

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
NV may be light, Reopening may be very light
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
Nat. 15-17, system on
Reop: 10-14, system on
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
2♦=M (5/5)
Weak two style else
Reopen:
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Michaels
Jump Cue=ask stopper
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
2♣=M, 2♦=1 M, 2♥/♠=M+m, 2NT=m
4thPos: 2♣=M, 2♦=1M weak, 2♥/♠=NAT, sound
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
T/O
Cue=strong, 1 or 2 suiter (m), leaping Michaels
NT=nat., 15-17, system on
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
1NT=m, 2NT=m, 2♦=Majors over any 1♣ -opening
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
Redouble=9+, new suit = n.f.,

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	3 <sup>rd</sup> /5 <sup>th</sup>	Same	
NT	4 <sup>th</sup> possible	3 <sup>rd</sup> / 5 <sup>th</sup>	
Subseq	attitude		
Other: Smith discards vs NT, Lavinthal			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AKxx	AK	
King	KQ, AK	KQ, AKJT	
Queen	QJ, Qx	QJ, KQT9	
Jack	JT, Jx	JT, HJT <sub>x</sub> , J <sub>x</sub>	
10	T9, Tx	T9 <sub>xx</sub> , Tx, HT9 <sub>x</sub>	
9	98 <sub>xx</sub> , 9 <sub>x</sub> , H98	9 <sub>xx</sub> , H98	
Hi-X	even	even	
Lo-X	odd	odd	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	L=E	Count reversed	L=E
Suit 2	count	Suit pref	H=suit pref.
3	Suit pref		
1	L=E	Count reversed	L=E
NT 2	count	Suit pref	H=suit pref.
3			
Signals (including Trumps): high-low = odd			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
May be light			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Neg.X → 4♥, Resp.X → 4♥, Comp.X → 3♥, Supp.X,			
LightnerX			

W B F CONVENTION CARD
<b>CATEGORY: BLUE</b>
<b>NCBO: AUSTRIA</b>
<b>PLAYERS: DR. Wolfgang BIEDER – Franz TERRANEO</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
Blue Club (strong club, 4 card Major, Canape-Style by opener)
1NT = 15-17, balanced
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
2♦ = 5+♠ + 4+♥, 7-15 Hcp
2♥/♠ = 5+, 6-11Hcp
<b>SPECIAL FORCING PASS SEQUENCES</b>
<b>IMPORTANT NOTES</b>
1♦-1♥/♠=may be less 4 cards, 1♦--1NT=may have 4card M
1♦-1♥-1♠=5+/4+ minors, 1♦-♥/♠-2♥/♠=3 cards, 4/4+m
After intervention on 1NT-opening Rubinsohl occurs
<b>PSYCHICS: rare</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣	X	0	6any	Strong 17+ if bal., any dist.	1♦=0-7, 1♥=7+ less 3 controls, Controls by step, 2♦/♥=transfer, 3any=transfer, 3♣/♦/♥/♠=semi-solid-suit by transfer no outside control, 3NT=any solid suit, 4♣/♦/♥/♠=transfer	1♣-1♦-1♥♠=forcing, 1♣-1♦-2♣=any 4/4/4/1 1♣-1♦-1♥=f. 1 round, either nat. or strong bal. (20+) 1♣-1♥up=game forcing 1♣-1♥♠-1NT-2♣=Stayman, nat. else 1♣-any positive-2NT-3♣=Baron, nat. else	same
1♦		2	3♣	11-16, longer suit poss.  Usually no 4 card M	1♥/1♠=less 4 card poss., 1NT=6-11, 4M poss 2♦=4+ forc., 2NT=m less 12Hcp, 3♦=PRE	1♦-1♥-1♠= 5+/4+m (-2♣=4 <sup>th</sup> suit-f) 1♦-1♥/♠-1NT-2♣=artif. Relay, 3♣=nf 1♦-2♦-: 2♥=5/4+m, 2♣=bal., 2NT=bal., .....3♣=5+♣, less 4♦, 3♦=5+, less 4♣, .....3♥/♠=5+/4+♦, 14-16, 4♣=5/5m, max.	same
1♥		4	3♣	11-16, longer suit poss.	1NT=nat nf, 2♥=6-11, 2NT=11+ Sup., nat else	1♥-2NT-any=artif., 1♥-1♠-1NT-2♣=artif. Relay, 3♣=nf	Same
1♠		4	4♦	11-16, longer suit poss.	1NT=nat nf, 2♠=6-11, 2NT=11+ Sup., nat else	1♥-2NT-any=artif.	Same
INT			3♣	15-17, 5M, 6m poss.	2♣=stayman, 2♦/♥, 2♠=♣ or minors, 2NT=invit, 3♣=transfer, 3♦=5-5 majors, 3♥/♠=♠/♥ 6 cards, forc., 4♣/♦=transfer ♥/♠	1NT-2♣-2any-3♥/♠=short, -3♦=short 1m 1NT-22663-2any-3♣=distr. Ask 1NT-2♣-2any-2NT=minors 1NT-2♣-2♦/♥-2♠=♠+1m nf.	same
2♣		5	3♣	11-16, 4/5M poss.	2♦=relay; 2♥/♠=nf, 2NT=transfer->3♣, 3♣=constructive	2♣-2NT-3♣: -3♦=5/5M invit, 3♥=5♥/5♦ f., 3♠=5♠/5♦ f., 3NT=5/5M	same
2♦	X	0		8-14, 5+♠/4+♥, distrib.	2NT=relay, 3♥/♠=invit.	2♦-2NT: -3♣=5/4, 10-12Hcp, 3♦=5/4,max. 3♥=5/5,8-11Hcp, 3♠=6/4,8-11, 3NT=6/4max	same
2♥		5		6-11, 5+cards	2NT=relay	2♥-2NT-any=artif.; 3♣=any bad, good any single, good ♣-values; -> 3♦=clarify 3♠=values, 3♥=good hand, 3♠=nat.	same
2♠		5		6-11, 5+cards	2NT=relay	2♠-2NT-any=artif.; See 2♥-opening	same
2NT				21-22, bal, 5M possible	Puppet, Transfers, 3♠=minors, 4♣/♦=slamish in other minor	2NT-4♣/♦-4♥=Transfer 4NT, 4♠=BW 2NT-3♦/♥-3♥/♠=supp. (3NT else)	same
3♣/♦		6		PRE	New suit f.		same
3♥		6		PRE	3♠=nat. f., else cue-bid		same
3♠		6		PRE	4♥=nat., else cue-bid		same
3NT	X			Solid m, 1 <sup>st</sup> -2 <sup>nd</sup> no outs. contr.	4♣=pass/correct, 4♦=ask shape		
4♣/♦		7		PRE	4♥/♠=nat		
4♥/♠		7		PRE	Cue-bids		
4NT	X			Artif. Blackwood			
5♣				PRE	Next suit RKCB (0-1, 2, 2+Q, 3, 3+Q)	<b>HIGH LEVEL BIDDING</b>	
5♦				PRE	Next suit RKCB (0-1, 2, 2+Q, 3, 3+Q)	RKCB, Cue-Bid(1 <sup>st</sup> /2 <sup>nd</sup> ), Splinter, Josefine, Voidwood(0,1,2,3)	
5♥				PRE	Next suit RKCB (0-1, 2, 2+Q, 3, 3+Q)		
5♠				PRE	5NT = RKCB (0-1, 2, 2+Q, 3, 3+Q)		