

DEFENSIVE AND COMPETITIVE BIDDING	
OVERCALLS	
1 level; 5+cards, 9-17, stronger hand must double first	
2 level; (5) 6+cards, 11-17 stronger hand must double first	
Responses; new suit = NF (except 3/2), standard ranges of NT	
Splinters, Jump raises = WK	
Over 1 level overcall: CUE = 10+ with FIT 3+ or any GF	
Over 2 level overcalls: CUE asking for shape	
1NT OVERCALL	
In 2 <sup>nd</sup> (15) 16 - 18 > system on	
In 4 <sup>th</sup> (11) 10 - 14 > system on	
(1x)- p - (p) - 2NT = 18-20 > system on	
(1x)- p - (p) - Double... and after 1NT=15-17	
(1x)- p - (p) - Double... and after jump to 2/3NT= 21-22	
JUMP OVERCALLS – generally preemptive	
PRE, response new suit = F1R, 2NT= INV+	
(1/2x) - 3NT= to play (based on any minor and stoppers outside)	
(1x) - 2NT* = 2 lowest suits 5+/5+, 6-10	
Reopen: Sound jump 6/7 cards 10-13 (14)	
DIRECT & JUMP CUE BIDS	
Michael's direct cue-bids over ♣/♦/♥/♠ 5+/5+, 6-10 (11) or 17+ (1M)-3M* = ask stopper (1m)-3m* = natural PRE	
(1X)- p - (1NT)-2X takeout (1NT)- p - (2X)(TRF to Y)-2Y is Michael's cue-bid	
VS. NT	

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 <sup>nd</sup> - 5 <sup>th</sup>	Same	
NT	2 <sup>nd</sup> - 4 <sup>th</sup>	2 <sup>nd</sup> - 4 <sup>th</sup>	
Subsequent	Low with interest	Same	
K is the strongest lead and asks for unblock or count vs. NT A and Q ask for encourage vs. NT 10 promises 1 high honour and 9 or J, or short suit (2-3 cards) vs. NT			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Deny K, or AK double tone asks for attitude	AKx (+), AK10 (+), AKJ (+)	
King	AKx <sup>(+)</sup> Asks for Queen or double tone count	KQJx <sup>(+)</sup> , KQ109 <sup>(+)</sup> , AKJ10 <sup>(+)</sup>	
Queen	KQ <sup>(+)</sup> Asks for A or J	QJ10x <sup>(+)</sup> , QJ9x <sup>(+)</sup>	
Jack	QJx <sup>(+)</sup> , HJ10x <sup>(+)</sup>	J109x <sup>(+)</sup> , J108x <sup>(+)</sup> , J10xx	
10	J10x <sup>(+)</sup> , 109x <sup>(+)</sup> , KJ10 <sup>(+)</sup> , K109 <sup>(+)</sup> , D109 <sup>(+)</sup>	H109x <sup>(+)</sup> , AJ10x <sup>(+)</sup> , KJ10x <sup>(+)</sup>	
9	9x	109 <sub>8/7</sub> <sup>(+)</sup> , 9x	
Hi-X	Sx, Hx, HxSx, xxSx	Sx, Hx, HxxSx, xxxSx	
Lo-X	HxS, xxS, HxxxS, xxxxS	HxS, xSx, HxxS, xSxx	
SIGNALS IN ORDER OF PRIORITY			
Suit or NT	Partner's Lead	Declarer's Lead	Discarding
NT	1 Attitude Low=Enc. 2 Count Low=Even 3 Suit Preference	CT or none Smith Peter	Laventhal
Suit	1 Attitude Low=Enc. 2 Count Low=Even 3 Suit Preference	CT or none	S/P: Direct

