


DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
1level about 6-17 HCP, suit quality important, good 4card suit poss.;
weak 2 with few playing tricks bids 1M, not 2M.
2level about 7-18 HCP, suit quality and/or shape counts if light new suit 1RF
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd /4 th Live: 15-18, BAL, stopper
Reopening: 10-14, BAL, stopper
As over 1NT OPEN
scrambling after intervention
JUMP OVERCALLS (Style; Responses; Unusual NT)
WK, 6 cards, some playing tricks
Reopen: 13-15
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
(1M) – 2M: 55 oMm
(1x) – 2NT: 55 lowest unbid
(1♣) - 2♣ : nat
(1m) - 2♦ : 55 M
VS. NT (vs. Strong/Weak; Reopening;PH)
2♣: both M
2♦: 1M
2M: 5M, 4 ⁺ m
2NT: both m
4m: leaping michaels
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
x=t/o
(non)leaping michaels
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
x=both M, 1nt=both m, 1any=t/o against this suit, 2 level=nat
OVER OPPONENTS' TAKEOUT DOUBLE
over 1M most bids up to 2M-1 are TRF

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2 nd /4 th /6 th	xxx, 2 nd /4 th	
NT	2 nd /4 th /6 th	xxx, 2 nd /4 th	
Subseq	2 nd /4 th /6 th	2 nd /4 th	
K from AK then another suit shows Single			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(..), Ax	AKx(..), Ax	
King	AK, KQx	AK, KQ109..	
Queen	QJ(..), Qx	QJ(..), Qx, KQ(..)	
Jack	J10x, Jx	J10x, Jx	
10	10x, H10x	10x, 109xx, HJ10x	
9	H9x, 109x(x)	H109x, 98x	
Hi-X	xXx	xXx, HXx	
Lo-X	xX, HxxX, xxxX	xX, HxxX, xxxX	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	count low=E	count low=E	odd=enc
Suit 2	low=enc	SP	even=suit prf
3			
1	count	count	even=suit pref
NT 2		SP	odd=enc
3			
Signals (including Trumps):			
Smith-Peter (low=enc) if we don't forget			
Jack denies, in known 5+c suits 567 pos, 2348910 suit pref			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
emphasise M, m unclear; maybe lighter with perfect shape or passed partner			
(1m)-x-(p): 2m=strong or both M weak; 3m=both M INV			
Scrambling after (2M)-x; (1M)-x-(2M)			
RESP DOUBLE (denys 4cM)			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
SUPP below 2 of our M mandatory; MAX if we have M-fit			
1y-(2z)-x: t/o or any FG (without good fit)			
the 1 st 2 doubles are always for t/o (xx counts as 1 double), rare exceptions			

W B F CONVENTION CARD
PLAYERS: Susanne Kriftner-Mieke Plath

SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5cM
1NT Opening: 15-17, 5-card M, 6m, any 5422 possible
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♣: W2♦, m GF or M SF/GF or NT 22-30 ⁺
2♦: w2 M
2♥: 5-10, 55 with any other suit
2♠: 5-10, 55 with m
SPECIAL FORCING PASS SEQUENCES
1x-(any): may be penalty, opener may pass with length
we bid VUL game and OPP obviously sacrifice
IMPORTANT NOTES
4M tends to be natural if previous bidding suggested it might be
a playable spot (e.g. Partner showed length before)
PSYCHICS: 3 rd hand opener might vary in length or strength

OPENING	TI CK IF AR TI FI CI AL	MIN . NO. OF CARDS	NEG .DB L THR U				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4♥	11-22, 3 ⁺	2♦=inv+ in ♣, 3♣=weak 1M even with longer ♦ if not GF, 2M=4-8, 6M	1♣-2♦= Stopper , 1♣-1M-1NT (4cM poss, 1M unbal) -2♣=trf to 2♦ either inv in M or to play 2♦/3♣, 1♣-1M-1NT-2♦=any GF	
1♦		3	4♥	11-22, 3 ⁺	3♣=inv+ in ♦, 3♦=weak , 1M even with longer ♦ if not GF, 2M=4-8, 6M	sa	
1♥		5	4♦	11-20, 5 ⁺	1NT: 6-9, 2NT=GF fit, 3♥=weak, 3♣=Bergen (inv), 3♦=Bergen (8-10), 2♠=4-8, 6♠		ph: after 2♣: 2♦ med (13-15), 2♥ min (10-13), 2♠ max (15-18), 3♣ or higher max
1♠		5	4♦	11-20, 5 ⁺	same;	same	same
INT			3♠	(14)15-17 5M, 6m, (5422), (4441) possible	2♦=TRF; 2♥ TRF; 2♠=weak 1m or both m or strong both m (13)(xx); 2NT, 3♣=inv TRF m, 3♦♥/=strong TRF M, 3♠=quantitative 4♣=5/5M/4♦♥ Texas		Lebensohl
2♣	X	0 5+♦		W2 ♦ , GF m/M, SFM, NT 22-30 ⁺	2♦ Relay (except 8+, 6cS) or to play, 2NT strong relay	2♥: either ♥GF or NT 24-25/28-30 2♠=♠GF, 2NT=22-23, 3m=GFm, 3M=SFM, 3NT=26-27	
2♦	X	0	2♠	6M 5-10	2♥=p/c; 2♠=INV ⁺ with ♥-Fit, 2nt=Relay; 3m=f1; 3M=p/c; 4m=PRE for partner's M	after 2nt 3m=min ♥/♠, 3♥/♠=max ♠/♥	(x) – xx = bid your MAJ (x) – 3m = lead-directive
2♥		5		5 ⁺ ♥, 5 ⁺ any, 5-10	2♠=p/c; 2NT Relay; 3♣=p/c; 3♦=INV ♥; 3♥=pre-empt	after 2NT: 3♣/♦=♣/♦, 3♥/♠=♠ min/max	(x) – xx = bid 2 nd suit (x) – 3♣ = to play
2♠		5		5 ⁺ ♠, 5 ⁺ m, 5-10	3♦=6 ⁺ ♥, INV ⁺ ; 3♥=INV ♠, others same as 2♥	after 2NT: 3♣/♦=min, 3♥/♠=♣/♦ max	same
2NT				20-21, BAL	muppet stayman, Transfers, 3♠ Trf to NT, 3 SA: 5♠, 4♥	3♣ - 3♥: no M, 3♣ - 3nt: 5♥	
3♣		6		pre-empt	new suit F1; 4♣ pre; 4♦ asks for Cue		
3♦		6		pre-empt	new suit F1; 4♦ pre; 4♣ asks for Cue		
3♥		7/64		preempt	4♣ SI good support; 4♦ SI bad support		
3♠		7/64		preempt	4♣ SI good support; 4♦ SI bad support		
3NT	X			Gambling 1 st and 2 nd	4♣ p/c; 4♦ SI	HIGH LEVEL BIDDING	
4♣		8/74		preempt		splinter; mixed cue-bids; RKCB 1430; conditional MINORWOOD;	
4♦		8/74		preempt		EXCLUSION RKCB (0, 1, 2, 3);	
4♥		8/74		preempt		RKCB – (x): =dopiropi	
4♠		8/74		preempt			
4NT	X			6 ⁺ 5 ⁺ m			
5♣		7		preempt			
5♦		7		preempt			