DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)

1level: 8 – 18, can be GOOD 4-card suit

Responses: All 1/3NT bids = nat; 1-1/2-2 F1, 2/1 NF, TRF advances

Jump Q=4+ fit, 6+ – -9, mixed

Jumps in a new suit = natural + fit, F1

Balancing: natural, Jump suit = 12+ – -15, 6+ suit; Q = Michaels

1NT OVERCALL (2ⁿᵈ/4ᵗʰ Live; Responses; Reopening)

(1x)-1NT=16–18, Syson/m, TRF/M. If Xed: XX=SOS, 2m/M=NAT

(1x)-P-(1y)-1NT= 16 - 18; BPH = unbid suits

Balancing: 1NT = 10+ – 14

(2♥/♠)-P-(P) – 2NT = 14 – 16. TRF, Q = Stayman

JUMP OVERCALLS (Style; Responses; Unusual NT)

Preemptive

2NT shows the two lowest unbid suits

(1♣)–2♦ = 5♥ + 5♠

DIRECT & JUMP CUE BIDS (Style; Response; Reopen)

(1♣/♦) – 2♦= majors // 3♣ = NAT

(1♥/♠) – 2♥/♠ = 5OM + ♣ // 3♣ = 2 suiter Exclusion

(1M) – 3M = Asks for stopper

(1♣/♦) – P – (1♦/♥/♠) – 2♦/♥/♠ = NAT; 2♣/♦NT = unbid suits.

VS. NT (vs. Strong/Weak; Reopening;PH)

vs. Any MULTI-LANDY, X=4M/5+m

vs. WK: X=top range;

(1NT)–X–(P/XX)– ?: P = 6+ our hand; 2♣ = 0-6, no 5-c; 2x=0-6, 5+

(1NT)–P–(2x)– X = 14+, says nothing about x suit. Rest NATURAL

(1NT)–P–(P)– Same as in direct seat

VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)

vs.2♦ Multi: X =usually 13 -15 no M or STR 18+; 2NT=16-18

vs.2♥/♠ wk: X = TO (lebensohl); 2NT=16-18;

Leaping Michaels: (2♦/♥/♠) – 4♣/♦ = 5+♣/♦ + 5-card major, F1

VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣

vs.STR 1♣ = X = M's, 1NT =m's

OVER OPPONENTS' TAKEOUT DOUBLE

1♣ (X) TRF, 1♦ (X) NAT

1♥/♠–(X)–2♥/♠ = CONST; 1♥/♠–(X)–1NT bis 2♦/♥= TRF (1 under WK or STR), 2NT = fit 11+

XX = 10+ any distr.

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	3ʳᵈ / 5ᵗʰ	3ʳᵈ / 5ᵗʰ
NT	2ⁿᵈ/4ᵗʰ	3ʳᵈ / 5ᵗʰ
Subseq	Same	Same
Other:		

LEADS

Lead	Vs. Suit	Vs. NT
Ace	Ax+, AK+	AKx+, Axx
King	AK, Kx, KQ(+)	AKJT+ or KQT9+
Queen	Qx, QJ(+)	KQ(+), QJ(x), Qx
Jack	Jx, J10(+)	Jx, J10(+)
10	10x, 109x or H109x	109x or H109x
9	9x, KJ9(x)	9xx 9x
Hi-X	Usually doubleton	2ⁿᵈ highest from xXxx+
Lo-X	xxX, xxXx, xxxxX, xxxxXx	HxxX+

SIGNALS IN ORDER OF PRIORITY – STD count and attitude

		Partner's Lead	Declarer's Lead	Discarding
	1	Low = odd	Suit preference	Suit preference
Suit	2	High = E	Low = odd	Count
	3	Suit preference		High = E
	1	Low = odd	Suit preference	Suit preference
NT	2	High = E (over A/Q)	Low = odd	Count
	3	Suit preference		High = E

STD carding, High E in NT over A & Q leads

S/P in trump suit, K ask count vs PRE or 5+ level contracts

We try to give the signal partner needs most

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

8+ HCP if (5440), 10+HCP if 4441, (17)18+ with a single suiter.

RESPONSES: 1NT=7-10; Q = F until NT or raise a suit

(1♥/♠) – Pass – (3♣/♦ Bergen) – X = TO vs. ♥/♠; PH PEN

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

Most doubles of part-scores are for takeout

1♥/♠ – (P) – 1NT – (2x) – X = TO

(1x) – 1y – (Suit/Raise/1NT) – X = other suit(s) + tolerance for partner's suit

Responsive doubles though 7♥ over raises

(1♥/♠)–P–(1NT) –X = TO. If opener bids again X = penalty.

