

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1/2 Level; Reopening)</b>
General Style: Sound, MAX 17 Responses: New suit F, jump raise PRE, CUE F raise Same in Balancing Seat
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
2 <sup>nd</sup> : 15-18, Systems on. 4 <sup>th</sup> : 11-14, Systems on; stop in opened suit not necessary.
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
6-10, 6+ cards, sound; New suit F1. 2NT/CUE ART ASK, show feature if MAX, 3NT=AKQxxx. Unusual NT: 6-10 or 16+. Reopen: good/long suit, opening strength
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
(1M)-2M: oM & m 5+, 6-10 or 16+; 2NT ASK for m (1m)-2m: both MM 5+, 6-10 or 16+; 2/3NT NAT Jump CUE ASK for stop; 4♣ P/C denies stop
<b>VS. NT (vs. Strong/Weak; Reopening; PH)</b>
2♣ 9+ and at least 5/4 in MM (Note 6) Respond 2♦ with equal length in MM Respond 2NT strength/shape ASK
<b>VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
X is T/O through 4♦. NAT after T/O X. After 3m, CUE = MM 5+ After 2/3M, CUE = oM & m 5+ After 4M, 4NT = 2-suiter 5+
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
X L/D, jump PRE, O/C NAT
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
New suit F 4+ unless already passed; jump PRE XX primarily PEN 10+, subsequent X's PEN

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	4 <sup>th</sup> ; 2 <sup>nd</sup> from weakness	Same	
NT	4 <sup>th</sup> ; 2 <sup>nd</sup> from weakness	Same	
Subseq	ATT	ATT	
Other: A for ATT, K for count			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	ATT ASK	ATT ASK	
King	Count ASK	Count/Unblock ASK	
Queen	QJ(x+) Qx	QJ10 QJ9 AQJ(x+)	
Jack	J10(x+) KJ10x(+) Jx	J109 JT8 KJ10x(+)	
10	1098 H109x(+)	1098 H109x(+)	
9	H9x 109(x)	H9x 109(x)	
Hi-X	xSxx xSx xS	xSxx xSx xS	
Lo-X	HSx HxxS(+)	HSx HxxS(+)	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Hi =odd/DISC	Hi=odd	odd=ENC, even=S/P
Suit 2	S/P	S/P	
3			
1	Same	Same	Same
NT 2			
3			
Signals (including Trumps):			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Sound/NAT. Suitable shape or too strong (18+) for O/C May be weaker in protective position CUE F to suit agreement, jump 8+			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
NEG X up to 3♠; 1m-(1♥)-X promises ♠ & om			
RESP X up to 3♠			
SUPP X up to 3♠			

