

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses; 1/2 Level; Reopening)
Style: 1 x: 5+ ( good 4 ), 6 -17 HCP; 2 x: 5+, 8 -17 HCP;
R/O: 1 x: 5+ ( good 4 ), 8 -15 HCP; 2 x: 5+, 8 -15 HCP;
RESP: 1 x: NAT F1, x NT: NAT, 2 x: NF ( CONST ), fitshowing jumps;
CUE: F1 ( unassuming - CUE );
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
2nd vs M: BAL, 15 -18 HCP, system on;
2nd vs m: 4 M and 5+ other m, ( 6 ) 8 - 15 HCP;
4th: BAL 10 - 14 HCP, system on;
4th live and PH: 4 M and 5+ m, unlimited;
JUMP OVERCALLS (Style; Responses; Unusual NT)
suit.: WK, mostly 6, >> new suit NF ( CONST ), 2 NT LEB;
NT: lower 2 unbid suits, 5+ 5+, unlimited;
R/O: 6 ( INTERMEDIATE );
DIRECT AND JUMP CUE BIDS (Style; Responses; Reopen)
CUE: ♠ ( ♥ ) and other, 5+ 5+, unlimited;
JUMP-CUE: ask STOP for 3 NT;
VS. NT (vs. Strong/ Weak; Reopening; PH)
2 ♣ both M; 2 ♦: 5+ M;
2 M: 5 M / 4+ m; 2 NT: xx( 5+ 5+ ) or STR 5+ 5+ w/ 1 M;
1 NT X = PEN; 3 LEV STRG, unBAL:
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)
2 ♦ ( multi ): X = t/o vs ♠ or STR, pass maybe t/o vs ♥;
2 ♦ / ♥ ( both M ): X = BAL STR, 2 NT = t/o m's, 2 ♠ = one m STR;
2 M ( NAT ): X = t/o, 2 NT = 16-18, CUE = ASK STOP; 4 m NAT w/ 5 oM;
2 NT / 3 ♣ ( m / both m ): X = BAL STR, 3 ♣ < 3 ♦ = t/o
3 ♣ / ♠: X = BAL STR, lo m = t/o
3 NT ( Gambling ): X = PEN, 4 ♣ / ♦ ( better m ) = t/o
Verdi: X = STR, CUE = t/o, pass and X = PEN; 4 x: X = OPT;
VS. ARTIFICIAL STRONG OPENINGS
vs any STRG ART 1 m: 1 x: NAT, 1NT: 5+ ♣;
2 x: see vs 1 NT;
OVER OPPONENTS' TAKEOUT DOUBLE
1♣ ( X ): 1♦ NAT or NEG w/o 3+ ♣, 2♦ = ♣ 7-9, 2 x/NT(♣) WK, 3 ♣ INV;
1♦ ( X ): 2 x: NAT WK, 2 NT = ♦ WK, 3 ♣ = ♦! 7 - 9, 3 ♦ INV;
1 x ( X ): XX = 9+ HCP, mostly no fit;

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's suit	
Suit	1st/2nd/4th/6th	1st/2nd/4th/6th	
NT	1st/2nd/4th/6th	1st/2nd/4th/6th	
Subseq	1st/2nd/4th/6th ( ATT )	1st/2nd/4th/6th ( ATT )	
ACE honour leads; vs NT: for UB lead above the gap;			
RNOW vs high level contracts and PRE openings:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK(+), Ax	AK(+), Ax	
King	KQ(+), Kx	AKJ10(+), KQ(+), Kx	
Queen	QJ(+), Qx	QJ(+), Qx, KQ10(+), AQJ(+)	
Jack	KJ10(+), J10(+), Jx	A/KJ10x(+), J10(+), Jx, QJ9(+)	
10	K/Q109(+), K/Q10x, 10x	A/K/Q109(+), A/K/Q10x, 10x	
9	x9x,	x9x	
Hi-x	Sxx, xSx	Sxx,xSx	
Lo-x	xxxS(x), xxxxxS(x), xS	xxxS(x), xxxxxS(x), xS	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit	1 CT ( K = ATT )	CT	S/P ( LAV )
	2 S/P ( LAV )	S/P ( LAV )	CT
	3		
NT	1 CT ( K = ATT )	CT	S/P ( LAV )
	2 S/P ( LAV )	S/P ( LAV )	CT
	3		
