5-5)3 \bigstar / \bigstar = to play; 3 \checkmark = Inquire65-103M nat F165-103M nat F165-103 \bigstar nat F165-104m nat F165-104m nat FXSolid \checkmark/\bigstar with/without side-Ace4 \bigstar/\checkmark = ask for side trickX0Solid \bigstar with/without side-Ace4 \bigstar = ask for side trick</td> <td>53-10 HCP, 6 (5) \bullet2NT = Inquire, 3 \bullet = to play, 3 \checkmark / 3 m = forcingX3-10 HCP, BOTH MINORS (at least 5-5)3\bullet/\bullet = to play; 3 \checkmark = InquireAfter 3\checkmark: 3 \bullet = MIN, 3NT = MAX,65-103M nat F1665-103M nat F165-103 \bullet nat F165-103 \bullet nat F165-104m nat F65-104m nat F7Solid m without 2 STOPSX0Solid \checkmark/\bullet with/without side-AceX0Solid \checkmark/\bullet with/without side-Ace4\checkmark = ask for side trickRKBC (5 Aces): 1. Step = 1 or 4, 2. Step 0 or 3, 3. Step 2 without Trump Queen; placed Kings; asking bid for the Queen of trumps and for placed Kings;</td>	53-10 HCP, 6 (5) \bigstar 2NT = Inquire, 3 \bigstar = to play, 3 \checkmark / 3 m = forcingX3-10 HCP, BOTH MINORS (at least 5-5)3 \bigstar / \bigstar = to play; 3 \checkmark = Inquire65-103M nat F165-103M nat F165-103 \bigstar nat F165-104m nat F165-104m nat FXSolid \checkmark / \bigstar with/without side-Ace4 \bigstar / \checkmark = ask for side trickX0Solid \bigstar with/without side-Ace4 \bigstar = ask for side trick	53-10 HCP, 6 (5) \bullet 2NT = Inquire, 3 \bullet = to play, 3 \checkmark / 3 m = forcingX3-10 HCP, BOTH MINORS (at least 5-5)3 \bullet / \bullet = to play; 3 \checkmark = InquireAfter 3 \checkmark : 3 \bullet = MIN, 3NT = MAX,65-103M nat F1665-103M nat F165-103 \bullet nat F165-103 \bullet nat F165-104m nat F65-104m nat F7Solid m without 2 STOPSX0Solid \checkmark / \bullet with/without side-AceX0Solid \checkmark / \bullet with/without side-Ace4 \checkmark = ask for side trickRKBC (5 Aces): 1. Step = 1 or 4, 2. Step 0 or 3, 3. Step 2 without Trump Queen; placed Kings; asking bid for the Queen of trumps and for placed Kings;