

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b> Light with shape and/or good suit. Responses: 1- and 3-level forcing, 2-level nonforcing After 1M – (overcall): Cuebid = inv+ raise, 3 card support 2NT = Mixed raise in competition 1x (1M) (p/x): Transfers from 2x/1NT
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b> 2 <sup>nd</sup> : 15-18, 4 <sup>th</sup> : 11-15 Stayman and transfers, system on
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b> Weak jumps, but 2M in reopening = 10-13 Unusual NT, 2NT in reopening: 19-22
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b> Jump cue is natural if opponents' suit can be 3 or less, asks for stopper otherwise 2M = other M + minor (1♣) - 2♣ = both majors; (1♦) - 2♦ = both majors
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b> x = points In 2 <sup>nd</sup> seat: Multi Landy: 2♣ = both majors, 2♦ = 1 major, 2M = 5+M+4+m 2NT = both minors 5+5+ In 4 <sup>th</sup> seat: Landy: 2♣ = both majors, 2NT = both minors 5+5+, rest natural
<b>VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b> Takeout Doubles, Leaping and Non-Leaping Michaels
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b> Suit bids at same level natural Higher level suit bids: natural or the two higher suits NT bids show two-suited hands
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b> XX = values Transfers after 1♣ (x) and 1M (x) and (1X) 1M (x)

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	2./4./6.	same	
NT	2./4./6.	same	
Subsequent	2./4./6., attitude possible	same	
Other:			
<b>LEADS</b>			
<b>Lead</b>	<b>Vs. Suit</b>	<b>Vs. NT</b>	
<b>Ace</b>	A(+), AK(+)	A(+), AK(+)	
<b>King</b>	AK, K(+), KQ(+)	AK, K(+), KQ(+)	
<b>Queen</b>	Q(+), QJ(+)	Q(+), QJ(+), KQT9(+)	
<b>Jack</b>	J(+), JT(+), KJT(+)	J(+), (A/K)JT(+)	
<b>10</b>	T(+), (A/K/Q)T9(+)	T(+), (A/K/Q)T9(+)	
<b>9</b>	H9x	H9x	
<b>Hi-X</b>	xXx, xXxxx, HxxXx	xXx, xXxxx, HxxXx	
<b>Lo-X</b>	xX, HxxX(x), HxxxxX	xXx, xXxxx, HxxXx	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	<b>Partner's Lead</b>	<b>Declarer's Lead</b>	<b>Discarding</b>
<b>1</b>	Attitude	Count	Suit preference
<b>Suit 2</b>	Suit preference	Suit preference	Count
<b>3</b>	Count		Attitude
<b>1</b>	Attitude	Smith-Peter	Suit preference
<b>NT 2</b>	Count	Count	Count
<b>3</b>	Suit preference	Suit preference	
<b>Signals (including Trumps):</b>			
Low = encouraging and even			
Later in the play: A for attitude and K for count			
Smith Peter: Low is positive for the suit led			
Discards: the cards 5/6/7 are neutral or positive, other cards suit pref.			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Might be light with classic shape, focus on majors			
Reopening can be lighter.			
Doubler raises freely in competition.			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Doubles on low levels are typically takeout			

W B F CONVENTION CARD
<b>CATEGORY: Red</b> <b>NCBO: Germany</b> <b>PLAYERS:</b> <b>Marie Eggeling</b> <b>Paul Grünke</b>
<b>SYSTEM SUMMARY</b>
<b>Polish Club. 5 card Majors, strong NT</b>
1♣ a) 12-14 balanced; b) natural; c) 18+ any
1♦ natural, unbalanced 1NT 15-17, balanced
Preempts: very dependent on vulnerability and position
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
<b>2-level openings:</b> 2♣-opening: 11-15 hcp, 6+♣, usually no 4 card Major 2♦-opening: 4-8 hcp, 5+ cards in one Major 2M-opening: (8+)9-11 hcp, 6+ cards
<b>Responses:</b> 1♣ -1♦: a) 0-6 any; b) 7-11 unbalanced without 4M; c) 5+♦, GF; d) GF balanced without 4M 1M – 1NT = F1, unlimited 1M – 2♣ = invitational or better, 3+ support
<b>SPECIAL FORCING PASS SEQUENCES</b>
Only in clear situations when our side has shown enough values to force to game.
<b>IMPORTANT NOTES</b>
Light opening bids in 3 <sup>rd</sup> /4 <sup>th</sup> seat possible

