

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 nd (15) 16 - 18 > system on
In 4 th (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 nd - 5 th	Same	
NT	2 nd - 4 th	2 nd - 4 th	
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	AK ^{x(+)} Asks for Queen or double tone count	KQJ ^{x(+)} , KQ10 ⁹⁽⁺⁾ , AKJ10 ⁽⁺⁾	
Queen	KQ ⁽⁺⁾ Asks for A or J	QJ10 ^{x(+)} , QJ9 ^{x(+)}	
Jack	QJ ^{x(+)} , HJ10 ^{x(+)}	J109 ^{x(+)} , J108 ^{x(+)} , J10xx	
10	J10 ^{x(+)} , 109 ^{x(+)} , KJ10 ⁽⁺⁾ , K109 ⁽⁺⁾ , D109 ⁽⁺⁾	H109 ^{x(+)} , AJ10 ^{x(+)} , KJ10 ^{x(+)}	
9	9 ^x	109 ^{8/7(+)} , 9 ^x	
Hi-X	S ^x , H ^x , HxS ^x , xxS ^x	S ^x , H ^x , HxxS ^x , xxxS ^x	
Lo-X	HxS ^x , xxS ^x , HxxxS ^x , xxxxS ^x	HxS ^x , xS ^x , HxxS ^x , xSxx	
SIGNALS IN ORDER OF PRIORITY			
Suit or NT	Partner's Lead	Declarer's Lead	Discarding
NT 1 2 3	Attitude Low=Enc. Count Low=Even Suit Preference	CT or none Smith Peter	Lavinthal
Suit 1 2 3	Attitude Low=Enc. Count Low=Even Suit Preference	CT or none	S/P: Directl

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 st /2 nd position
PRE may be very weak in 3 rd but sound in 4 th 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 ⁺ 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 ⁺ cards; At 2 level with jump = 3-6,6 ⁺ cards; BROMAD: 1M – (X) - 2♣*=7-9 ₍₁₀₎ PD + 3cards support 2M*/3M*=3-6 ₍₇₎ PD + 3/4 cards support 2NT*=INV+ & 3+cards support 3♦*=7-9 ₍₁₀₎ PD + 4cards support 4M*= max.6-7PD + 5cards, no 5332shape
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 ⁺ standard shape (8 ⁺ re-open) or 17 ⁺ any shape (15 ⁺ re-open)			
Responses; jumps are positive 4 ⁺ cards, cue-bid = 10 ⁺ , 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 ⁺ , 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 rd and 4 th)
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 ⁺ -5 ⁺ we open higher range suit
Aggressive overcall when opponents find fit at 2/3 level ^o
PSYCHICS: Very rare

OPENING	TICK IF 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 overcall 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 rd /4 th 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 rd /4 th Position
3♣/♦/♥/♠		⁽⁶⁾ 7 ⁺		PRE ⁽⁵⁾ 6-10 ^(1st/2nd)	New suit is natural 5 ⁺ and GF		May be very weak in 3 rd , Sound in 4 th
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 rd , Sound in 4 th
4NT	*			6 ⁺ /5 ⁺ ♣+♦		HIGH LEVEL BIDDING	
5♣/♦		⁽⁸⁾ 9		PRE		RKCB 14/30+Q, Specific King Ask, Splinter	
						Josephine, exclusion blackwood	
						DOPI; ROPI	