DEFENSIVE AND COMPETITIVE BIDDING

Overcalls (Style; Responses; 1/2 Level; Reopening)
1st level 7-17

2nd level 10-18

1NT Overcall (2nd/4th Seat; Responses; Reopening)
2nd 15-18 / 4th 10-14 ⇒ "system on"

(1x)-p-(1y)-1NT = nat. 15-18

Jump Overcalls (Style; Responses; Unusual NT)
weak jump

Michaels: 5+-5+

2NT=lowest 2 unbid suits; cue = highest suit + ?

Reopen: in 4th pos. intermediate jump to 2nd level (12-16)

Direct And Jump Cue Bids (Style; Responses; Reopening)
Michaels: 5+-5+

2NT=lowest 2 unbid suits; cue = highest suit + ?

(1M)-3M = asks for stopper, invites 3NT

Vs. 1NT (vs. Strong / Weak; Reopening; Passed Hand)
vs. strong NT competitive+, vs. weak NT constructive

DBL: vs. weak NT = penalty 14++; vs. strong NT = 4M + 5+m.

2♣=both M; 2♦=1M (➜4♦ = bid your suit); 2M = 5cards M + 4+m;

2NT = 5-5m or FG 2-suiter; 3m = intermediate vs weak NT

Vs. Preempts (Doubles; Cue-bids; Jumps; NT bids)
negX

4♣, 4♦ and cue-bid = two-suiters (Leaping Michaels)

2NT = 15-18

vs. Multi: 2M/3any=nat, 2NT=15+-18, x=12-15 or 18+

Vs. Artificial Strong Openings
Timbuktu: suit=next or 3rd and 4th; x=next or 3rd and 4th

NT=♣+♥ or ♦+♠ ➜ POC

Over Opponent's Takeout Double
redouble=9++ HCP, new suit 1st level forcing, 2nd level nf (6-11)

weak jumps

Truscott + Super Truscott (2NT=exactly invitational, 3NT =gf)

LEADS AND SIGNALS

Opening Leads Style

	Lead	In Partner's Suit
Suit	3rd/5th	3rd/5th
NT	3rd/5th	3rd/5th
Subseq	attitude	

K = asks for count, may be from AK

A = asks for enc

Q = asks for enc; possibly from KQ(x)

Leads

Lead	Vs. Suit	Vs. NT
Ace	Ax(+), AKx(+), AK	Ax(+), AKx(+), AK
King	AK, KQx(+), AKJx(+),	AK, AKJx(+), KQJx(+)
Queen	QJ(+),Qx, KQx(+)	KQ10x(+),QJ9x(+)
Jack	KJ10(+), J10(+),Jx	KJ10(+), J10(+), Jx
10	10x, H109x(+), 109(+)	109(+), H109x(+),10x
9	9x, 98(+), KJ9x	9x, 987(+), KJ9x
Hi-x	Xx, xxXx, HxXx,	Xx, xxXx, HxXx,
Lo-x	HxX, HxxxX(+),xxX	HxX, HxxxX(+),xxX

Signals In Order Of Priority

		Partner's Lead	Declarer's Lead	Discarding
Suit	1	low-high	low = even	Lavinthal
	2	low = even		low = even
	3			
NT	1	low-high	SMITH signal*	Lavinthal
	2	low = even	low = even	low = even
	3			

SIGNALS: low-high = enc or even (original count)

* SMITH signal vs NT: low = positive for lead or no switch required

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DOUBLES

Takeout Doubles (Style; Responses; Reopening)
MAJORS, Distribution, 10+ HCP, any distr. (17+)

Resp: Lebensohl, cuebid (at least inv.+), leaping michaels

REOPENING: 8+ HCP

Special; Artificial And Competitive (Re-)Doubles
Negative X up to 3♠

WBF Convention Card

♠ ♥ DBV ♦ ♣

Category: Natural green

CLUB: _____ EVENT: 2026

PLAYERS: Karin Wenning

Ingrid Gromann

SYSTEM SUMMARY

General Approach And Style

5 cards majors

1NT = 15-17 (5M possible)

2 over 1 = 11+

1♣-1♦ Walsh

1♣-1M may have longer ♦ (Walsh)

1m-1y, 1SA: OPN may have 4+ cards M

Special Bids That May Require Defence
2♦ = major 2-suiter (4+♥-4+♠, 5-10) or NT 22-23

2♥/♠ = weak2 (5-10)

3NT gambling = solid 7+ cards minor, little outside strength possible

Inverted minors: 1m-2m=10-12;1m-2NT=0-5 or 12+;1m-3m = 6-9-

Bergen raises: 1M➜ 3♣ =6-9;3♦=inv++; 3M=0-5

Non jump 2NT in competition = usually Lebensohl

1x-1y-1z => check back

Slam Bidding
4NT RKCB: 14/30/52/52+Q/ 5NT=13 KCs+void/ 6 any=2 KCs+void

4m optional RKCB: no interest/14/30/52/52+Q

Spiral scan; mixed cue bids; splinter; exclusion RKCB

Over X vs our relays: pass = 1st step, XX = 2nd step

After disturbed RKCB: *mod.* ROPI, DOPI, DEPO

Special Forcing Pass Sequences

Important Notes That Don't Fit Elsewhere:
Bridge is our hobby, let's try to be nice to each other!

