

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style; Responses; 1/2 Level; Reopening)</b>
1 <sup>st</sup> level 7-17
2 <sup>nd</sup> level 10-18
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Seat; Responses; Reopening)</b>
2 <sup>nd</sup> 15-18 / 4 <sup>th</sup> 10-14 ⇒ "system on"
(1x)-p-(1y)-1NT = nat. 15-18
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
weak jump
Michaels: 5 <sup>+</sup> -5 <sup>+</sup>
2NT=lowest 2 unbid suits; cue = highest suit + ?
Reopen: in 4 <sup>th</sup> pos. intermediate jump to 2 <sup>nd</sup> level (12-16)
<b>DIRECT AND JUMP CUE BIDS (Style; Responses; Reopening)</b>
Michaels: 5 <sup>+</sup> -5 <sup>+</sup>
2NT=lowest 2 unbid suits; cue = highest suit + ?
(1M)-3M = asks for stopper, invites 3NT
<b>Vs. 1NT (vs. Strong / Weak; Reopening; Passed Hand)</b>
vs. strong NT competitive, vs. weak NT constructive
DBL: vs. weak NT = penalty 14++; vs. strong NT = 4M + 5 <sup>m</sup> .
2♣=both M; 2♦=1M (⇒4♦ = bid your suit); 2M = 5cards M + 4 <sup>m</sup> ;
2NT = 5-5m or FG 2-suiter; 3m = intermediate vs weak NT
<b>Vs. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)</b>
negX
4♣, 4♦ and cue-bid = two-suiters (Leaping Michaels)
2NT = 15-18
vs. Multi: 2M/3any=nat, 2NT=15+-18, x=12-15 or 18+
<b>Vs. ARTIFICIAL STRONG OPENINGS</b>
Timbuktu: suit=next or 3 <sup>rd</sup> and 4 <sup>th</sup> : x=next or 3 <sup>rd</sup> and 4 <sup>th</sup>
NT=♣+♥ or ♦+♠ ⇒ POC
<b>OVER OPPONENT'S TAKEOUT DOUBLE</b>
redouble=9++ HCP, new suit 1 <sup>st</sup> level forcing, 2 <sup>nd</sup> level nf (6-11)
weak jumps
Truscott + Super Truscott (2NT=exactly invitational, 3NT =gf)

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	3 <sup>rd</sup> /5 <sup>th</sup>	3 <sup>rd</sup> /5 <sup>th</sup>		
Subseq	attitude			
K = asks for count, may be from AK				
A = asks for enc				
Q = asks for enc; possibly from KQ(x)				
<b>LEADS</b>				
Lead	Vs. Suit	Vs. NT		
Ace	Ax(+), AKx(+), AK	Ax(+), AKx(+), AK		
King	AK, KQx(+), AKJx(+),	AK, AKJx(+), KQJx(+)		
Queen	QJ(+), Qx, KQx(+)	KQ10x(+), QJ9x(+)		
Jack	KJ10(+), J10(+), Jx	KJ10(+), J10(+), Jx		
10	10x, H109x(+), 109(+)	109(+), H109x(+), 10x		
9	9x, 98(+), KJ9x	9x, 987(+), KJ9x		
Hi-x	Xx, xxXx, HxXx,	Xx, xxXx, HxXx,		
Lo-x	HxX, HxxxX(+), xxX	HxX, HxxxX(+), xxX		
<b>SIGNALS IN ORDER OF PRIORITY</b>				
	Partner's Lead	Declarer's Lead	Discarding	
Suit	1	low-high	low = even	Lavinthal
	2	low = even		low = even
	3			
NT	1	low-high	SMITH signal*	Lavinthal
	2	low = even	low = even	low = even
	3			
SIGNALS: low-high = enc or even (original count)				
* SMITH signal vs NT: low = positive for lead or no switch required				
<b>DOUBLES</b>				
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>				
<b>MAJORS, Distribution, 10+ HCP, any distr. (17+)</b>				
Resp: Lebensohl, cuebid (at least inv.+), leaping michaels				
REOPENING: 8+ HCP				
<b>SPECIAL; ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES</b>				
Negative X up to 3♠				

WBFF Convention Card
♠ ♥ DBV ♦ ♣
Category: <u>Natural green</u>
CLUB: _____ EVENT: <u>2024</u>
PLAYERS: <u>Karin Wenning</u>
<u>Ingrid Gromann</u>
<b>SYSTEM SUMMARY</b>
GENERAL APPROACH AND STYLE
<b>5 cards majors</b>
<b>1NT = 15-17 (5M possible)</b>
2 over 1 = 11 <sup>+</sup>
1♠-1♦ Walsh
1♠-1M may have longer ♦ (Walsh)
1m-1y, 1SA: OPN may have 4 <sup>+</sup> cards M
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
2♦ = major 2-suiter (4 <sup>+</sup> ♥-4 <sup>+</sup> ♠, 5-10) or NT 22-23
2♥/♠ = weak2 (5-10)
3NT gambling = solid 7 <sup>+</sup> cards minor, little outside strength possible
Inverted minors: 1m-2m=10-12; 1m-2NT=0-5 or 12 <sup>+</sup> ; 1m-3m = 6-9 <sup>+</sup>
Bergen raises: 1M⇒ 3♣ =6-9; 3♦ =inv++; 3M=0-5
Non jump 2NT in competition = usually Lebensohl
1x-1y- 1z=-check back
SLAM BIDDING
4NT RKCB: 14/30/52/52+Q/ 5NT=13 KCs+void/ 6 any=2 KCs+void
4m optional RKCB: no interest/14/30/52/52+Q
Spiral scan; mixed cue bids; splinter; exclusion RKCB
Over X vs our relays: pass = 1 <sup>st</sup> step, XX = 2 <sup>nd</sup> step
After disturbed RKCB: <b>mod.</b> ROPI, DOPI, DEPO
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE:
Bridge is our hobby, let's try to be nice to each other!
PSYCHICS: rarely