W B F CONVENTION CARD	
CATEGORY: GREEN	
ALL EVENTS	
NCBO: GERMANY	
PLAYERS:	
Herta KEVORN	
Constance LEMHENYI HANKO	
SYSTEM SUMMARY	
1♣/♦ 3+ cards, 1♣ with 3/3, 1♦ with 4/4	(11) 12-22
1♥/♠ 5+ cards	(11) 12-22
1NT - Balanced	(14) 15-17
2NT -possible 5cards M	(19) 20-21
2♣ Semi GF or 22-23 Balanced	
2♦ GF or 24+ Balanced	
2♥/♠ Weak2, 6+ cards	
Classic PRE at 3 and 4 level; 1 <sup>st</sup> /2 <sup>nd</sup> position	
PRE may be very weak in 3 <sup>rd</sup> but sound in 4 <sup>th</sup> 10-13 (14)	
SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
BERGEN raises: 1M-p-3♣* = 7-10 PD w/4 cards; 1M-p-3♦* = 11-12 PD w/4 cards	
1M/m-p-1NT = 6-10, Non-forcing	
1♥/♦-p-2♣/♦* = 4+ cards 11+, self-forcing	
1♥/♦-p-2NT* = GF 3+ cards fit	
1M-p-3M=Preempt w/4 cards	
1M-p-4M= Preempt w/5 cards	
Inverted minors (INV+)	

(1NT) (STR) - Double = 4♥/♦+5♣/♦;

2♣ = ♥+♦; 2♦ = ♥/♦;

2♥ = ♥+Minor; 2♠ = ♠+Minor; 2NT = ♣+♦

1NT (WK) – Double = opening strength

Re-open same

#### VS. PREEMPTS

Double = T/O or any strong 17<sup>+</sup> hand;

Response: 2NT\* = Lebensohl (slow show) over weak 2

(2M) X (p) 2NT\*

(p) 3♣

2NT – balanced (15) 16-18> system on

3NT = to play (when jump with long minor);

Leaping Michael's : (2♥/♦) - 4♣/♦ = 5+♣/♦ + 5+♣/♥

#### OVER OPPONENTS' TAKEOUT DOUBLE

After T/O double our voices at 1 level are unchanged, F1R,

At 2 level are weak (6-9) 6<sup>+</sup> cards;

At 2 level with jump = 3-6, 6<sup>+</sup> cards;

BROMAD: 1M – (X) - 2♦\* = 7-9<sub>(10)</sub>PD + 3 cards support

2M\*/3M\* = 3-6<sub>(7)</sub>PD + 3/4 cards support

2NT\* = INV+ & 3<sup>+</sup> cards support

3♦\* = 7-9<sub>(10)</sub>PD + 4 cards support

4M\* = max. 6-7PD + 5 cards, no 5332 shape

Re-double is for penalty, imply no fit; after that our double is for penalty

S/P in known length suit

#### DOUBLES

#### TAKEOUT DOUBLES

T/O Double: 12<sup>+</sup> standard shape (8<sup>+</sup> re-open) or 17<sup>+</sup> any shape (15<sup>+</sup> re-open)

Responses; jumps are positive 4<sup>+</sup> cards, cue-bid = 10<sup>+</sup>, standard ranges NT

T/O Double over PRE at any level

T/O Double when opponents support each other directly at any level

#### SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

3 card support double /redouble until 2 level repeat suits

Negative X to 4♥

Responsive X to 4♦

2♦ (Multi) – double = T/O over ♦; pass and then double = T/O over ♥

2♦ (Multi) - suit = natural 5<sup>+</sup>, 12-16

1♣ - 1♦ - double = 4♥ + 4♦ or 5♥ + 4♦ < 11HCP

XYZ; 1x-p-1x-p-1M/1NT-p-

2♣\* = transfer to 2♦\* Invitational or weak

2♦\* = GF

2♥/♦ = weak if it is not reversed.

2NT\* = transfer to 3♣ to play.

3x = GF

3NT Gambling (7/8) AKQ in one minor (no A/K outside)

Drury (3<sup>rd</sup> and 4<sup>th</sup>)

