

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses; 1/2 Level; Reopening)
1 st level 8-17
2 nd level 10-18
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
2nd pos. 15-18 HCP, 4th pos. after 1 MINOR 15-18 HCP
Responses: Stayman and transfers (tf to opp suit=shortage)
4th pos. after 1 MAJOR 11-14 HCP without other major
Responses: natural, cue bid=Baron
4th pos. after 2 suits bid remaining suits 5+4+ 5-10 or 16+ HCP
(and cue bid in lower suit =5+4+ 11-16)
JUMP OVERCALLS (Style; Responses; Unusual NT)
2 nd level : weak in 2nd pos.,
single jump to 3 rd level vul against not: intermediate (12-16)
double jumps always weak 2NT= both m/M
Reopen: in 4 th pos. intermediate jump to 2 nd level (12-16)
DIRECT AND JUMP CUE BIDS (Style; Responses;
(1m)-2m=om + M; (1M)-2M=OM +m, weak or strong (not 11-15)
except VUL vs NV: intermediate (11-15)
jump cue bid = asking for stopper and strong
Vs. NT (vs. Strong / Weak; Reopening; PH)
Capelletti mod.: 2♦ = one major (over 2NT relay: 3♣/3♦=Min, ...)
2♠=majors 4+/4+, 2♥/2♠= 5+♥/♠ and 4+ minor,
3m= one suiter m
2NT: 5+/5+ ♠/♦, weak jumps (good suit) except 3♣/3♦
all bids constructive vs. weak NT and obstr. vs. strong NT
x vs. weak = 15+ HCP, or penalty with long suit, partner should not
x vs. strong NT= 5+ minor and 4♠
Vs. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)
neg.-x
4♣, 4♦ and cue-bid = two-suiters (Leaping Michaels)
2NT = 15-18
vs. Multi: 2M=nat, 2NT=15-18, 3 any=nat, x=12-14 or 18+
Vs. ARTIFICIAL STRONG OPENINGS
Timbuktu, suit=next or 3 rd and 4 th x=t.o., NT=♣+♥ or ♦+♠ →
OVER OPPONENTS' TAKEOUT DOUBLE
redouble=9 HCP up, new suit 1 st level forcing, 2 nd level nf (6-11)
weak jumps
Truscott (2NT=exactly invitational) fit jumps to 3

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3rd/5th	3rd/5th	
NT	3rd/5th	3rd/5th	
Subseq	3rd/5th+Attitude	3rd/5th+Attitude	
Other: K = requires CT signal			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Ax(+), AKx(+), AK	Ax, AKx(+), AK	
King	KQx(+), AKJx(+), AKxxx	AKJx(+), KQJx(+)	
Queen	QJ(+), Qx, KQx(+)	KQ10x(+), QJ9x(+)	
Jack	KJ10(+), J10(+), Jx	KJ10(+), J10(+), Jx	
10	10x, Q109x(+), 109(+)	109(+), H109x(+), 10x	
9	9x, 98(+), KJ9x	9x, 987(+), KJ9x	
Hi-x	Sx, xxSx, HxSx,	Sx, xxSx, HxSx,	
Lo-x	HxS, HxxxS(+), xxS	HxS, HxxxS(+), xxS	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit	1 suit pref	CT Lo = even	ATT: Lo-Hi
	2 ATT: Lo-Hi	ATT: Lo-Hi	CT Lo = even
	3 CT Lo = even		
NT	1 suit pref	Smith-Signal	ATT: suit pref.
	2 ATT: Lo-Hi	CT Lo = even	CT Lo = even
	3 CT Lo = even	ATT: Lo-Hi	
Signals (including Trumps):			
L-H = enc. or even number, 1 st trick suit pref. (middle=enc)			
Smith Signals (Hi=Switch), Lavinthal			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
MAJORS, Distribution, 11 HCP up, any distr. (17+)			
Resp: Lebensohl, cuebid (almost gf.), leaping michaels			
REOPENING: 8 HCP up			
SPECIAL; ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES			
negative x to 3♠			
after 1 NT neg x over 2♣ and from 3♣ upwards			
high-level neg. x shows points (=opt.)			
neg. lead directing x in our suits at 3 rd level and higher			
competitive x after: 1♥/♠ - int. - raise to 2♥/♠			
responsive x after: any opening - x - any raise up to 3♠			
both show points without fit (with fit we bid Lebensohl)			

