

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
Solid, usually (good) 5 cards
New suit from responder is F; except 2 <sup>nd</sup> level, which is NF
CUE is INV+ and asks for stop
2NT 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)12-15(16) in reopening (4 <sup>th</sup> ) against 1M
(10)11-14(15) in reopening (4 <sup>th</sup> ) against 1m
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 FRAG (see 2♦♥♠ openings), new suit is F1
2NT against 1M shows 5-5 in mm
Reopen: ~11-14 HCP, 6+ cards
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
(1m) – 2m: 5-5 in MM, 7+ HCP
(1M) – 2M: 5 other M and 5 in some minor, 7+ HCP
Jump CUE: NAT after (1m), asking stop after (1M)
All bids depend on vulnerability (VUL usually more HCP or shape)
<b>VS. NT (vs. Strong/Weak; Reopening; PH)</b>
We treat a 1NT bid as weak if it promises at most 15 HCP
2♣: 4+♥ and 4+♠ (CONST, i.e. ~11+ HCP, against weak NT)
2♦: 6+ in one M (as above)
2♥/♠: 5+♥/♠ and 4+ in some minor (as above)
2NT: 5-5 in mm (as above)
X: any 14+ against weak; 5+ minor and 4+ major against strong
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
X is T/O or strong, afterwards LEB (Note 1)
CUE: shows MM after minor pre-empt
4m (jump or not) shows 5m and 5 in an unbid M
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
XX shows 9+ HCP; Weak fit raises
2NT after 1♦ or 1M: INV+ with fit
jumps in unbid suits are NAT and not INV (can be very weak)

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; against NT lowest of sequence asks UB or 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	(A/K/Q)Tx(+), T(x)	(A/K/Q)Tx(+), T(x)	
9	H9x(+), T9x(+)	H9x(+), T9x(+)	
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	CT	ATT
Suit 2	CT	S/P	CT
3	S/P		S/P
1	ATT	CT	S/P
NT 2	CT	S/P	CT
3	S/P		ATT
Signals (including Trumps): Low is ENC or even, High is DISC or odd			
Smith echo against NT from both players: low is ENC for lead suit			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Focus on MM, can be lighter (9+) with suitable shape, offshape OK if strong			
Responses: CUE shows FG or MM 8+, jumps are INV			
(1Y)-X-(1Z)-X shows 4(5)Z, (1Y)-X-(1Z)-2Z shows (4)5Z			
Reopening: 8+ HCP			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Negative X up to 4♥ (force to 1 <sup>st</sup> /2 <sup>nd</sup> /3 <sup>rd</sup> /4 <sup>th</sup> lvl shows ~6+/8+/10+/12+ HCP)			
Support X(X) for partners M up to 2M-1, promises no extra values			
Responsive X			
Lead directing X			
If we have a M-fit and OPPT compete to 3M-1, X is a G/T			
Competitive X is very rarely penalty			

