

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
Solid, usually (good) 5 cards; 1 <sup>st</sup> lvl 9+ HCP; 2 <sup>nd</sup> lvl 10+ HCP
New suit from responder is F
CUE after m overcall is FG and asks for stop
CUE after M overcall is INV+ with fit
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15-18 in 2 <sup>nd</sup> and Sandwich position
11-14 in reopening (4 <sup>th</sup> )
Responses: same as our 1NT opening; we also treat any further
Intervention by OPPT as if we had opened 1NT
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Style: 6+ cards, 4-11 HCP; good suit in VUL, flexible (5+) in NV
Responses: 2NT is Ogust (see 2♥♠ openings), new suit is F1
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
<b>VS. NT (vs. Strong/Weak; Reopening; PH)</b>
all bids are NAT
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
X is T/O or strong
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
all bids are NAT
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
system on
XX shows strength

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2 <sup>nd</sup> /4 <sup>th</sup> (with ATT)	2 <sup>nd</sup> /4 <sup>th</sup> (with ATT)	
NT	2 <sup>nd</sup> /4 <sup>th</sup> (with ATT)	2 <sup>nd</sup> /4 <sup>th</sup> (with ATT)	
Subseq	2 <sup>nd</sup> /4 <sup>th</sup> or ATT	2 <sup>nd</sup> /4 <sup>th</sup> or ATT	
Other: from xxxx(...) and Hxxx(...) we can decide if we lead 2 <sup>nd</sup> or 4 <sup>th</sup>			
A asks ATT, K asks CT			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK(+), A(x)	AK(+), A(x)	
King	AK(+), KQ(+), K(x)	AK(+), KQ(+), K(x)	
Queen	QJ(+), Q(x)	QJ(+), Q(x)	
Jack	JT(+), J(x)	JT(+), J(x)	
10	Tx(+), T(x)	Tx(+), T(x)	
9	H9x(+)	H9x(+)	
Hi-X	(H/T)Sxx(+), xSxx(+)	(H/T)Sxx(+), xSxx(+)	
Lo-X	(H/T)xxS(+), xxxS(+)	(H/T)xxS(+), xxxS(+)	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	ATT		ATT
Suit 2			
3			
1	ATT		S/P
NT 2			
3			
Signals (including Trumps): Low is ENC or even, High is DISC or odd			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Focus on MM			
can be lighter (10+) with suitable shape			
offshape OK if strong			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Negative X up to 4♥			
1m – (1♥) – X promises exactly 4♠			

W B F CONVENTION CARD
<b>CATEGORY:</b> Green
<b>NCBO:</b> Germany
<b>PLAYERS:</b> Lara Hofmeister – Sebastian de Wiljes
EVENT U16 World Team Championship
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5 card majors, better minor
1NT opening: 15-17, some creativity allowed
2 over 1 responses: F1
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
2♣: strong, almost FG – any suit(s) OR BAL
2♦: strongest opening, FG – any suit(s) OR BAL
2♥♠: 6+ cards, 5-10 HCP, 2 of A/K/Q or 3 of A/K/Q/J/T
1m – 2M (including 1♣- 2♦): 5+ cards in that suit, FG
1M – 2NT: 3+M, FG
<b>SPECIAL FORCING PASS SEQUENCES</b>
<b>IMPORTANT NOTES</b>
<b>PSYCHICS:</b> rarely

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4♥	12-19, 3+♣	1♦: 3+♦, 6+ HCP, no 4♥/♠ if 6-11 HCP	Roudi after 1m – 1♥/♠ – 1NT (1♥-1♠-1NT): 2♣ is INV+ and asks for support and strength Responses: 2♦ shows MIN and 2♥/♠ 2♥ shows MIN and 3♥/♠ 2♠ shows MAX and 3♥/♠ 2NT shows MAX and 2♥/♠	
				with equal length in minors we start with our better minor	1♥/♠: 4+♥/♠, 6+ HCP, longer ♦ possible		
					2♣: 4+♣, 6-9 HCP; 3♣: 4+♣, 10-11 HCP		
					1NT: 6-10; 2NT: 11-12 (both usually w/o 4M)		
					2♦/♥/♠: 5+♦/♥/♠, FG; 3♦/♥/♠: 6+♦/♥/♠, weak		
1♦		3	4♥	12-19, 3+♦	raises and NT as after 1♣; 2♣: 4+♣, 10+ HCP	after reverse: 2NT is weak, rest FG	
					2♥/♠: 5+♥/♠, FG; 3♣/♥/♠: 6+♣/♥/♠, weak		
1♥		5	4♦	12-19, 5+♥/♠ with 11-15(16) HCP longer minor possible	1NT: 6-10, no fit in ♥; 3NT: 12-15, no fit in ♥	after 2NT: 3 <sup>rd</sup> lvl shows shortness, 14+ HCP 4 <sup>th</sup> lvl shows shortness, 15+ HCP  1M – 2Y – 2M – 2NT/3Y/3M are NF, rest FG after reverse: 2NT is weak, rest FG	In competition: OPPT suit promises 3+♥/♠ and INV+
					2♣/♦: 4+♣/♦, 10+ HCP; 2♠: 5+♠, FG		
					2NT: 4+♥, FG; 2♥: 7-9 HCP, 3+♥; 3♥: INV, 3+♥		
					3♣/♦: 6+♣/♦, weak		
1♠		5	4♥		similar to 1♥; 3♥: 6+♥, weak		
1NT			3♠	15-17, (roughly) BAL	2♣: STAY; 2♦/♥: TRF ♥/♠	after TRF: not excepting shows a good hand	
				5M, 6m, 5-4 are possible	2♠: TRF ♣; 3♣: TRF ♦		
					3♦/♥/♠: 6+♦/♥/♠, slam interest		
2♣	√			artificial, strong – almost FG OR BAL 22-23	2♦: relay	after 2NT rebid: STAY and TRF	
2♦	√			artificial, strong – FG OR BAL 24+	2♥: relay	after 2NT rebid: STAY and TRF	
2♥		6		5-10, 6+♥ 2 of A/K/Q or 3 of A/K/Q/J/T	2NT: Ogust New suit is F1	after Ogust: 3♣: 5-7, bad suit; 3♦: 5-7, good suit 3♥: 8-10, bad suit; 3♠: 8-10, good suit	
2♠		6		5-10, 6+♠ 2 of A/K/Q or 3 of A/K/Q/J/T			
2NT				20-21, BAL	3♣: STAY; 3♦/♥: TRF ♥/♠		
3♣		6		pre-emptiv	new suit is F1		
3♦		6		pre-emptiv			
3♥		6		pre-emptiv			
3♠		6		pre-emptiv			
3NT							
4♣		7		pre-emptiv		HIGH LEVEL BIDDING	
4♦		7		pre-emptiv			
4♥		7		to play			
4♠		7		to play			
5♣/♦		7		to play			
5♥/♠		7		pre-emptiv			