WBF Convention Card

17/05/2004 07:29:00

♠ ♥ DBV ♦ ♣

Category: _____
 NCBO: Germany EVENT: _____
 PLAYERS: Ingrid Gromann
Elke Weber

SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5 CARD MAJORS
1 NT 11⁺-14
2 over 1 11+ HCP F1
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
2♣ = 5++♦ (6-10 HCP) or strong
2♦ = multi (5++ M 5-10 or 25+ NT)
2♥ = ♥ + minor (7 - 11 HCP)
2♠ = ♠ + minor (7 - 11 HCP)
2 NT = 5+ cards in both minors (8 - 11 or 20+ HCP)
3 NT = 1 minor pre-empt (3 rd /4 th to play, no restrictions)
Bergen Raises
Lebensohl
SLAM BIDDING
RKCB 41/30/52/52+Queen 5NT=odd+chicane/6any=2+chicane
4♣/4♦ RKCB no41305252+
ROPI DOPI; DEPO; SPIRAL SCAN
jump to slam after RKCB is invitational
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	passed hand options
1♣		3	3♠	11-22 nat. (min. 3 cards)	1♦/1♥/1♠ Walsh	1♣-1♦/♥/♠-1NT NT 15-16	
					2♣/3♣ 10-12 / 6-9, ♣ fit	(4card-M possible)	
					2♦/2♥/2♠ 0-6, nat 5++ cards	=> 2way checkback	
					2NT 0-5 or 13+, ♣ fit	3♣ relay	
1♦		3	3♠	11-22 nat. (min. 3 cards)	2♦/3♦ 10-12 / 6-9, ♦ fit	1♦-1♥/♠-1NT NT 15-16 (4card-M p.)	
					2♥/2♠ 0-6, nat	=> 2way checkback	
					3♣ 0-5 or 13+, ♦ fit	3♦ relay	
1♥		5	3♦	11-22	2NT game forcing, 3+ ♥ fit	3rd level shortage	
					3♣ Bergen raise: 4 cards ♥ 6-9	long suit trial bids	
					3♦ Bergen raise: 4 cards ♥ 10-12	NT rebids after 2 over one:	
					3♥ Bergen raise: 4 cards ♥ 0-5	3NT=15-16 2NT=17-20	
1♠		5	3♦	11-22	2NT game forcing, 3+ ♠ fit	see 1♥	
					3♣/3♦/3♠ Bergen raise (see 1♥)		
1NT			2♣	11 ⁺ -14	2♣ Stayman	1NT-2♣-2M-2oM=gf with fit	
				(at least 12 if vul, 3 rd Hand vul. 13-15)	2♦/2♥ transfer	Transfer-break 4card-fit	
				(5card-M or 6card-m or 5422	2♠ asks for min/max	2NT/3♣ min/max → 3♣ to play	
				with 5card m possible)	2NT min. 5/4 in m, weak or strong		
					3♣ Puppet Stayman (gf)	3♦=at least 1 4card M, 3♥/3♠=5 cards	
					3♦ to play 3♥/♠ 14/41 M gf	after x 2any = 5cards	
					4♣ 5-5 M 4♦/♥ transfer	xx = strong	
2♣	X		2♦	1. game forcing (jump rebid w. good suit)	2♦ relay	after 2NT rebid:	
				2. semi forcing M (rebid F1)	2♥/♠ invitational vs weak two	3♣ Puppet Stayman	
				3. NT 21-22	2NT min. invitational vs ♦ weak two	3♦/3♥ transfer	
				4. NT 23-24	=> 2♣ - 2♦ - 2♥ 2 nd forcing, => 2♠ relay	3♠ minor Stayman	
				5. weak two in ♦	after 2NT=> 3♣/♦=min/max w2, others strong		
2♦	X		2♠	1. 5-10, weak two in M, 5++ cards	2♠ invitational for ♥	after 2NT rebid: see 2♣ opening	
				2. NT 25+	2NT forcing relay	=> 3♣/♦=Min♥/♠, 3♥/♠=Max ♠/♥	
2♥	(X)	5-4		7-11 5+♥ + 4+m	2♠/3oM nat and nf/gf		
2♠	(X)	5-4		7-11 5+♠ + 4+m	3-4♣/♦ pass or correct		
					2NT forcing Relay	=> 3♣/♦=Min♣/♦, 3♥/♠=Max ♣/♦	
2NT	X	5-5		1. 8-11 both minors 5+5+	3♥/♠ asks for stopper/shortage	=> 3NT=stopper, 4♣=xx/xxx, 4♦=x,	
				2. 20+ both minors 5+5+	3♣/♦ to play 4♣/♦ RKCB	raise=void, other M=2 singles	
3NT	X	7		1./2. Hand: solid minor	4♣ searches for minor		
				3./4. Hand: to play			
3♣-4♠		6++		pre-empts	3m - 4m pre-empt, 4 other m= RKCB		