OPENING	ART?	MIN # OF CARDS	NEG DBL	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND
1♣	X	0	4♥	a) 12-14 balanced b) natural (NOT 6+♣ w/o 4c M and 10-14) c) 18+ any	1♦: a) 0-6 any; b) 7-11 unbalanced without 4♥/♠; c) 5+♦, GF; d) GF balanced without 4♥/♠ 1♥/♠: 7+hcp, nat, 4(3)+♥/♠, may have 5m, F 1NT: 7-11, usually no 4c M 2♣ 11+ hcp, nat, 5+♣, GF; 2♦ 4-8, 5+♦; 2♥/♠: 9-11, nat, inv.; 2NT GF bal, 4M poss 3♣/♦: 6+, good suit, invitational 3♥/♠: 12-15 hcp, xxx in this suit, bal, GF	1♣ -1♦ - 1♥/♠ = a) 12-14bal, 3+♥/♠; b) 4+♣, 4♥/♠; c) 18-20, 5+♥/♠ 1♣ -1♦ - 1NT = 18-20 (semi)balanced 1♣ -1♦ - 2NT = 22-23 (semi)balanced 1♣ -1♦ - 2♦ = artificial, any GF  1♣ -1♥/♠ - 2NT = 18-20 or 22+ (semi)balanced, max 2♥/♠ 1♣ -1♥/♠ - 2♦ = GF relay with 3+♥/♠	2♣/♦: 5+, 9-11
1♦		4	4♥	11-21, 4+♦ (4♦5♣ possible), unbalanced	1♥/♠: 6+ hcp, nat, 4+♥/♠, may have 5♣; 1/3NT: nat, bal, NF; 2♥/♠: 9-11, inv, 6+; 2♦: 10+, inv+; 3♦: preemptive nv, mixed raise v; 2NT bal GF	1♦ - 1♥/♠ - 1NT: 4+♣ 1♦ - 1♥/♠ - 2♣ = 3♥/4♥ 1♦ - 1♥/♠ - 2NT: artificial, strong	2♣/♦: 5/4+, NF
1♥ 1♠		5	4♦	11-18, 5+♥ 11-18, 5+♠	1NT: F1, unlimited; 2♣: 10+ hcp, 3+ card fit in ♥/♠; 2♦: nat, 5+♦, 10+; 2NT/3♣; GF/invit hands w/♣ 1♥-2♠: nat, inv.; 1♠-3♥: nat, inv.; 3♦: inv, 4+ fit	1♥/♠-2♣-2♥/♠: min and balanced -2♦: no min or unbalanced 1♥/♠-2♣-2X-2NT = GF 1♥/♠-2♥/♠-2♠/3X: trial bids, showing values	2♦♥: 5+, NF
1NT			4♥	15-17, might be semibalanced 5c Major frequently	2♣: Stayman; 2♦♥: trf; 2♠: invit or clubs, 2NT: Puppet Stayman; 3♣: trf ♦; 3♦: (41)44 GF; 3♥/♠: single, 5+4+ minors; 4♣: 5+5+ majors 4♦♥: trf ♥/♠; 4NT: quantitative	1NT-2♣-2♦-2♥: 5♣, 4+♥, NF; -2♠ = invit 5c♠ 1NT-2NT-3♣ = no 5M, 3♦♥ = 5♥/♠	
2♣	X	6	3♠	11-15, 6+♣, no 4M	2♦♥/♠/NT: transfer; 3♣, 3NT, 4♣♥/♠: to play	break transfer in new suit = superaccept break in clubs = no fit and longer clubs	
2♦	X	0	---	Weak Two ♥ or ♠, regularly 5 cards, 4-8 points (4 <sup>th</sup> hand nat)	2M: pass/correct; 2NT: asking relay; 3m: to play; 3♥: pass/correct; 3♠ = nat, invit; 4♣: asking for transfer; 4♦: asking for suit	2♦ - 2NT - 3♣ = 5 cards; 3♦ = min, 6♥; 3♥ = min, 6♠	
2♥		6	---	8-11, 6+(5)♥, W2	2♠: asks for shortness, F1; 2NT: 5+♠, FG; 3♣: asks for strength+suit quality; 3♦: nat, 5♦, F; 3♥: pre, NF	Shortnesses after 2♠ and 2NT	
2♠		6	---	8-11, 6+(5)♠, W2	2NT: asks for shortness; 3♣: asks for strength+suit quality; 3♦♥: nat, 5+, F; 3♠: pre, NF	Shortnesses after 2NT	
2NT			4♥	20-22, balanced	3♣: Puppet Stayman; 3♦♥: Transfer; 3♠: minors, 4♣/♦: slam try ♥/♠; 4♥/♠: slam try ♣/♦		
3♣		6	---	preempt	3♦: relay; 3♥/♠: nat, 5+♥/♠, F; 4♦: RKCB ♣	<b>SLAM BIDDING</b> RKCB 30/41/2without/2with → next free step asks queen/kings Responses to queen/king ask: back to trump = no queen/kings; suit = (queen) + king in this suit or kings in both other suits Cue-bids (1st/2nd round controls), Splinter 5NT: pick a slam if necessary and it's no further relay 4♣♦ = Minorwood if fit is confirmed and GF; 4♠ = RKCB on ♥ if obvious	
3♦		6	---	preempt	4♣: RKCB ♦; 3♥/♠: nat, 5+♥/♠, F		
3♥		6	---	preempt	3♠: nat, 5+♠, FG; 4♣: RKCB ♥		
3♠		6	---	preempt	4♣: RKCB ♠; 4♥: to play		
3NT	X		---	good 4M opening	4♣: asking for transfer; 4♦/4M: slam interest/w short		
4♣			---	preempt	4M = to play, 4♦ = RKCB ♣		
4♦			---	preempt	4M = to play, 5♣ = RKCB ♦		