W B F CONVENTION CARD
<b>CATEGORY: Natural – GREEN</b> <b>NCBO: UK &amp; Germany</b> <b>PLAYERS: Klaus Forster</b> <b>Geoff Simpson</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
Natural ♦, ♣ can be as short as 2, 5 card MM, UDCA carding 4SF (Note 1) Jump LIM over MM 1NT RESP NF Jump RESP GF SOL Change of suit F1, unless limit RESP 1NT opening: 15-17 2 over 1 RESP: promises rebid
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
Gambling 3NT with little outside strength LEB after 2-level O/C of 1NT (Note 2) LEB after X of OPPT WK 2 (Note 2) Michaels CUE (Note 3) OPPT 2-suiter O/C (Note 4) Unusual 2NT O/C = 2 lowest unbid suits 5+
<b>SPECIAL FORCING PASS SEQUENCES</b>
<b>IMPORTANT NOTES</b>
DBL jump in new suit = SPL if m over M (Note 5) Jump CUE by opener = SPL raise
<b>PSYCHICS: Rare</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		2	3♠	11-21 HCP	1NT 6-9; 2NT 10-12; 2♣ INV+ 4+ cards; 3♣ WK 1M may have longer ♦ (if so 6-9)	2♣ CB over NT rebid (Note 7) Rebid 1NT denies 4 cards of bypassed M 4 <sup>th</sup> suit forcing; Reverses by opener F1	
1♦		4	3♠	11-21 HCP	1NT 6-9; 2NT 10-12; 2♦ INV+; 3♦ WK 1M may have longer ♣ (if so 6-9)	As for 1♣	
1♥		5	3♠	11-21 HCP	1NT 6-9; 2NT FG 3+ SUPP; 3♥ WK 2NT INV over (X) SPL (Note5)	New suit shows shortage after 2NT	2NT NAT REV Drury (Note 8) Jump CUE SPL
1♠		5	3♠	11-21 HCP	As for 1♥		As for 1♥
INT				15-17 BAL, 5cM common	2♠/3♣= TRF to ♣/♦ (Note 9) (2♣-2♦-2M garbage)	Lebensohl (Note 1), Smolen (Note 10)	
2♣	✓		3♠	Strong	2♦ NEG, others S/T If suit bid, good suit 5+	2NT 23-24 BAL, 3NT 25-26 2NT by RESP 2 <sup>nd</sup> NEG	
2♦		6		6-10 HCP	2NT ART ASK, show feature if MAX new suit NF CONST	3NT=AKQxxx	
2♥		6		6-10 HCP	As for 2♦	As for 2♦	
2♠		6		6-10 HCP	As for 2♦	As for 2♦	
2NT				21-22 HCP BAL	PUP STAY (Note 11) 3♠ TRF to ♣, 4♣ Gerber, 4♦ NAT F1		
3♣		6		PRE, sound, can be light at fav	New suit F1		
3♦		6		As for 3♣	As for 3♣		
3♥		6		As for 3♣	As for 3♣		
3♠		6		As for 3♣	As for 3♣		
3NT	✓	7		Running m, little outside	4/5/6♣ P/C		
4♣		7		PRE			
4♦		7		PRE			
4♥		7		Can be strong in 3 <sup>rd</sup> 4 <sup>th</sup>			
4♠		7		Can be strong in 3 <sup>rd</sup> 4 <sup>th</sup>			
4NT	✓			BW 04-1-2-3			
5♣		8				<b>HIGH LEVEL BIDDING</b>	
5♦		8				4NT RKCB 14/30,2-Q,2+Q; next suit Queen ASK; 5NT asks for a specific king Gerber 0/4-1-2-3 if immediate jump to 4♣ after NT. CUE below game: 1 <sup>st</sup> or 2 <sup>nd</sup> ; above 1 <sup>st</sup> . CUE-(X)-XX: 1 <sup>st</sup> round CTRL; Cue-(X)-P no CTRL. DOPI/ROPI 5&6 level	
5♥		8					
5♠		8					

## Supplementary Sheet (Klaus Forster & Geoff Simpson)

### Note 1: Fourth Suit Forcing:

Game force if reverse or level 3 rebid, otherwise forcing to 2NT

### Note 2: Lebensohl:

1NT (2x) 2NT (P) 2NT forces a puppet to 3♣ using principle Fast Arrival Denies a Stop

3♣ (P) 3x

(2M) Db1 (P) 2NT

(P) 3♣ (P) 3oM game invite holding 4 cards in the other major and a stop in the opponent's suit

### Note 3: Michaels Cue-bids:

(1m) 2m both majors 5+

(2♦) 3♦ ditto when a weak 2

(1M) 2M other major and a minor 5+

(2M) 3M ditto

When each opponent bids a new suit, a cue-bid of either suit in 4<sup>th</sup> seat is Michaels (1♣) Pass (1♥) 2♣/♥

All cue-bids show 6-10HCP or 16+HCP

A NT response to a minor cue-bid by partner is natural, and a minor ask to a major cue-bid

A cue-bid response to partner's cue-bid shows game/slam interest (1♣) 2♣ (Pass) 3♣