W B F CONVENTION CARD

CATEGORY: Green

NCBO: Switzerland

PLAYERS: Zimmermann Nowosadzki

June 2024 ♠♥♦♣

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

5-card majors, Better minor

2♣ = GF or BAL 22+, 2♦ = Multi, 2♥/♠ = WK 2 suiter

2NT = 20–21

1M 2♣ ART GF

1NT 15 – 17 (may have 5M/6m or a singleton)

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

1♣–(P/X/1♦)–1♦/♥/♥ = 4+ ♥/♠; 1♠ = no 4M

2♦ = Multi

2M = 2 suiter with m WK

(1m) P (1NT) ? = like vs 1NT opening but X is good hand

3NT Gambling

Unusual vs. unusual: 1♥/♠-(2NT)-3♣ = OM GF, 3♦ Fit INV;

3M NF, 3NT Fit GF; 4m SPL

(1♣/♦)-2♦=majors; (1♥/♠)-2♥/♠=5OM+5m

(1♣/♦)-1♥/♠-(P/X)- 3♣/♦ = Fit GF

(1♠) 2♣ 11-15 5/4 M's

Many TRF sequences in contested auction and

in 4ᵗʰ seat contested bidding

(1♥) 2♥=5♠/5♣ - (1♥) 3♣ = 5♠/5♦

(1♠) 2♠= 5♥/5♣ - (1♠) 3♣ = 5♥/5♦

SPECIAL FORCING PASS SEQUENCES

Very often in competitive bidding (red against green) pass is

forcing

IMPORTANT NOTES

PSYCHICS: We may open very light in 3ʳᵈ position

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		3	7♥	11+–21	1♦/♥=4+♥/♠; 1♠=no M; 2♣= ♦ GF; 2♦=♣ INV+	1♣-1x-1y:2♣=wk in ♦ or inv; 2♦=GF	
					1NT=8-10; 2♥/♠ = 5♠/4+♥ WK/INV	**2NT+ = TRF**	
					2NT=11-12, 3♣ PRE 3♦♥=TRF INV		
					3♠=TRF 7+♦		
1♦		3	7♥	11+-21	Inverted minors, 1NT 6-10, 3♣= mixed or GF + s/s	Double check back	
					2♥/♠ = 5♠/♥ WK/INV, 3M SPL		
1♥		5	7♥	11+ – 21, 1st and 2nd 5+ ♥	1NT=NAT; 2♣=GF NAT or BAL or FIT;	After 2/1 2M=catchcall; 2NT ask shape	Drury 2NT= fit + shortness
					2♥=6-10; 2♠= WK; 2NT= INV+, 3m INV, 3♥ PRE		
				3rd seat can be 4-card suit			
1♠		5	7♥	As above	As above		As above
INT			7♥	15-17	2♣=Sty; 2♦/♥/♠=TRF, 3♣=♦ WK or STR 3♦ = INV	2♣:+2♥=WK both M 44+	
				May have 5M / 6m or any	3M = 9+HCP (13)(54); 4♣ M's 4♦/♥ = TRF	2♣:+2♠=INV 5♠	
				Semi-BAL (singleton)		1NT – (X/2♣): System on, X=Stayman	
2♣	√	0		GF or BAL 22+	2♦= relay, 2♥=♠, 2♠=♥, 2NT 5♣5♦ 8+	2♣ 2♦ 2♥ Kokish	
					3♣=♥, 3♦=♣	2♣ 2♦ 3M = 4M/5+♦	
2♦	√	0		4–10, 6(5) ♥/♠	2♥/2♠/3♥ = P/C; 2NT = Ask; 3m ART INV	2♦-2NT-?: 3♣ any min 3♦/♥ max ♥/♠	2♦–(X)–XX=Bid your suit
					3♠=INV; 4♣/♦ = TRF / Bid your suit.	3NT max semi solid	2M=NAT 6+
							2♦–(X)–Pass=♦
2♥		5		4–10, WK + m - nv 5/4 V 5/5	2NT ask	3m = NAT min, 3♥/♠ = ♣/♦ max	
2♠		5		As above	As above	As above	
2NT				BAL 20–21	3♣ = St.; 3♦/♥/♠/4♣=TRF, 4♦ M's	2NT – 3♦/♥ - 3♥/♠ = FIT	
				May have 5M or 6m	4♥/♠ = 5♣ / 4♦ - 5♦ / 4♣	2NT 3♠ 3NT 4♣=m NAT, 4♦=6♣4♦	
						4M=5♦5♣ and shortness	
3♣/♦		(6)7		4–10, Preempt			Lead directing bids
3♥/♠		(6)7		As above			
3NT	√			Gambling, solid ♣/♦	4♣ = P/C; 4♦ = ? shortness; 4♥/♠ = to play		
4♣/♦		(7)8		4–10, Preempt			
4♥/♠		7+		Preempt, in 3rd/4th = to play			
4NT	√			11+ cards in minors			
5♣/♦		8		Preempt		**HIGH LEVEL BIDDING**	
5♥/♠		8		11 tricks hand.		4NT = RKCB 30/41/2 without Q/2+Q; we give also directly Kings if it's possible	
						Cue = 1st or 2nd round control. Last train	
						5NT usually asks to pick a slam	
						4♠ may be TRF to RKCB	
						If opps interfere over RKCB & we can play in 5 of our suit = DOPI (X=0, P=1);	
						If we can't play in 5 of our suit = DEPO (X = even, P = odd); ROPI	