

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses; 1/2 Level; Reopening)
1 st level 7-17
2 nd level 10-18
1NT OVERCALL (2nd/4th Seat; Responses; Reopening)
2 nd 15-18 / 4 th 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 4 th pos. intermediate jump to 2 nd 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 3 rd and 4 th : x=next or 3 rd and 4 th
NT=♣+♥ or ♦+♠ ⇒ POC
OVER OPPONENT'S TAKEOUT DOUBLE
redouble=9++ HCP, new suit 1 st level forcing, 2 nd 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	3 rd /5 th	3 rd /5 th	
NT	3 rd /5 th	3 rd /5 th	
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			
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: 2024
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 = 1 st step, XX = 2 nd 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 (Walsh answers; inverted m)	1♦ = nat., 1SA = 6-10; 3M=splinter 2♣/2NT/3♣ 10-12 / 0-5 or 12+ / 6-9 ♣ fit ⇒ 2♦ 4-7, 5+♠ and 4+♥ ⇒ 2M 4-7, nat 6 cards ⇒	1♣-1♦/♥/♠-1NT 4M possible →2-way CB 3♣ (after 2NT) = nf relay 2NT = asks 2NT = asks: 2min/2max	1m-(X)-4m = pre
1♦		3	3♠	11-22 (inverted m)	2♦/2NT/3♦ = 10-12 / 0-5 or 12+ / 6-9 ♦ fit ⇒ 3♣ = nat 6 cards inv. (others see 1♣)	3♦(after 2NT) = nf relay	
1♥		5	3♠	11-22	1NT 6-10 or 5-7 with 3card fit 2♥ 8-10, 3card fit ⇒ 2♠ 4-7, nat 6 cards ⇒ 2NT 15+, 3+ fit ⇒ 3♣/3♦/3♥ 6-9 / inv.++ / 0-5 4+ fit 3♠/4m Splinter, 10-14	long (good) suit trial bids 2NT = asks: 2min/2max 3rd level=short, 4th level = 2nd 4card suit	over X: 3x=Bergen
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 5M possible	2♣ = Stayman (could be weak) ⇒ 2♦/2♥ = TRF ⇒ 2♠=a) bal. INV, b) weak ♣ or ♦, c) SI ♠ or ♦ d) 5431/6430 ♣+♦ GF ⇒ 2NT = 5+-5+ m, weak or strong ⇒ 3♣ = Puppet Stayman / SI m ⇒ 3♦ = nat. inv. / 3♥/♠ = 14/41 M gf 4♣ = RCK, 4♦ = 5♠+5♥, 4♥/♠ = nat. SI	1NT-2♣, 2M-2or3oM = SI with M-fit TRF break (after 2♦/2♥) = 4card fit 2NT/3♣ = min/max →3♣ or ♦ = s/o; 4m = opt. RKCB 3m = preference →3M = short FG 3♦ = 4cards M; 3M = 5+; 3NT = no 4+M	over X: XX = strong 2any = 5cards over int.: 2NT = Lebensohl
2♣	X	0	---	1. FG m/M 2. SF M 3. NT 24+	2♦ = no 3 controls or no good 5+cards suit ⇒ 2M/3m=nat, 3+controls; 2NT=5+-5+m, 3+controls	2M = SF/GF →next step = negative 3M = GF	over int.: X = 5+ HCP Cue = 3suiter 5+P
2♦	X	0	---	1. 4+♥ and 4+♠, 5-10 vul: 5♥+ and 5♠+ 2. NT 22-23	2NT = Relay ⇒ 3♣ = nat, s/o; 3♦ = longer M? 3♥/♠=mixed raise/vul: inv.; 4♣/♦=opt. RKCB♥/♠	2NT (nonvul)→3m=longer M; 3♥=5-5 min; 3♠=5-5 max. short♣; 3NT=5-5 max. short♦; 4♣/♦=56xx/65xx 2NT (vul)→3m=min short ♣/♦; etc.	Over X: pass = 5+♦, short M XX = ask for longer M
2♥/♠		(5)6	---	weak2 in ♥/♠, 5-10	2NT asks ⇒ 3oM nat. forcing; 3m = nat. forcing 4♣ = opt. RKCB♥/♠	min-bad, min-good, max-bad, max-good	
2NT			---	20-21 BAL	3♣ = Muppet Stayman; 3♦/♥ = TRF 3♠ = m-suit Stayman; 4♣ = RCK; 4♦ = MM	TRF break: 3NT=3card fit; suit=4card fit	
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			