











DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening) Light with shape and/or good suit. Responses: 1- and 3-level forcing, 2-level nonforcing After 1M – (overcall): Cuebid = inv+ raise, 3 card support 1x (1M/p/x): Transfers from 2♣
INT OVERCALL (2nd/4th Live; Responses; Reopening) 2 nd : 15-18, 4 th : 11-14 (over 1M: 11-16) System on
JUMP OVERCALLS (Style; Responses; Unusual NT) Weak jumps, but 2M in reopening = 10-13 Unusual NT, 2NT in reopening: 19-22
DIRECT & JUMP CUE BIDS (Style; Response; Reopen) Jump cue is natural if opponents’ suit can be 3 or less, asks for stopper otherwise 2M = other M + minor (1♣) - 2♣ = both majors; (1♦) - 2♦ = both majors
VS. NT (vs. Strong/Weak; Reopening;PH) x = points vs. weak, one minor against strong NT <u>Multi Landy:</u> 2♣ = both majors, 2♦ = 1 major, 2M = 5+M+4+m 2NT = both minors 5+5+
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids) Takeout Doubles, Leaping and Non-Leaping Michaels
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣ Suit bids at same level natural Higher level suit bids: natural or the two higher suits NT bids show two-suited hands
OVER OPPONENTS’ TAKEOUT DOUBLE XX = values, forcing to 2NT 1M (x): Transfers from 2♣

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3./5.	3./5.	
NT	3./5	3./5.	
Subseq	3./5., attitude possible	3./5., attitude possible	
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	A(+), AK(+)	A(+), AK(+)	
King	AK, K(+), KQ(+)	AK, K(+), KQ(+)	
Queen	Q(+), QJ(+)	Q(+), QJ(+)	
Jack	J(+), JT(+), KJT(+)	J(+), (A/K)JT(+)	
10	T(+), (A/K/Q)T9(+)	T(+), (A/K/Q)T9(+)	
9	9x	9x	
Hi-X	xxX, xxxxX, HxxxX	xxX, xxxxX, HxxxX	
Lo-X	Xx, HxXx, HxxxX	Xx, HxXx, HxxxX	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Attitude	Count	Suit preference
Suit 2	Suit preference	Suit preference	Count
3	Count		Attitude
1	Attitude	Smith-Peter	Suit preference
NT 2	Count	Count	Count
3	Suit preference	Suit preference	
Signals (including Trumps): Low = encouraging and even Later in the play: A for attitude and K for count Smith Peter: High is positive for the suit led Discards: the cards 5/6/7 are neutral or positive, other cards suit pref.			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening) Might be light with classic shape, focus on majors Reopening can be lighter.			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS 1♣ (1♦♥♠) X = Takeout Other situations, e.g., 1♦ (1♥♠) X = negative			

W B F CONVENTION CARD	
CATEGORY: Red NCBO: Germany PLAYERS: Marie Eggeling Micha Böcker	
SYSTEM SUMMARY	
Phantom Club 	
1♣: a) 11+, short in ♣ and prepared to play in other suits (“TO against ♣”) b) 16+ balanced; c) 18+ any 1♦♥♠ =: natural, 5+, 8-17 hcp (fulfils rule of 18) 1NT Opening: (11)12-15 Preempts: very dependent on vulnerability and position	
SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
<u>2-level openings:</u> 2♣-opening: 11-16 hcp, 5+♣, 4c M; or 6+♣ 2♦-opening: both majors 5+4+, 5-10 2M-opening: Weak Two, normally 5-10 and 6+M	
<u>Responses to 1♣:</u> 1♣ -1♦♥♠: 0-8(9) hcp, nonforcing 1♣ - 1NT/2NT: 6-10/11-12, no 4c M 1♣ - 2♣: Relay, any GF 1♣ - 2♦: 8-11, majors 4+4+ 1♣ -2♥♠: 4+, 8-11	
SPECIAL FORCING PASS SEQUENCES	
Only in clear situations when our side has shown enough values to force to game.	
IMPORTANT NOTES	
Light opening bids in all seats if 5+♦♥♠ 	