PSYCHICS: rarely

Opening	tick if artificial	min length	neg. double up to	Description	Answers	Subsequent Bidding	Over Intervention
1♣		3	3♠	11-22	1♦ = nat., 1SA = 6-10; 3M=splinter	1♣-1♦/♥/♠-1NT 4M possible →2-way CB	1m-(X)-4m = pre
				(Walsh answers; inverted m)	2♣/2NT/3♣　10-12 / 0-5 or 12⁺ / 6-9 ♣ fit　⇒	3♣ (after 2NT) = nf relay	
					2♦　　　4-7, 5+♠ and 4+♥　⇒	2NT = asks	
					2M　　　4-7, nat 6 cards　⇒	2NT = asks: 2min/2max	
1♦		3	3♠	11-22	2♦/2NT/3♦ = 10-12 / 0-5 or 12⁺ / 6-9 ♦ fit ⇒	3♦ (after 2NT) = nf relay	
				(inverted m)	3♣ = nat 6 cards inv. (others see 1♣)		
1♥		5	3♠	11-22	1NT　　6-10 or 5-7 with 3card fit		over X:3x=Bergen
					2♥　　　8-10, 3card fit　⇒	long (good) suit trial bids	
					2♠　　　4-7, nat 6 cards　⇒	2NT = asks: 2min/2max	
					2NT　　15+, 3⁺ fit　⇒	3rd level=short, 4th level = 2nd 4card suit	
					3♣/3♦/3♥　6-9 / inv.++ / 0-5 4⁺ fit		
					3♠/4m　　Splinter, 10-14		
1♠		5	3♠	11 - 22	(see 1♥) 1♠-4♥ = nat to play	After 2m: 3♥ = 5-5 SI; 4♥ = 5-5 no SI	(see 1♥)
1NT			3♠	15-17	2♣ = Stayman (could be weak) ⇒	1NT-2♣, 2M-2or3oM = SI with M-fit	over X: XX = strong
				5M possible	2♦/2♥ = TRF ⇒	TRF break suit=4cards / 2NT=3card max.	2any = 5cards
					2♠=a) bal. INV, b) weak ♣or♦, c) SI ♣or♦	2NT/3♣ = min/max →3♣or♦ = s/o;	
					d) 5431/6430 ♣+♦ GF ⇒	4m = opt. RKCB	
					2NT = 5⁺-5⁺ m, weak or strong ⇒	3m = preference →3M = short FG	over int.: 2NT = Lebensohl
					3♣ = Muppet Stayman / SI m ⇒	3♦=4card M; 3♥=no 4M; 3♠=5; 3NT=5♥	
					3♦ = nat. inv. / 3♥/♠ = 14/41 M gf		
					4♣ = RCK, 4♦ = 5♠+5♥ , 4♥/♠= nat. SI		
2♣	X	0	---	1. FG m/M 2. SF M	2♦ = no 3 controls or no good 5⁺cards suit ⇒	2M = SF/GF →next step = negative	over int.: X = 5⁺ HCP
				3. NT 24⁺	2M/3m=nat, 3⁺controls; 2NT=5⁺-5⁺m, 3⁺controls	3M = GF	Cue = 3suiter 5⁺P
2♦	X	0	---	1. 4⁺♥ and 4⁺♠, 5-10	2NT = Relay ⇒	2NT (nonvul)→3m=longer M; 3♥=5-5 min;	Over X:
				vul: 5♥+ and 5♠+	3♣ = nat, s/o; 3♦ = longer M?	3♠=5-5 max. short♣; 3NT=5-5 max. short♦; 4♣/♦=56xx/65xx	pass = 5⁺♦, short M
				2. NT 22-23	3♥/♠=mixed raise/vul: inv.; 4♣/♦=opt. RKCB♥/♠	2NT (vul)→3m=min short ♣/♦; etc.	XX = ask for longer M
2♥/♠		(5)6	---	weak2 in ♥/♠, 5-10	2NT asks ⇒	min-bad, min-good, max-bad, max-good	
					3oM nat. forcing; 3m = nat. forcing		
					4♣ = opt. RKCB♥/♠		
2NT			---	20-21 BAL	3♣ = Muppet Stayman; 3♦/♥ = TRF	TRF break: 3NT=3card fit; suit=4card fit	
					3♠ = m-suit Stayman; 4♣ = RCK; 4♦ = MM		
3♣/♦		(6)7	---	PRE	3M = nat. forcing; 4om = RKCB		
3♥/♠		(6)7	---	PRE	4♣ = opt. RKCB ; 4♦ = shortness?		
3NT	X	7	---	Gambling; max. outside-king	4♣ = p/c; 4♦ = ask	4♦→4♥/♠/NT = ♥/♠/other m-control; 5m = 7222	
4♣♦	X	-	---	pre			