W B F CONVENTION CARD
<b>CATEGORY: Green</b>
<b>NCBO: Germany</b>
<b>PLAYERS: Armin Wlad – Maximilian de Wiljes</b>
EVENT U16 World Team Championship
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
5 card majors, 1♦ promises 4+♦ or 4432
1M – 1NT shows 6-11 HCP (4-6 w/ 3 card support possible)
We pre-empt aggressively in favourable vulnerability
We might open lightly (especially in 3 <sup>rd</sup> seat NV)
1NT opening: 15-17, some creativity allowed
2 over 1 responses: FG/1M, 1♦ - 2♣ FG
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
2♣: strong, near FG – any suit(s), any shape
2♦♥♠: 5/6 cards (depending on vulnerability), 5-10 HCP
3NT: Gambling, no outside A/K
1m – 2M (including 1♣- 2♦): 6+ cards, 3-6 HCP
1M – 3♣: approximately INV values with fit in M
after 1♦/♥/♠ – (overcall) – 2NT is INV+ with fit
(other) 2NT in competition has different meanings (Note 1)
Principle of fast arrival applies whenever possible
<b>SPECIAL FORCING PASS SEQUENCES</b>
1 of a suit – (X) – XX (forcing pass up to 2NT)
We have FG values and opponents compete/sacrifice
<b>IMPORTANT NOTES</b>
<b>PSYCHICS: We can't remember the last time that happened</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4♥	11-22, 3+♣	1♦: 3+♦, 6+ HCP, no 4♥/♠ if 6-11 HCP	two way checkback (TWC) after 1X-1Y-1Z: 2♣ is a puppet to 2♦ and wants to play there or shows an INV hand with the next bid 2♦ initializes FG and does not promise ♦	2♦ in TWC is only strongly INV
				with 3♣ and 3♦ we open 1♣	1♥/♠: 4+♥/♠, 6+ HCP, longer ♦ possible		
					2♣: 4+♣, 10+ HCP; 3♣: (4)5+♣, 5-9 HCP		
					1NT: 6-10; 2NT: 11-12 (both usually w/o 4M)		
					2♦/♥/♠: 6+♦/♥/♠, 3-6 HCP; Splinter bids		
1♦		3	4♥	11-22, 4+♦ or 11-22 with 4432	raises and NT same as over 1♣; 2♣: 4+♣, FG	new suit after 1m-2/3m shows values after weak jumps we play FRAG (see below)	In competition: 2NT promises 4+♦ and INV+ values
				with 4♣ and 4♦ we open 1♦	2♥/♠: 6+♥/♠, 3-6 HCP; Splinter bids		
1♥		5	4♦	11-22, 5+♥/♠ with 11-15(16) HCP longer minor possible	1NT: semi-forcing, 6-11 HCP or 4-6 HCP w/ 3♥	bids above 2♥/♠ after FG promise extras bidding 3♥/♠ after FG sets this suit as trump  after 2NT: new suit on 3 <sup>rd</sup> lvl shows shortness new suit on 4 <sup>th</sup> lvl shows good 5+	2♣: (9)10+ HCP with 3+♥/♠ RESP: 2♦ no MIN, 2♥/♠ to play, rest NAT F1 (FG above 2♥/♠) In competition: 2NT promises 3+♥/♠ and INV+ values
					2♣: 4+♣ or BAL, FG; 2♦: 5+♦, FG		
					2NT/3♦/3♥: 4+♥, FG/7-9/0-6		
					2♥: 7-9 HCP, 3+♥; 3♣: INV, 3+♥		
1♠		5	4♥		similar to 1♥; 2♥: 5+♥, FG		
1NT			3♠	15-17, (roughly) BAL	2♣: STAY; 2♦/♥: TRF ♥/♠; 2NT: TRF ♦	after TRF: not excepting shows a good hand	after penalty X from OPPT:
				5M, 6m, 5-4 are possible	2♠: TRF ♣ or BAL INV; 3♣: Puppet-STAY	after 2♣: 2NT shows MIN and 3♣ MAX	XX: one-suiter ♣ or 44 ♦ and M
				up- and downgrades possible	3♦: 5-5 in MM, INV+	after 3♣: 3♦ promises at least one 4 card M, 3♥/♠ shows 5♥/♠; 3NT denies 4/5 M	2♣: one-suiter ♦ or 44 in MM
					3♥/♠: shortness with (31)(54) or (30)(55)	after 4 <sup>th</sup> lvl TRF accepted next step is RKCB	2♦/♥: TRF ♥/♠; 3♣/♦: 6+♣/♦
					4♦: TRF ♥; 4♥: TRF ♠; 4♥/♠: to play		2♠: mm; 2NT: 5-5 MM, INV+
2♣	√			artificial, strong – near FG, any suit(s), any shape	2♦: Relay (the usual bid); 3♣/♦: 6+ (rest as 2♥/♠)	after NT rebids: Puppet-STAY and TRF	after NAT bid by OPPT: X is T/O
					2♥/♠: 8+ HCP, 5+♥/♠, at least 2 of A/K/Q in ♥/♠		
2♦		(5)6		5-10, (5)6+♦ in VUL usually 6+ cards	2NT: FRAG, INV+ new suit: NAT, F1	after FRAG: 3 of own suit shows no extras new suit promises at least Qxx 3NT is good suit	after OPPT intervention all doubles are penalty
2♥		(5)6		5-10, (5)6+♥ in VUL usually 6+ cards			
2♠		(5)6		5-10, (5)6+♠ in VUL usually 6+ cards			
2NT				20-21, BAL	3♣: Puppet-STAY; 3♦/♥: TRF ♥/♠	see above for Puppet-STAY	
				5M frequently	4♦: TRF ♥; 4♥: TRF ♠; 4♥/♠: to play	after 4 <sup>th</sup> lvl TRF accepted next step is RKCB	
3♣		6		pre-emptiv	new suit is F1; 4♦: (not optional) RKCB	<b>Note 1</b>	
3♦		6		pre-emptiv	new suit is F1	We play LEB after 1NT[also overcall] – (2Y), 1m – (2M), (2m) – X: 3Z: INV; 2NT: forces 3♣ [drop on 3 <sup>rd</sup> lvl or FG]; 3 OPPT suit: FG w/o stop We play LEB after (2M) – X, (1M) – X – (2M), (1M) – p – (2M) – X – (p): 3Z: INV; 2NT: force 3♣ [drop 3 <sup>rd</sup> lvl or FG] → 3M/3NT: other M w/ or w/o stop Otherwise no LEB; <b>but</b> if combined 23 HCP are not possible, 2NT cannot be NAT	
3♥		6		pre-emptiv	4♣: (not optional) RKCB in openers suit		
3♠		6		pre-emptiv			
3NT	√			Gambling w/o outside A/K	4♣: P/C; 5♣: P/C		
				3 <sup>rd</sup> /4 <sup>th</sup> seat: to play			
4♣		6		pre-emptiv		<b>HIGH LEVEL BIDDING</b>	
4♦		6		pre-emptiv		Last train: with fit in M, 4M-1 and 6M-1 might ask partner for extras	
4♥		6		to play		4♣/♦ is optional RKCB, next step MIN (relay asks KC again), rest answers RKCB	
4♠		6		to play		RKCB (14 – 30 – 2 w/o Q – 2 w/ Q); placed kings (suit shows king)	
4NT	√			both minors		Cue style: first and second round controls up the line	
5♣/♦		7		to play		5NT (if no ask): partner suggests a slam; Exclusion KC is answered 04 – 1 – 2 – 3	
5♥/♠		7		pre-emptiv		after (3Y) – 3NT partners 4♦ promises the lowest unbid M, rest accordingly	