OPENING	PHANTOM?	MIN # OF CARDS	NEG DBL	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND
1♣		0	4♥	a) 11+, short in ♣ and prepared to play in other suits (“TO against ♣”) b) 16+ balanced c) 18+ any	1♣ - 1♦/♥/♠: 0-8(9) hcp, nonforcing 1♣ - 1NT/2NT: 6-10/11-12, no 4c M 1♣ - 2♣: Relay, any GF 1♣ - 2♦: 8-11, majors 4+4+ 1♣ - 2♥/♠: 4+, 8-11 1♣ - 3♣/3♦/♥/♠: 5+, often 6+, 8-10(11)	1♣ - 1♥/♠ - 1NT = 16-19 (semi)balanced 1♣ - 1♦/♥/♠ - 2NT = 22-23 (semi)balanced 1♣ - 1♦ - 1NT = 19-21 (semi)balanced 1♣ - 1♦ - 1♥ = nat. 18-21 o. 16-18 (semi)balanced	
1♦		5	4♥	natural, 5+, 8-17 hcp (fulfils rule of 18)	1♥/♠: 6+ hcp, 4+♥/♠, 1/2/3NT: 7-12/13-15/16+, nat 2♣: 10+, 3+♦, 2♥/♠: 5-9 hcp, 6+ cards 2♦: 6-10, 3+♦, 3♦: preempt. 4+♦	1♦ - 1♥/♠ - 1NT: 9-12 (semi)balanced	
1♥ 1♠		5	4♦	natural, 5+, 8-17 hcp (fulfils rule of 18)	1/2NT: 7-12/13-15, nat; 2♣: trf ♦, constructive+; 1♠-2♦: trf ♥, constructive+; 2M-1: fit, invit+; 3♣; GF ♣; 3♦: fitjump	1♥/♠-2M-1-2♥/♠: minimum	
1NT		2	4♥	(12)-13-15	2♣: forces 2♦ (to play) or inv+ w. 4-card M 2♦: asks for M-Doubleton, inv+; 2M: to play 3♦: any 4441 w. single M, 3♥/♠: 3154/1354 4♣/4♦: slaminterest in M; 4M: to play	1NT-2♣-2♦-2M/(2NT): inv+ 4M (inv no-card M)	
2♣		5	3♠	11-16 hcp, 5+♣, 4c M; or 6+♣	2♦: asks for 4cM; 2♥/♠: nat nonf.; 2NT: club raise or strong 2suiter; 3♣: diamonds or strong 1suiter		
2♦		0	----	Both majors 5+4+, 5-10	Any M: to play; 2NT: art.; 3♣: invit+ with 3+ in one major	Artificial responses after 2NT and 3♣	
2♥		6	—	5-10, 6+♥	2NT: forcing relay (Ougust); new suits: forcing	After 2NT: min bad/min good/max bad/max good	
2♠		6	—	5-10, 6+♠	2NT: forcing relay(Ougust); new suits: forcing		
2NT				5+♦, 5+♥, about 5-12	3♣: puppet to 3♦; 3♦: inv w. ♦; 3♥: to play 3♠: 6+ GF; 4♣: RKCB; others: to play	After 2NT-3♣-3♦: 3♥: inv, 3♠: 6+ inv, 4♣: to play, 3NT: inv. w. T (wo ♠-stop) 4♦: RKCB, 4♥: slaminterest	
3♣		6	—	preempt	3♦: relay; 3♥/♠: nat, 5+♥/♠, F; 4♦: RKCB ♣	SLAM BIDDING RKCB 14/30/2without/2with → next free step asks queen/kings Responses to queen/king ask: back to trump = no queen/kings; suit = (queen) + king in this suit Cue-bids (1st/2nd round controls), Splinter 5NT: pick a slam when necessary 4♣♦ = conditional RKCB whenever it makes sense; 4♠ = RKCB on ♥ if obvious	
3♦		6	—	preempt	4♣: RKCB ♦; 3♥/♠: nat, 5+♥/♠, F		
3♥		7	—	preempt	3♠: nat, 5+♠, FG; 4♣: RKCB ♥		
3♠		7	—	preempt	4♣: RKCB ♠; 4♥: to play		
3NT	X		—	Good 4M opening	4♣: bid y M in xfer; 4♦: bid y M		
4♣			—	preempt	4M = to play, 4♦ = RKCB ♣		
4♦			—	preempt	4M = to play, 5♣ = RKCB ♦		