CT ( Lo - Hi = even ), ATT ( Lo= ENCRG ), Smith ( low positiv ) vs NT,			
flexibel trump signals [ normal S/P ( LAV ), maybe CT or CT o/ suit ]			
DOUBLES			
TAKEOUT DOUBLES (Style; Response; Reopening)			
10+ HCP w/ M or 17+ BAL/unBAL;			
RESP: 1 x: 0 - 7, 2 <x: 0 - 8 ( 9 ), 2 >x: 4 M 8 -10, 1/2 NT: 8 -11/11 -13,			
3 m: 5+, 9 -11; 3 M: 5 M, 8 -11; CUE: both M, 8+ / 4 M, 11+ / any 13+;			
R/O: 8+ HCP w/ M or 15+ BAL/unBAL			
SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES			
SUPP X/XX to 2 M; COMP X; RESP X;			
unleaddressing X;			
SNAPDRAGON X a/ LHO 1x (1M/2m) 2x; LIGHTNER X; no PEN X;			
SOS XX in many situations			

WBF Convention Card
♠ ♥ ♦ ♣
Category: <u>RED</u>
NCBO: <u>Germany</u> EVENT: <u>Team</u> 0607
PLAYERS: <u>Hans Humburg, BSC Essen 86 e. V.</u>
<u>Göran Mattsson, BC Bonn e. V.</u>
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
POLISH CLUB
( 1 ♣ 0+; 1 ♥ 4+; 1 M: 5+; )
3rd hand openings maybe weaker / PRE tactical
INV raises m, mixed raises M
mostly non PEN X and ART 2 NT, NF freebids
1 NT: 15 -17 HCP, after X we play TRF ( XX = ♣ ) and pass = F1
2 over 1: 10+ HCP F1 ( PH: NF )
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
1 ♣: BAL, 12 -14 HCP; 4414, 12+ HCP; 5+ ♣ unBAL, 15+ HCP;
any hand, 18+ HCP ( exception see 2 ♦ );
2 ♣: 5+ ♣, 11 -14 HCP;
2 ♦: 5+ M, 4 -10 HCP; BAL, 25+ HCP ( maybe 5 M );
xx( 4+ 5+ ), 20-22 HCP;
2 ♥: 5+ ♥ and 5+ any, 4 -10 HCP;
2 ♠: 5+ ♠ and 5+ m, 4 -10 HCP;
2 NT: xx( 5+ 5+ ), 4 -10 HCP;
3 NT: 7+ SOL m, no values outside;
4 m: STR PRE M: ( ♣/♦ = ♥/♠ );
twosuit in COMP: cue = ♠ ( ♥ ) and other, 2 NT ( jump ) = two lowest,
always 5+ 5+, unlimited; >> 2NT = ( R ) F1, "raises" = PRE,
new S = P/C;
SPECIAL FORCING PASS SEQUENCES
on 2 level, if balance of power is established [ exampel: 1x ( X ) XX or
1x ( pass ) 2y ( 2 any ) ];
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
xx45, 11 - 14 HCP, opens 1♦;
2 NT in COMP mostly kind of LEB or SCRAMBLING ( PH, R/O ) or
good/bad ( by opener a/ RHO 2 x ); new suit NF a/ O/C ( CONST );
PSYCHICS: rarely



OPENING	TICKET	ARTIF	OF MINORS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣	✓	0	??		BAL, 12 - 14; 4414, 12+; 5+♣unBAL, 15+; any, 18+;	1♦ NEG, (31)(54) 7-9, 6+ m 8 - 9,16+ BAL; 1NT 10-11; 1 M NAT (MAFIA); 2 M 5+ M, 2 - 5; 3 m 6+ m, 6 - 7;	a/ 1♦: 1 M 3+, NF; 1 NT 18 - 20; 2♣ NAT, 15+; 2♦ FG; a/ 1M: 2♦ FG w/ fit; a/ 1/2 NT: 2/3♦ ASK DISTR FG; a/ 2 m 2/3♦ FG; CB (mod) a/ 1 M -1♠/NT;	
1♦		4	??		BAL or 5♣, 12 - 14; unBAL, 12 - 18;	1 M NAT; INV m [ 2♦ 10+, 3♣ 7 - 9 (♦!), 3♦ 0-6]; 2♣ NAT, 10+; 2 M FSJ F1; 3 M SPL;	a/ 1M: 2♣xx(54), 11 - 14; 2NT/3♦ 6+♦ w/ or w/o 3 M,15 -18; a/ 1NT: 2♣xx(54), 11 - 14; 2 NT 4441, INV; CB (mod) a/ 1M/1NT;	