Opening	tick if artificial	min length	neg. double up to	Description	Answers	Subsequent Bidding	Over Intervention
1♣		3	3♠	11-22 (Walsh answers; inverted m)	1♦ = nat., 1SA = 6-10; 3M=splinter 2♣/2NT/3♣ = 10-12 / 0-5 or 12+ / 6-9 ♣ fit ⇒ 2♦ = 4-7, 5+♠ and 4+♥ ⇒ 2M = 4-7, nat 6 cards ⇒	1♣-1♦/♥/♠-1NT 4M possible →2-way CB 3♣ (after 2NT) = nf relay 2NT = asks 2NT = asks: 2min/2max	1m-(X)-4m = pre
1♦		3	3♠	11-22 (inverted m)	2♦/2NT/3♦ = 10-12 / 0-5 or 12+ / 6-9 ♦ fit ⇒ 3♣ = nat 6 cards inv. (others see 1♣)	3♦ (after 2NT) = nf relay	
1♥		5	3♠	11-22	1NT = 6-10 or 5-7 with 3card fit 2♥ = 8-10, 3card fit ⇒ 2♠ = 4-7, nat 6 cards ⇒ 2NT = 15+, 3+ fit ⇒ 3♣/3♦/3♥ = 6-9 / inv.++ / 0-5 4+ fit 3♠/4m = Splinter, 10-14	long (good) suit trial bids 2NT = asks: 2min/2max 3rd level=short, 4th level = 2nd 4card suit	over X:3x=Bergen
1♠		5	3♠	11 - 22	(see 1♥) 1♠-4♥ = nat to play	After 2m: 3♥ = 5-5 SI; 4♥ = 5-5 no SI	(see 1♥)
1NT			3♠	15-17 5M possible	2♣ = Stayman (could be weak) ⇒ 2♦/2♥= TRF ⇒ 2♠=a) bal. INV, b) weak ♣ or ♦, c) SI ♣ or ♦ d) 5431/6430 ♣+♦ GF ⇒ 2NT = 5+-5+ m, weak or strong ⇒ 3♣ = Puppet Stayman / SI m ⇒ 3♦ = nat. inv. / 3♥/♠ = 14/41 M gf 4♣ = RCK, 4♦ = 5♠+5♥, 4♥/♠= nat. SI	1NT-2♣, 2M-2or3oM = SI with M-fit TRF break (after 2♦/2♥) = 4card fit 2NT/3♣ = min/max →3♣ or ♦ = s/o; 4m = opt. RKCB 3m = preference →3M = short FG 3♦ = 4cards M; 3M = 5+; 3NT = no 4*M	over X: XX = strong 2any = 5cards over int.: 2NT = Lebensohl
2♣	X	0	---	1. FG m/M 2. SF M 3. NT 24+	2♦ = no 3 controls or no good 5+cards suit ⇒ 2M/3m=nat, 3+controls; 2NT=5+-5+m, 3+controls	2M = SF/GF →next step = negative 3M = GF	over int.: X = 5+ HCP Cue = 3suiter 5+P
2♦	X	0	---	1. 4+♥ and 4+♠, 5-10 vul: 5♥+ and 5♠+ 2. NT 22-23	2NT = Relay ⇒ 3♣ = nat, s/o; 3♦ = longer M? 3♥/♠=mixed raise/vul: inv.; 4♣/♦=opt. RKCB♥/♠	2NT (nonvul)→3m=longer M; 3♥=5-5 min; 3♠=5-5 max. short♠; 3NT=5-5 max. short♦; 4♣/♦=56xx/65xx 2NT (vul)→3m=min short ♣/♦; etc.	Over X: pass = 5+♦, short M XX = ask for longer M
2♥/♠		(5)6	---	weak2 in ♥/♠, 5-10	2NT asks ⇒ 3oM nat. forcing; 3m = nat. forcing 4♣ = opt. RKCB♥/♠	min-bad, min-good, max-bad, max-good	
2NT			---	20-21 BAL	3♣ = Muppet Stayman; 3♦/♥ = TRF 3♠ = m-suit Stayman; 4♣ = RCK; 4♦ = MM	TRF break: 3NT=3card fit; suit=4card fit	
3♣/♦		(6)7	---	PRE	3M = nat. forcing; 4om = RKCB		
3♥/♠		(6)7	---	PRE	4♣ = opt. RKCB ; 4♦ = shortness?		
3NT	X	7	---	Gambling; max. outside-king	4♣ = p/c; 4♦ = ask	4♦→4♥/♠/NT = ♥/♠/other m-control; 5m = 7222	
4♣♦	X	-	---	pre			