### Note 4: Competing over an opponent's 2-suiter:

1♠ (2NT) ?	3♣	3+♠, inv+
	3♦	5+♥, inv+, max 2♠
	3♥	6+♥, NF, max 2♠
	3♠	3+♠, WK
	3NT	stops in both minors, max 2♠
	4♣/♦	splinter
	4♥	to play
	Dbl	penalty orientated, max 2♠
	Pass	waiting bid, max 2♠, but if holding minors, not as strong as Dbl

### Note 5: Splinters:

1♠ 4♥	♠ fit, 0/1 ♥	
1♠ 2♥ 4♦	♥ fit, 0/1 ♦	
1♣ 1♠ 3♦	♠ fit, 0/1 ♦	
1♦ 1♠ 4♣	♠ fit, 0/1 ♣	
1♣ 1♦ 1♥ 3♠	♥ fit, 0/1 ♠	
1♣ 1♦ 1♠ 4♥	♠ fit, 0/1 ♥	3♥ shows 6/5 GF
1♦ 1♠ 2♦ 4♥	3+♦, 0/1 ♥	3♥ shows 5/5 GF
1♠ 2♣ 2♦ 4♥	♦ fit, 0/1 ♥	3♥ shows 6/5 GF
1♥ 2♣ 2♥ 4♦	3+♥, 0/1 ♦	
1♦ 1♥ 1♠ 4♦	♠ fit, 0/1 ♦	
2♣ 2♦ 2♥ 3♠	♥ fit, 0/1 ♠	

Rebidding a splinter confirms a void

Splinter responses to 1♣ show 5+♣ and deny a 4cM

Playing 5cM, it is NOT acceptable to splinter with 3 card support

Splinters are on in competition

#### Note 6: Landy NT Defence:

(1NT) 2♣ (Pass) 2NT 2♣ art ask; 2NT shape & strength ask

(Pass) 3♣ (Pass) 3♦ 3♣ 5/4 9-11 (then 3♦ longer major ask), 3♦ 5/4 12+, 3♥ 5/5 9-10, 3♠ 5/5 11-12, 3NT 5/5 13+

(Pass) 3♥ (Pass) 3NT

Responder holding ♠962♥AJ♦AKQ♣J9874 opposite ♠AJ54♥KQT86♦9842

#### Note 7: Checkback:

1♦ (P) 1♥ (P) 1NT (P) 2♣ asks partner if min/max with 2/3 card support (2♦ min 2c, 2NT max 2c, 2♥ min 3c, 2♠ max 3c)

1♦ (P) 1♥ (P) 1♠ (P) 2♣ as above; a subsequent 2♠ or 3♣ rebid is NF

#### Note 8: Reverse Drury:

A 2♣ enquiry by a passed hand with 3+ support when partner opens a major in 3<sup>rd</sup>/4<sup>th</sup> seat

After opening 1♠, followed by a 2♣ enquiry, opener can rebid as follows:

2♦ art, showing a normal opening bid 12+HCP

2♥ natural, showing 4+♥, but does **not** guarantee a full opening bid

2♠ a sub-minimum hand

Other natural, opening values

(Pass) Pass (Pass) 1♠

(Pass) 2♣ (Pass) 2♦

(Pass) 3♣ (Pass) 4♠ help try (not a long ♣ suit without ♠ support, as this would be shown via a 1NT response)

Opener holding ♠AJ952♥A98♦92♣KQ6 opposite ♠K86♥K6♦T83♣A9432

#### Note 9: Transfer to Minors:

1NT (P) 2♠ showing 5+♠; opener can break the transfer with 2NT holding a max hand and ♣Hxx

1NT (P) 3♣ showing 5+♦

2NT (P) 3♠ showing 5+♣

#### Note 10: Smolen:

1NT (P) 2♣ (P)

2♦ (P) 3♥ Game force, showing 4♥ and 5♠

#### Note 11: Puppet Stayman

2NT (P) 3♣ (P) Opener is expected to show a 5cM, bid 3NT with no 4cM, and 3♦ with at least 1 4cM;

3♦ (P) 3♥ Responder bids the major he does NOT hold