

DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style; Responses; 1/2 Level;

1st level 8-17

2nd level 10-18

1NT OVERCALL (2nd/4th Seat; Responses;

2nd 15-18 / 4th 10-14 ⇒ "system on"

(1x)-p-(1y)-1NT = unbid suits, 5-5

JUMP OVERCALLS (Style; Responses; Unusual

weak jump

Michaels: 5⁺-5⁺

2NT=lowest 2 unbid suits; cue = highest suit + ?

Reopen: in 4th pos. intermediate jump to 2nd 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 15⁺; vs. strong NT = 4M + 5⁺m.

2♠=both M; 2♦=1M (⇒3/4♦ = 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

neg.-x

4♣, 4♦ and cue-bid = two-suiters (Leaping Michaels)

2NT = 15-18

vs. Multi: 2M/3any=nat, 2NT=15+-18, x=13-15 or 19+

Vs. ARTIFICIAL STRONG OPENINGS

Timbuktu: suit=next or 3rd and 4th; x=next or 3rd and 4th

NT=♣+♥ or ♦+♠ → POC

OVER OPPONENT'S TAKEOUT DOUBLE

redouble=9++ HCP up, new suit 1st level forcing, 2nd 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	2 nd /4 th	2 nd /4 th

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	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 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, 11 HCP up, any distr. (17+)

Resp: Lebensohl, cuebid (at least inv.+), leaping michaels

REOPENING: 8 HCP up

SPECIAL; ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES

Negative X up to 3♠

WBF Convention Card

♠ ♥ DBV ♦ ♣

Category: Natural green

CLUB: _____ EVENT: _____

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 23-24

2♥♠ = weak2 (5-10)

3 NT gambling = solid 7⁺ cards minor, little outside strength

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 = 1st step, XX = 2nd 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♦ 5-8, 5♠+5♥ ⇒ 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 1m-(X / int)-2/1 = nf, 7*-11*
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 nat or 5-7 3cards ♥ fit 2♥ 8-10, 3cards ♥ fit ⇒ 2♠ 4-7, nat 6 cards ⇒ 2NT 15+, 3* ♥ fit ⇒ 3♣/3♦/3♥ 6-9/inv.++ /0-5 4*♥ fit 3♠/4m Splinter, 12-14	long (good) suit trial bids 2NT = asks: 2min/2max 3rd level=short, 4th level = 2nd 4cards suit	over X:3x=Bergen over 2x: 2NT = Lebensohl
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♥ and 4♦/♥ = 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 ⇒ 3♦ = nat. 5♠+5♥ inv.+ / 3♥/♠ = 14/41 M gf 4♠ = RCK, 4♦ = 5♠+5♥, 4♥/♠= to play	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 25*	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♥+5♠ 2. NT 23-24	2NT = Relay 3♠ = nat, s/o; 3♦ = longer M? 3♥/♠ = mixed raise; 4♠♦ = RKCB (♥♠)	2NT (nonvul)→3m=longer M; 3♥=5-5 min; 3♠=5-5 max single/void♠;3NT=5-5 max single/void♦; 4♠/♦=56xx/65xx	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♠/4♦ = opt. RKCB ♠/♦	min-bad, min-good, max-bad, max-good	
2NT			---	20-22 BAL	3♠ = Puppet Stayman; 3♦/♥ and 4♦/♥ = TRF 3♠ = m-suit Stayman; 4♠ = 5-5 M	TRF break: 3NT=3cards fit; suit=4cards fit	
3♠/♦		(6)7	---	PRE	3M = nat. forcing; 4om = RKCB		
3♥/♠		(6)7	---	PRE	4♠/4♦ = opt. RKCB ♠/♦		
3NT	X	7	---	Gambling; max. outside-king	4♠ = p/c; 4♦ = ask	4♦→4♥/♠/NT = ♥/♠/other m-control; 5m = 7222	
4♠♦	X	-	---	pre			