Michael's cue-bid, Leaping Michael

Lebensohl

Puppet Stayman over 2NT

Smolen

#### NOTES

We open all 12HCP

11HCP we open with good shape

With 5<sup>+</sup>-5<sup>+</sup> we open higher range suit

Aggressive overcall when opponents find fit at 2/3 level<sup>o</sup>

PSYCHICS: Very rare

OPENING	TICKIF ARTIFICIAL	MIN.NO.OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣/♦		3	4♥	(11) 12-22	1m - 3m = PRE; 1♣/♦ - 1NT = 8-10, no 4+M 1♣ - 2♦ = 8-10 & 5+♣ cards, no 4+M 1♦ - 3♣ = 8-10 & 4+♦ cards, no 4+M 1m - 2m = INV+ 5+; new suit jumps = WK, 6+ cards;	1♣ - (Double) - 3♣* = weak raise 1♣ - (Double/S) - 2NT*/cue bid = game try 1♣ - 2♣ - 2NT = 12-14 Balanced 1♣ - 2♣ - 3NT = 18-19 Balanced	
1♥/♠		5	4♥	(11) 12-22	1M - 3M* = WK; 1M - 2M = 6-10, 3 cards support; 1M - 1NT = 6+, Non Forcing 1M - 2♣ = Self Forcing, 11+ Bergen Raises 3♣*/3♦* = 4cards support & 8-10PD/ 11-12PD 1M - 2NT = GF 3+cards + opening count	Splinter 1♥/♠ - (p) - 2NT - (p) - 3x = Singleton. or Void 1♥/♠ - (p) - 2NT - (p) - 3♥/♠ = Strong 1♥/♠ - (p) - 2NT - (p) - 3NT = No short suit 1♥/♠ - (p) - 2NT - (p) - 4♣/♦ = 5/5 Strong	1♥/♠-(Pass/Double/S)- 3♥/♠ = 4+cards, 3-6 (when jump)  Drury : 2♣, Fit , Inv.+
1NT		Balanced		(14) 15-17 Balanced; no 5-card M	2♣ = STAY, may be weak; 2♦/♥/♠/3♣ = TRF; 3♦ = 5+/5 ♥+♣ game try; 3♥/♠ = 5 /4+ ♣+♦ shortness 4♣ = 5+/5 ♥+♣; 4♦/♥ = TRF	Smolen After major transfer new suit is natural, GF strong. After minor transfer new suit is short, GF	Responders double are for penalty when any overall at 2 level. When opponents double is artificial our system on, when double is for penalty system off. Lebensohl May be 5422,5431 in 3 <sup>rd</sup> /4 <sup>th</sup> Position
2♣	*			Semi GF or 22-23NT	2♦* = 0-7, any shape; rest NAT 5+cards, 8+ 2NT= Natural 8+PH balance	2♣* - p - 2♦* - p - 2NT = 22-23PH balance	
2♦	*			GF or 24+NT	2♥* = 0-7, any shape; rest NAT 5+cards, 8+ 2NT= Natural 8+PH balance	2♦* - p - 2♥* - p - 2NT = 24+PH balance	

2 ♥/♠	*	6		6-10	2ST = Strong , invite 3♥/♠ = PRE. 4NT = INV	Rebid: Feature 2♥/♠ - 2NT* - 3x (new suit) = A or K	
2NT		Balanced		(19) 20-21 Possible 5 Cards M	3♣ = Puppet Stayman; 3♦/♥/♠ = TRF; 4♣ = TRF; 4♦ = 5+/5 ♥+♣; 4NT = INV		May be 5422,5431 in 3 <sup>rd</sup> /4 <sup>th</sup> Position
3♣/♦/♥/♠		(6) 7 <sup>+</sup>		PRE (5) 6-10 (1 <sup>st</sup> /2 <sup>nd</sup> )	New suit is natural 5 <sup>+</sup> and GF		May be very weak in 3 <sup>rd</sup> , Sound in 4 <sup>th</sup>
3NT	*			Gambling AKQxxxx in ♣/♦ no A/K outside	4/5/6♣=Pass/Correct; 4M= to play; 4♦= asks for singleton 4NT = asks for extra length		
4♣/♦/♥/♠		(7) 8		PRE	After 4m: 4M natural NF; After 4M new suit CTRL		May be very weak in 3 <sup>rd</sup> , Sound in 4 <sup>th</sup>
4NT	*			6 <sup>+</sup> /5 <sup>+</sup> ♣+♦		HIGH LEVEL BIDDING	
5♣/♦		(8) 9		PRE		RKCB 14/30+Q, Specific King Ask, Splinter	
						Josephine, exclusion blackwood	
						DOPI; ROPI	