1♥		5	??		BAL/unBAL, 12 - 17;	1♠ NAT F1; 1/3 NT NAT; 2 x 10+ F1; 2 NT 4 card fit, INV+; miniSPL;	a/ 1♠/NT: 1/2 NT BAL w/ 12 - 15/16 - 17; 2 <x: NAT - 15 HCP; 3 <x: NAT F1; a/ 2 m: 2 M/2 NT/3 m NF; a/ NT - Rebid CB; a/ 1 M - 2 M ROMEX - Trials; a/ 2 NT: 3♣ any S/S (3♦ ask); 3 M MIN; 3 oM BAL15-19; 3 NT oM 2nd suit;	
1♠		5	??		BAL/unBAL, 12 - 17;	see 1♥;	3♦ >min: 2nd suit/6 M/BAL;	
1 NT		--	3♣		BAL, 15 - 17;	2♣ NF - STAY; 2♦ TRF♥ or BAL INV or STR m; 2♥ TRF♠; 2♠ 5+ m 4 M or 45xx INV or xx(5+5+); 3 m 6+ m INV; 3 M FG; 3 NT NAT;	a/ 2♣ - 2♦: 3♣ (R); 3♦ 5+5+ M; 3 M 4 M/5 oM FG; a/ 2♣ - 2 M: 3♣ (R); a/ 2♦/2♥ TRF: 3m NAT FG; 2♦ - 2♥ - 2♠: 2 NT/3♣ MIN/MAX; a/ 2♠ - 2 NT: 3 m NAT w/ 4 M; 3♥ 45xx INV; 3♠/NT xx55 STRG/to play;	
2♣		5	??		6+♣, unBAL 5+♣, 11 - 14;	2♦ F1 (4 M, any FG); 2 M/3♦ NAT NF; 2 NT NAT; 3♣/ NT NAT (two way); 3 M NAT INV; 4♣ RKCB; 4♦ ASK CUE;	a/ 2♦: 2♥/♠ = 4 M, >> 3♦ ASK SPL; 2 NT = MAX, >> 3♦ ASK 2 STOP; 3♣ = MIN, >> 3♦ ASK 1 STOP;	
2♦	✓	0	3♥		5+ M, 4 - 10; BAL, 25+ (may have 5 M); xx(5+4+), 20 - 22;	2 M P/C or NAT; 2 NT F1; 3 m NAT NF; 3♥ P/C; 3♣ NAT INV; 3 NT NAT; 4 m F1; 4♥ P/C; 4♠ NAT;	a/ 2♠: Step 1/2/3: ♥ MIN-/MIN+/MAX; a/ 2 NT: Step 1/2/3/4/5 M MIN- (>>3♦ FG >>TRF; 3 M P/C)/♥ MIN+/♠ MIN+/♥ MAX/♠ MAX;	
2♥	✓	5	3♦		5+♥ and 5+ any, 4 - 10;	2/3♠ P/C; 2 NT F1; 3 m NAT NF; 3♥ PRE; 3 NT NAT; 4♣ RKCB; 4♥ NAT (two way); 4♠ to play;	a/ 2 NT: 3♣ NAT [ >>3♦ (R) ]; 3♦♥/♠/NT = ♦ MIN/♠ MIN/♠ MAX/♦ MAX; >> 3 M/3 NT/4 M to play;	
2♠	✓	5	3♥		5+♠ and 5+ m, 4 - 10;	2 NT F1; 3♣ P/C; 3♥ INV; 3♠ PRE; 3 NT NAT; 4♣ RKCB; 4♥ to play; 4♠ NAT (two way);	a/ 2 NT: 3 m NAT MIN; 3♥/♠ = ♣/♦ MAX; >> 3♠/3NT to play and 4 m RKCB (m / om for m / ♠)	
2 NT	✓	--	??		xx(5+5+), 4 - 10;	3♥ F1 (MIN/MAX?); 3♠/NT=♠/♥ STOP; 4 m RKCB;	a/ 3♥: 3♠ MIN; 3 NT MAX;	
3 bids		6	??		PRE, 6+ (tactical);	a/ 3♣ 3♦ ASK 3M; 4♣ RKCB; jump to (o)M SPL;		
3NT	✓	--	??		7+ SOL m, no values outside;	4/5♣ P/C; 4♦ ASK SPL; 4 M to play;	a/ 4♦: 4 M SPL; 4 NT no SPL; 5 m NAT w/ SPL om;	
4♣	✓		??		PRE, 7+♥, 8 - 8,5 tricks;	4♦ ASK A; 4♥ to play; 4 NT RKCB;	a/ 4♦: 4♥ no A or KQ, >> 4 NT ASK SPL; any s A; 4 NT any KQ, >> 5♣ ASK;	
4♦	✓		??		PRE, 7+♠, 8 - 8,5 tricks;	4♥ ASK A; 4♠ to play; 4 NT RKCB;	a/ 4♥: 4♠ no A or KQ, >> 4 NT ASK SPL; any s A; 4 NT any KQ, >> 5♣ ASK;	
	✓	--	??		BW		<b>HIGH LEVEL BIDDING</b>	
							RKCB normally 4 NT exc: 4♣ a/ WK opening and raise to 4 m; exclusion RKCB: unusual jump a/ showing fit; ROPI/DOPI (< 5 s), DEPO (> 5 s)	
							RKCB a/ 2 M - 2 NT - 3 any: 4 m for m, 4 om for M;	